

SWORD & SORCERY

Eldritch Sorcery



A MAGIC SOURCEBOOK FOR V.3.5 ROLEPLAYING



NECROMANCER GAMES
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Eldritch Sorcery

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Necromancer Games would like to thank all of our fans and dedicate this book to our fans and dedicated gamers throughout the world.

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This product requires the use of the
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This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

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Eldritch Sorcery

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Introduction

Fantasy gaming and literature has many variations and themes, but one underlying element weaves through all of them, magic. Sometimes magic is used only by the dark priests or wizards hunting heroes across the land, other times it is the heroes who hold the awesome powers of the cosmos in their hands. Magic transforms the ordinary into the extraordinary, the mundane into the thrilling, and helps bring worlds to life in our imaginations.

Role-playing games provide an escape from real world pressures, and magic helps us dive into a game world that is as different as our imaginations allow. Here, the writers and fans of Necromancer Games present a wide collection of spells to add into your campaign world, whether as rewards for PCs or tools for villains, these spells can help give your campaign world its own special character and flavor.

Every campaign is different, as are players and DMs, so we have done our best to present a wide collection of spells from those that affect the mind to those that leave behind nothing but scorched earth and ashes. Whether

you are sailing ships across the high seas, negotiating delicate contracts, delving into dungeons, or fighting vast armies, there are spells here that can help you with your endeavors. The collection is large enough that we are certain that a large number of these spells can fit into any campaign, exactly which spells these might be can only be determined by you and the world you play in.

Organization

The next chapter provides a few guidelines on choosing the spells you wish to use in your game world and is followed by a brief chapter containing a few Feats that you might find useful in tailoring your character(s) or enhancing the NPCs of your world. After that we present the meat of the book, the spells, spells, and more spells. Finally, we have, wait, that is it, just the spells.

We hope that this collection of spells sparks your imagination and brings you dreams of epic battles and heroic quests through magical lands. We ask only one thing of you while you read on, please, please, don't read out loud ...



Chapter One:

Using this Book

This book is not designed as a replacement for your *PHB*, or even to replace whatever other books you might be using at your gaming table. It is designed simply to help you expand the magic use in your campaign into areas that are a little bit different from the usual. As such, we can't claim that every spell or feat we present is right for your game world or campaign. Only you, with the help of your gaming group, can decide which of the spells below is acceptable in your world. Below we provide some loose guidelines and suggestions about things you should consider when allowing new spells or feats into your campaign. The first thing to consider is the various schools of magic.

Schools of Magic

As a supplement to the *PHB*, the collection of spells here is not balanced by level with respect to the power or number of spells in each school of magic at each level. What does this mean for you? The main game play effect is on specialist wizards, those wizards that gain additional spells of a certain school of magic at the expense of being able to cast spells from other schools of magic. Basically a specialist wizard in your game might gain more spells than normal, or even far less than others, if you allow all of these spells into your game without checking them over. Normal wizards, sorcerers, and other classes are unaffected by this. You can overcome this potential issue by restricting certain spells, by allowing spells as "replacements" to similar spells in the *PHB*, or shifting certain spells from one school of magic to another.

Some spells can easily be seen to "overlap" between different schools of magic and can be shifted from one school to another if this assists game play. For example, a spell that erects a protective barrier to keep out a particular type of creature would often be put into the Abjuration school of magic, but one could also find reasons to put it in the Evocation school as it is a barrier that has been created or even Conjunction because it is something that is brought into being. The various schools of magic are described in detail in *Chapter 10: Magic of the PHB* and a brief description of the schools of magic is provided below.

Abjuration

Protective spells that create physical or magical barriers are considered Abjurations. These spells can negate magical or physical effects, prevent creatures from entering a certain area, harm creatures passing through a barrier, or even banish foes to other planes.

Conjunction

Conjunctions can bring manifestations of objects, creatures, or some form of energy into being as well as help heal injuries. Conjunctions fall into the subschools of calling (transports a creature from another plane to your own), creation (manipulates matter), healing, summoning (summons creature or object), or teleportation.

Divination

Diviners delve into secrets long forgotten as well as predicting the future. Divination spells can help reveal thoughts, as well as defeat deceptive spells, and even assist a wizard in combat by giving brief glimpses into the future. Some divination spells also depend on scrying, looking at people, places, or things secretly from a great distance.

Enchantment

Enchanters influence the minds of others, often controlling their thoughts and behavior. These Mind-Affecting spells generally fall into two categories: charm, changes how the subject views you, and compulsion, forces the subject to act in a particular manner. Enchantment spells can be used to calm emotions and effect negotiations as well as to control and manipulate.

Evocation

Often considered the "flashy" side of magic, evocation spells control energy to produce a wide variety of spectacular, and often destructive effects. Evocation spells can unleash a vast amount of energy and deal a large amount of damage in a short period of time.

Illusion

Many times dreaded by DMs, illusion spells fool the perceptions of others causing them to see, hear, or even feel things that aren't really there. Illusions have five types, figments (create a false sensation), glamers (changes the way an item or creature is perceived), patterns (mind-affecting figments), phantasms (mental image in the mind of the caster or target), and shadows (partially real). Illusions wielded by knowledgeable wizards can be truly devastating. Players and DMs should discuss the adjudication of illusion spells in advance so that rules for disbelieving illusions are clear to all involved (Consult *Chapter 10: Magic in the PHB*).



Necromancy

One of the favored schools of magic at **Necromancer Games**, necromancy spells manipulate life force to control life, death, and “undeath.” Often considered the darkest of disciplines, necromancy is generally associated with the control and creation of undead, but spells that control negative energy, fear effects, and even those spells that can snuff out life altogether fall into this category.

Transmutation

Transmuters exert their power by transforming the properties of creatures or objects. These transformational spells can weaken or strengthen targets, or even change them entirely. Who hasn’t heard stories of wizards turning annoying interlopers into frogs?

Universal

Some magical spells cross all of the boundaries, existing somewhat in all classes, yet not entirely. Such spells are classified as “universal” and can be used by specialist wizards of all types.

The Power of Magic

Magic spells vary in power and effect, but we do try to follow general guidelines that keep spells of a certain level in line with each other. This means that, while not all 2nd-level spells are identical, they should be relatively similar with respect to the amount of damage they

inflict or the effects they produce. This can break down when you begin to include special abilities from prestige classes and specialized feats.

As an example; a prestige class that provides +1 to the DC of saving throws against spells of the elemental type combined with the Spell Focus (evocation) feat from the *PHB* and the Elemental Focus (fire) feat from this book could create a wizard that adds +4 to the saving throw DC for his *fireball* spells. In such a case, it might be wise for the DM to rule that some of these bonuses do not stack or the DM can simply take this into account when planning encounters (*fireballs* don’t do much damage on the elemental plane of fire). Whether or not a wizard like this is “broken” in your game is a question that only you can answer.

Things to Look For

When adding new spells to your campaign you need to consider several factors:

Special Weaknesses: do some of the creatures in your world have special weaknesses? If most of the creatures in your world have a special weakness for sonic-based spells then a sonic spell might be far more deadly in your campaign than it would be in someone else’s.

Immunities: creatures that have special immunities or resistances could render some of the spells of this book completely worthless in some situations. At the same time, a wizard that is immune to poison could use area-effect poison spells with impunity, never fearing his own magic.

Prestige Class Abilities: some of the many prestige classes available create spellcasters that are particularly powerful in a special school or subtype of magic. If some of these abilities are combined with some of the spells presented here the combination could be much more powerful than anticipated. Prestige classes provide an exciting way to tailor characters to a specific concept and can help with role-playing but sometimes the special abilities and characteristics granted are not completely compatible with the introduction of new spells.

Feats: feats from many sources, even this book, can be combined to create spellcasters that are particularly powerful in some areas. A combination of feats and special abilities that profoundly alters the damage dice of a spell or the spell's save DC should be carefully examined.

Players and DMs should look at these factors together. While it is often a goal to create a powerful character, unbalanced characters can rapidly ruin a game for everyone involved. Agreements can be made about the descriptions of a spell effect, or the level it can be used at to make everyone happy. Open, respectful discussion about the power level of a campaign can help everyone enjoy game play better.

Role-Playing Restrictions

One way that is often used to balance some of the considerations mentioned above is to use role-playing restrictions to balance out the game mechanics. While this can work in some situations, and might work well in yours,

role-playing restrictions are usually not a good way to balance game mechanics. If you choose this route, make certain that the DM and all of the players agree as to what those restrictions might be, and how to implement them.

Introducing New Spells

Okay, you have examined the spells and decided what is in, and what is out. How do you get them into the game? First, you can simply allow the spells into the game, they can be researched at the local wizard's guild or learned from another source. Second, the spell could be recovered in a lost spellbook, divine scroll, or hidden tablet. Third, a deity could grant the new spell as a reward for a particular quest or activity. Fourth, the spell could be created as a result of research or experimentation by a PC wizard, cleric, or even traveling ranger. Finally, the spell itself could become the source of a grand adventure. Perhaps the PCs need to find a way to create *Jaerel's curtain of fire* in order to stop an encroaching army and this requires delving into the depths of a deadly dungeon.

Whatever methods you choose, we provide the feats and spells below to help you drive your own campaign in whatever direction you choose. If we do nothing more than spark your imagination then we have accomplished at least one small part of our goal. As you read over the spells think not only about whether or not you want the spell in your campaign, but how you can use it, and even how you might be able to alter it to make it your own.

Chapter Two:

New Feats

Feats are useful for specializing a character by adding special abilities or enhancing special abilities they already possess. As with spells, the DM should make the final decision as to whether or not one of these feats is allowed into their game. Prestige class special abilities, class abilities, and the spells you allow into your game can influence the power of the feats described below as well as how those feats might affect game play. Several of these feats do add new class specific abilities or skills to characters that must be examined carefully with respect to other feats and special abilities gained by prestige classes or campaign specific items.

All of the feats listed here pertain to classes that cast spells or have magical abilities.

General Feats

The following “general” feats can be taken by characters that meet the prerequisites. Some of the prerequisites include class specific abilities that might require several levels in a particular character class before one can qualify for the feat listed.

Arcane Affinity [General]

You have a knack for learning the mysteries of arcane magic.

Benefit: Choose one arcane spellcasting class. This class is a favored class for you in addition to any other favored class you have. This feat may be used to add an arcane class as a favored class or to add an additional arcane class as a favored class in addition to one you have already selected. For example, a halfling (favored class rogue) that selects this feat now has two favored classes. Similarly, a human fighter/rogue (with either of these classes as its favored class) could take this feat and add levels of sorcerer or wizard without suffering an XP penalty for multiclassing.

Atheist [General]

You disbelieve the existence of all gods to the point that divine magic has little effect on you.

Prerequisite: Cannot follow the tenets of any religion, cannot have class levels in a divine spellcasting class that requires the worship of a god (such as cleric).

Benefit: You gain a +2 resistance bonus on saving throws against spells cast by divine spellcasters.

Drawback: While you can still receive healing spells, your disbelief in an afterlife of any sort, or of any gods, prevents you from being *raised* or *resurrected*. You can only be returned to life with a *wish* spell.

Augment Undead [General]

Your created or animated undead are more powerful than normal.

Prerequisite: Spell Focus (necromancy).

Benefit: Each undead creature you create using *create undead*, *create greater undead*, *animate dead*, or similar spells gains a +2 enhancement bonus to Strength and +2 hit points per HD.

Ceremonial Turning [General]

You and several others can combine your turning attempts for greater effect.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each character participating must be within 5 feet of you and must spend (or donate) a turning attempt (a free action for the donors that takes place on your turn). You act as the focus. The first donated turning attempt grants you a +4 bonus on your turning check and turning damage roll. Each additional turning attempt donated by another character adds an additional +1 on both your turning check and your turning damage roll. The total number of donated turning attempts cannot exceed your Charisma modifier. No character can donate more than one turning attempt.

Disciplined [General]

You have a strong mind and determination. You are difficult to distract from your task.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Concentration checks. These bonuses stack with any other bonuses on your Will save and Concentration checks.

Divine Affinity [General]

You have a knack for learning the mysteries of divine magic.

Benefit: Choose one divine spellcasting class. This class is a favored class for you in addition to any other favored class you have. This feat may be used to add a divine class as a favored class or to add an additional divine class as a favored class in addition to one you have already selected. For example, a halfling (favored class rogue) that selects this feat now has two favored classes. Similarly, a human fighter/rogue (with either of these classes as its favored class) could take this feat and add levels of druid or cleric without suffering an XP penalty for multiclassing.

Divine Focus [General]

You are in tune with your deity and can affect undead more easily.

Prerequisites: Ability to turn undead, Cha 13 +.

Benefit: You gain a +2 sacred bonus on turning checks and turning damage rolls.

Domain Affinity [General]

You are in tune with the aspects of your patron deity, even if you are not a divine spellcaster.

Prerequisites: Must have a patron deity, must have an alignment within one step of your patron deity.

Benefit: You gain a domain ability of your choice from one of the domains of your patron deity, even if you are not otherwise a divine spellcaster. The domain ability functions at your divine spellcasting level (or 1st level if you do not have a divine spellcasting level).

If you are a divine spellcaster, this feat allows you to choose an extra domain from the domains allowed by your deity in addition to the two normally allowed to clerics. You may choose domain spells from that domain in addition to gaining the extra domain ability.

Special: If your alignment ever moves more than one step away from your patron deity's alignment, you lose the abilities granted by this feat until your alignment is restored and you have received *atonement*.

Elemental Focus [General]

Choose a single element (air, earth, fire, or water). Your spells with that descriptor are more potent than normal.

Benefit: Add +2 to the DC for all saving throws against spells with your chosen elemental descriptor.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new elemental descriptor. This bonus stacks with that gained from Spell Focus and Greater Spell Focus.

Essence Magic [General]

You can cast spells without relying on material components.

Prerequisite: Eschew Materials.

Benefit: You can cast any spell that has a material component without needing the components by substituting 1 XP for every 5 gp of the total cost of the material component(s). For example, *bless water* requires 5 pounds of powdered silver (worth 25 gp) as a material component. Using this feat, you could cast the spell without needing the component by using 5 XP of your own life essence. The casting of the spell still provokes attacks of opportunity as normal.

Special: You cannot use this feat on spells that have a material component cost of less than 5 gp. You cannot lose a level using this feat. If substituting XP



for the cost would cause you to lose a level, you cannot use this feat, but must instead use the material component for the spell.

Herbalist [General]

You easily identify rare herbs used in healing and potion creation.

Benefit: Your ability to identify special rare herbs helps you heal others and determine the most potent materials to use while brewing potions or performing other alchemical combinations. You receive a +2 bonus to all Heal checks and to Craft (alchemy) checks. You also more easily identify poisonous or hazardous plants and receive a +2 circumstance bonus to any Knowledge (nature) or Survival skill checks when attempting to identify dangerous plants.

Lunar Magic [General]

Your magic is enhanced during one phase of the moon.

Prerequisite: Ability to cast spells.

Benefit: Choose one phase of the moon (new, first quarter, full, last quarter). During that phase you gain +1 caster level. Additionally, during the “opposite” phase (new-full, full-new, first quarter-last quarter, last quarter-first quarter), you take a –1 caster level. The modifier to caster level applies to level checks and spell effects. It does not affect the number of spells you can prepare or cast per day. The modifier stacks with other modifiers to caster level.

You can only take this feat once.

Maximize Undead Creation [General]

Your animated or created undead have maximum hit points.

Prerequisite: Spell Focus (necromancy).

Benefit: Each undead creature you create using *create undead*, *create greater undead*, *animate dead*, or similar spells has maximum hit points for its HD.

Power Turning [General]

You can make exceptionally powerful turning checks.

Prerequisites: Ability to turn undead, Cha 13+.

Benefit: You may choose to subtract a number from your turning check and add the same number to your turning damage roll. This number cannot exceed your class level (in the class that grants you the ability to turn undead).

Scorn of the Death God [General]

You can channel energy to turn or rebuke creatures that have cheated death.

Prerequisite: Ability to turn or rebuke undead, worshipper of the god of death, ability to cast 4th-level divine spells, Cha 13+.

Benefit: You can spend one of your turning attempts to turn or rebuke creatures that have been brought back to life through revivification magic (*raise dead*, *reincarnate*, *resurrection*, for instance). Make a turning check against the creature(s) using the normal rules for turning undead. (The target’s character level is used as the maximum HD you can affect.) You cannot destroy creatures using this feat.

Seasonal Magic [General]

Your magic is enhanced during one season of the year.

Prerequisite: Ability to cast spells.

Benefit: Choose one season (Winter, Spring, Summer, Autumn). During that season you gain +1 caster level. During the “opposite” season (Winter-Summer, Summer-Winter, Spring-Autumn, Autumn-Spring) you take a –1 caster level. The modifier to caster level applies to level checks and spell effects. It does not affect the number of spells you can prepare or cast per day. The modifier stacks with other modifiers to caster level.

You can only take this feat once.

Seductive Magic [General]

You use your charming ways to make your compulsion spells harder to resist.

Prerequisites: Cha 15+, Spell Focus (Enchantment).

Benefit: You cast spells of the Enchantment school at +2 caster level. The modifier to caster level applies to level checks and spell effects. It does not affect the number of spells you can prepare or cast per day.

Special: You can only take this feat once.

Shape Master [General]

Your training allows you to wild shape faster than usual.

Prerequisites: Natural Spell, wild shape (elemental)

Benefit: Three times per day you can wild shape as a free action without provoking an attack of opportunity. This does not add to the number of times per day you can wild shape, nor does it alter the shapes and forms you can assume, it simply allows you to change shape faster than usual.

Normal: Wild shape is a standard action that does not provoke an attack of opportunity.

Item Creation Feats

The following feats allow you to use your personal powers and abilities to create special magic items or objects. Creation of magic items generally requires a some of your own essence in the form of an XP cost that is dependant upon the value of the item to be created.

Craft Magic Candle [Item Creation]

You can create magic candles that hold spells until triggered (by burning out on their own or being snuffed out). Magic candles function similar to potions.

Prerequisite: Spellcaster 3rd+.

Benefit: You can create a candle of any 3rd-level or lower spell that you know and that targets one or more creatures. Crafting a candle takes one day. When you create a candle, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a candle is its spell level times its caster level times 50 gp. To craft a candle, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a candle, you make any choices that you would normally make when casting the spell. A magic candle burns for 1 hour or until snuffed out. Creatures within range (as determined by the spell) are the targets of the spell. A spell with a range of “Touch” affects a single creature within 5 feet of the candle.

Any candle that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component or pay the XP when creating the candle.

Craft Magic Talisman [Item Creation]

You can create magic fetishes (also called charms) that hold spells until triggered. A talisman is a single-use magic item and functions like a scroll.

Prerequisite: Spellcaster 3rd+.

Benefit: You can create a talisman of any spell that you know. Crafting a talisman takes one day for each 1,000 gp in its base price. The base price of a talisman is its spell level times its caster level times 25 gp. To craft a talisman, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Any talisman that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when crafting the talisman.

Activating a talisman is the same as activating a scroll (see the *DMG* for details).

Master Alchemist [Item Creation]

You can easily identify and collect the herbs and materials necessary for your potions.

Prerequisites: Int or Wis 15+, Craft (alchemy) 15 ranks, Brew Potion, Herbalist, ability to cast 4th level arcane or divine spells.

Benefit: You are adept at finding and identifying the rare herbs and compounds necessary for your potions. The ability to find these materials makes your potions more potent and reduces the amount of energy you must expend to create new potions. The base price of a potion is still spell level x its caster level x 50 gp, and the components still cost half of the base price, but the XP cost for the creator is now 1/50 of the base price. In addition, you can create potions with up to 4th-level spells that follow the same guidelines mentioned in the Brew Potion feat.

Normal: You can't create potions with 4th level spells or avoid the XP costs of potion creation.

Metamagic Feats

Metamagic feats allow you to cast your spells in slightly different ways than they were originally designed or learned. They can help you appear more impressive or simply make it easier to cast or prepare the spells you normally use. It might be more difficult to prepare or cast a spell using a metamagic feat, but these feats can create new possibilities from the spells you already know.

Anchored Spell [Metamagic]

You can cast spells without material components by scribing them on your body.

Prerequisite: Ability to prepare spells.

Benefit: An anchored spell is inscribed on your body in the form of a rune, sigil, tattoo, or ideogram. The illustration is permanent and takes the place of the spell's material component(s). The symbol lightens after the spell is cast and darkens when the spell is prepared. An anchored spell uses up a spell slot at least one level higher than the spell's actual level. The slot used up depends on the cost of the spell's material component.

Material Component (gp)	Slot Used
1 – 50	one level higher
51 – 500	two levels higher
501 – 900	three levels higher
901 +	four levels higher

Colorize Spell [Metamagic]

You can add color to or change the colors of any visible spell effect.

Prerequisites: Ability to cast at least one illusion spell, Int 13+.

Benefit: The caster can change the color of any visible spell effect. For example, a *fireball* could be made green, purple, or red. Changing the color of a spell effect does not alter its effect or increase any damage dealt, but it does make even simple spells appear to be something far more impressive and

dangerous. Casters using Colorized spells get a +2 circumstance bonus to all Leadership rolls and Intimidate and Bluff checks for a period of 10 rounds after the Colorized spell is cast, or, for spells with a duration, after the spell ends. A Maximized, Colorized spell adds a +4 circumstance bonus to Leadership rolls, and Intimidate and Bluff checks. A Colorized spell uses up a spell slot of the spell's normal level.

Sacramental Magic [Metamagic]

You imbue your damaging spells with divine essence.

Prerequisite: Ability to cast divine spells.

Benefit: This feat can be applied to any divine spell that deals damage. Half the damage results directly from divine force and is therefore not subject to being reduced by *protection from energy* and similar magic. The other half is normal. A divine spell uses up a spell

slot one level higher than the spell's actual level. Only divine spells benefit from this feat.

Sympathetic Magic [Metamagic]

Your spells are harder to resist if you have a bit of the target's substance.

Prerequisite: Ability to cast spells.

Benefit: If you have a bit of the target's substance (such as flesh, blood, hair, fingernails, or some other body part or portion of body part), he or she takes a -2 penalty on all saves against any spells you cast which directly target him or her. Area spells are unaffected and saved against normally. If the target is an object or other nonliving structure, you are still required to have a piece of it (such as a bit of wood from a building, a bit of glass from a window, and so on). A sympathetic spell uses up a slot of the spell's normal level.

Chapter Three: Spells

This chapter begins with a list of the spells that are described in the rest of the book. The lists are alphabetical by class and level with the prestige classes of Assassin and Blackguard (two of our favorites at **Necromancer Games**) included along with the core classes. After the spell listing, the meat of the chapter begins with spells, spells, and more spells.

Spells are listed in alphabetical order, with some exceptions. Spells that are part of a chain, or are related versions of the same thing, such as “lesser,” “greater,” or “mass” spells are listed along with the main spell. For example, “Greater Chant” is listed as “Chant, Greater” immediately after the description of the *chant* spell.

For the description of spell effects the term “level” indicates the caster level of the creature casting the spell. In the event that a character has more than one spellcasting class, the term “level” means the caster level in the character class casting the spell. The term “Hit Dice” or “HD” means the total number of hit dice and class levels a monster might have, or the total number of class levels a character has.

This book is meant to be used along with the *PHB* so the spells below follow the same guidelines for presentation as the spells found in the *PHB* in

terms of schools of magic, spell components, casting times, ranges, targets, etc. Some of the spells listed below are lesser, greater, or mass versions of spells found in the *PHB*. In an effort to conserve space we have not repeated information found in the *PHB* where we could avoid it.

Assassin Spells

1ST—LEVEL ASSASSIN SPELLS

Assassin’s Mark: Leaves a symbol on a victim.

Decrypt: Helps decipher a coded message or cipher.

Encrypt: Encode a message to protect it from view.

2ND—LEVEL ASSASSIN SPELLS

Fluid Form: You turn yourself and your equipment into a liquid.

3RD—LEVEL ASSASSIN SPELLS

Assassin’s Coin: A customer signals you for work.

Merge into Art: Hide within a painting or tapestry.

4TH—LEVEL ASSASSIN SPELLS

Spell Legs: Moves a magical area of effect.



Bard Spells

0—LEVEL BARD SPELLS (CANTRIPS)

- Decrypt:** Helps decipher a coded message or cipher.
Detect Charm: Reveals charm effects on creatures within 30 ft.
Detune: Removes the tuning from a nearby instrument.
Encrypt: Encode a message to protect it from view.
Unseen Attendant: Cleans and straightens you and your clothing.

1ST—LEVEL BARD SPELLS

- Acid Wind:** Creates a breeze of stinging acid droplets.
Bewitch: You gain a +4 circumstance bonus on Bluff and Diplomacy checks.
Copy: Copies pages, books, or maps.
Irritation: Afflicts target with itching sensation or a deep red rash.
Detect Current: Detect the direction and speed of any water currents nearby.
Disguise Magic Aura: Make an item appear more or less magical.
Forked Tongue: Provides a +5 circumstance bonus on an attempt to verbally bluff someone.
Sonic Shield: Confers a +2 (or greater) deflection bonus to your AC.
Unchained Melody: Provides a +5 circumstance bonus to escape artist checks.

2ND—LEVEL BARD SPELLS

- Babel's Curse:** Subject cannot speak or understand any language.
Detect Illusion: Reveals illusions on creatures or area.
Expeditious Retreat, Greater: As expeditious retreat, but affects all movement modes
Know Alignment: Reveals alignment of creatures in the area.
Lucky Cloak: You gain a luck bonus in certain situations.
Phantom Accompaniment: Summons an illusory band to play along with you.
Taunt: Enrage creatures into attacking you.
Tune of Passage: Substitute your Perform skill check for an Open Locks check.
Undetectable Charm: Conceals charm and compulsion effects for 24 hours.

3RD—LEVEL BARD SPELLS

- Blade Song:** Weapon deals 1d6 sonic damage.
Cacophony: Clap of thunder; 1d6 sonic damage/level.
Crystal Wail: Inflict up to 10d6 points of sonic damage on objects and crystalline creatures.
Dread Scream: Sound vibrations panic creatures in a 40 ft. cone.

Kristoff's Solar Window: Draw sunlight to your location through a magic window.

Message, Greater: You are able speak to creatures over great distances.

Player Instrument: Plays an instrument without physical contact by the bard.

Resonant Imbalance: Creates a cone of nauseating sound.

Sound Worm: Distracts spell-users

4TH—LEVEL BARD SPELLS

Harmonic Discord: Discordant sound makes it difficult for those in range to act.

Paeon of Greater Glory: Continuous song gives combat bonuses to allies and penalties to enemies.

Paper Tigers: You fold a horde of paper constructs, one of which is deadly.

Unchained Melody, Greater: Causes a lock or chain to malfunction.

Voice of Confession: Target must answer your questions.

5TH—LEVEL BARD SPELLS

Charm Person, Mass: As *charm person*, but multiple targets.

Player Instrument, Greater: As *player instrument* with a longer duration.

Shattering Cry: Causes 1d6/level sonic damage, ignores some Hardness.

Song of Vengeance: Share damage with enemies.

Spell Legs: Moves a magical area of effect.

Striking Likeness: You paint an image so realistic it becomes real.

Voice of Memories: Hypnotize a target and alter their memories.

6TH—LEVEL BARD SPELLS

Harmonious Dissolution: Sonic burst damages everything in a limited area.

Jelver's Illusory Illusion: Make a real item appear to be illusory.

Lost Wanderer: Creature becomes hopelessly lost and cannot find its way.

Nymph's Aura: Gain additional Charisma and a bonus on saving throws and AC.

Pocket Paradise: Create illusory palace that provides no rest, but allows recovery from certain mind-affecting and status conditions.

Revelation Field: Suppresses illusions and shapeshifts.

Blackguard Spells

1ST—LEVEL BLACKGUARD SPELLS

Sanctified Reverie of Arms: Unholy trance gives combat advantages.

2ND—LEVEL BLACKGUARD SPELLS

Fortify Armor: Doubles the effectiveness of a non-magical shield or suit of armor.

3RD—LEVEL BLACKGUARD SPELLS

Demon Flesh, Lesser: The subject gains damage reduction 5/cold iron and good.

Favor Servant: Grant your fiendish servant combat and ability bonuses.

Merge into Art: Hide within a painting or tapestry.

Unholy Ice Axe: Conjure an axe of unholy ice to slay your foes.

4TH—LEVEL BLACKGUARD SPELLS

Divine Sovereignty: Creatures look upon you as their rightful sovereign.

Paeon of the Unholy: Song inflicts penalties and fear on foes.

Share Spell Resistance: Share your mount or servant's SR.

Wall of Blood: Create a quivering wall of blood that provides concealment and makes creatures passing through nauseated.

Zone of Ablation: Minimizes all variable weapon damage inflicted on you.

Cleric Spells**0—LEVEL CLERIC SPELLS (ORISONS)**

Detect Charm: Reveals charm effects on creatures within 30 ft.

Putrefy Food and Drink: Spoils and poisons food and drink.

Resistance to Fear: The subject gains a +2 morale bonus against fear effects for 1 minute.

Thicken: You can alter the strength and thickness of small inanimate objects.

1ST—LEVEL CLERIC SPELLS

Detect Balance: Reveals how far away from true neutral a creature, object, or area is.

Animate Skeleton: Creates 1 undead skeleton/level.

Animate Zombie: Creates 1 undead zombie/level.

Avert Attack: Grants a +5 deflection bonus to AC against the next attack directed at the target.

Call Upon Faith: You gain a +3 sacred bonus on a single skill or ability check.

Detect Current: Detect the direction and speed of any water currents nearby.

Detect Disease: Detects disease in one creature or object.

Detect Land: Locate nearby islands or land while on the ocean.

Detect Life: You determine whether a creature is alive or dead.

Destroy Water: Dries up and destroys water or damages creatures with the Water subtype.

Irritation: Afflicts target with itching sensation or a deep red rash.

Precipitation: Area is covered in rain, snow, or sleet for 1 minute.

Protection from Spirits: +2 to AC and saves, counter mind control, against spirits.

Protection from Undead: +2 to AC and saves; counter mind control, against undead.

Reduce Nausea: A nauseated creature becomes sickened, and the duration is halved.

Sacred Watch: Watches over the target, giving immediate knowledge when they are in danger.

Spiritual Trance: You enter a trance that lets you sense magical creatures and effects around you.

Summon Undead I: Calls undead to fight for you.

2ND—LEVEL CLERIC SPELLS

Anointed: Grants a saving throw bonus that you may use to reroll a save.

Augment Skeleton: One skeleton gains a +4 bonus to AC.

Blessed Watchman: Subject gains a +4 sacred bonus on Spot and Listen checks and a +2 sacred bonus on saves against mind-affecting effects.

Cat's Eyes: Grants low-light vision to creature touched.

Chant: +1 bonus to allies, -1 penalty to enemies.

Charnel Stench. You exude a carrion stench that sickens creatures within 10 feet.

Negative Energy Armor: Foes attacking you unarmed or with natural weapons take 2d6 points of damage.

Detect Curse: Detects curses on creatures, objects, or an area.

Divine Lock: Magically locks a door, portal, or chest.

Dolphin Fins: Grant subject +20 to swim skill check for 2 minutes per level.

Faerie Ward: Hedges out and damages fey creatures.

Frostfire: Cone deals 1d4 cold/level (max. 5d4).

Glowing Bones: A creature's bones glow, revealing their whereabouts.

Green Water: Change water into green slime.

Immunity to Fear: The subject gains immunity to fear effects for 1 round/level.

Know Alignment: Reveals alignment of creatures in the area.

Luck of the Saints: Grant a luck bonus to single roll within 1 minute/level.

Nap: Subjects sleep for one hour, but feel as if they had slept for eight and regain lost hit points, heal ability damage, and regain spells.

Protection from Paralysis: Creature touch gains immunity to paralyzing effects.

Radiance: You sheathe your body in fire; deals 1d6 points of damage in 5-ft. radius and by touch.

Slur: Make a target's speech garbled, possibly preventing spellcasting.

Snake Charm: Charm snakes only, as per charm animal.

Speed Undead: Undead gain +10 feet speed, +2 to Dexterity and Reflex saves.

Strengthen Mind: Subject gains +4 resistance bonus on saves against mind-affecting effects.

Summon Dust Devil: Calls a 2 HD dust devil to fight for you.

Summon Undead II: Calls undead to fight for you.

Swim: Subject gets a bonus on Swim checks.

Thorn Snare: Thicket of thorns snags and slows enemies.

Undetectable Charm: Conceals charm and compulsion effects for 24 hours.

Wound Reading: By touching a subject, you learn what caused its wounds.

Wyvern Guard: Creates an insubstantial guardian that paralyzes an opponent.

3RD—LEVEL CLERIC SPELLS

Air Breathing: Allows water-breathing creatures to breathe air.

Angel's Cloak, Lesser: The subject gains damage reduction 5/silver and evil.

Blessed Warmth: You create a shaft of light that wards the subject against cold.

Bone Armor: The subject gains DR 10/slashing or piercing.

Call Lesser Demon: Calls a demon of 5 HD or less to serve you.

Choose Fate: The subject can roll any single roll twice, keeping whichever result is better.

Cure/Cause Bends: Cure or inflict the bends on a target.

Curse of Light: Curses a creature with sensitivity to bright light.

Delay Death: Subject continues to fight normally even at 0 or negative hit points.

Demon Flesh, Lesser: The subject gains damage reduction 5/cold iron and good.

Discern Lycanthrope: Reveals whether a creature is a lycanthrope or not.

Donor: Transfers hit points from one creature to another.

Feign Death: The subject appears dead.

Fire Gills. Grants the ability to breathe normally in lava or heavy fires.

Fortify Armor: Doubles the effectiveness of a non-magical shield or suit of armor.

Heat flesh: Flesh burns and blisters.

Lucky Cloak: You gain a luck bonus in certain situations.

Magic Circle against Spirits: As *protection from spirits*, but all within a 10-ft. radius.

Magic Circle against Undead: As *protection from undead*, but all within a 10-ft. radius.

Muck: Creates sticky ooze beneath the feet of your foes to hold them fast.

Ooze Bolt: Bolt of acid deals 2d6 points of damage.

Protection from Oozes and Slimes: +2 to AC and saves, hedge out oozes and slimes.

Random Pain: An affected weapon deals damage to its wielder or one of the wielder's allies rather than the target of a successful attack.

Remove Nausea: Cures nausea and sickness.

Speak with Objects: You can talk to objects.

Squeaking Floor Alarm: A 10-ft. by 10-ft. area of ground or floor squeaks loudly when stepped on or touched.

Summon Undead III: Calls undead to fight for you.

Vigor: Fatigue creatures are rested; exhausted creatures are fatigued.

4TH—LEVEL CLERIC SPELLS

Aura of Tsathogga: Aura deals acid damage to foes; protects you from acid attacks.

Babel's Curse: Subject cannot speak or understand any language.

Chant, Greater: +2 bonus to allies, -2 penalty to enemies.

Curse of Life: Brings a creature back to life, with penalties.

Exorcise: Ejects possessing creature from host.

Force Corporeality: You force a single incorporeal creature to assume a corporeal state.

Kristoff's Solar Window: Draw sunlight to your location through a magic window.

Mucus Mask: Glob of acidic slime causes an array of effects.

Snakes to Sticks: Change living snakes into inanimate sticks.

Sticks to Snakes: Turn inanimate sticks into poisonous snakes.

Summon Undead IV: Calls undead to fight for you.

Twig Torture: Twig totem inflicts damage when broken.

5TH—LEVEL CLERIC SPELLS

Angel's Cloak: The subject gains damage reduction 10/silver and evil.

Aspect Tattoo: Use an animal's strength to create a tattoo granting some of its power.

Clot: Causes a being's blood to harden in its veins.

Corrupt Water: Changes water into poison; damages water-based creatures.

Demon Flesh: The subject gains damage reduction 10/cold iron and good.

Devouring Darkness: Inflicts up to 10d6 points of damage and creates darkness.

Earthen Snare: Trap a target in a pocket dimension of Elemental Earth.

Necrotic Touch: Touch deals pain to target; 1d6/level and 2d4 Str damage.

Slime Bucket: Slime does 1d6 points of cold damage/level to an area.

Spellchain Grounding: Attract secondary bolts from chain-type spells and negate them.

Summon Undead V: Calls undead to fight for you.

Vigor, Improved: Removes fatigue and exhaustion from multiple creatures.

6TH—LEVEL CLERIC SPELLS

Augment Skeleton, Mass: Multiple skeletons gain a +4 bonus to AC.

Death Gaze: Your gaze deals damage or kills its target.

Lifefeech: Extends life with the sacrifice of an intelligent creature.

Lost Wanderer: Creature becomes hopelessly lost and cannot find its way.

One with the Earth: Allows movement from one natural earthen structure to another.

Revelation Field: Suppresses illusions and shapeshifts.

Steal Breath: Steals a victim's air from their lungs leaving them unable to breathe or speak.

Summon Animals: Summons normal animals whose total HD don't exceed twice your level.

Summon Undead VI: Calls undead to fight for you.

Torrent: Strike creatures with a cone of high pressure water doing non-lethal damage.

7TH—LEVEL CLERIC SPELLS

Acid Blast: 1d6/level acid damage.

Create Crypt Thing: Turns a corpse into a crypt thing.

Chill of Evil: Make a good creature feel heartless and evil.

Dolphin Fins, Mass: As *dolphin fins*, affects one subject/level.

Elemental Cloak: Alter the subtype of a willing creature.

Enrich Soil: You create an area of fertile earth capable of supporting plant life.

Greater Curse: -12 to one ability score; -6 to two ability scores; -8 on attack rolls, saves, and checks; 25% chance of acting normally.

Mark of Exile: Force a creature to stay away from an area under penalty of complete destruction.

Plague: You infect multiple creatures with disease.

Scorching: Heat waves cause 1d6/2 levels subdual damage.

Summon Undead VII: Calls undead to fight for you.

Symbol of Discord: Causes discord in those that view the symbol.

Symbol of Hopelessness: All creatures within the area suffer hopelessness.

Wither Limb: Withers one limb; reduces subject's speed or hampers combat abilities.

Zone of Metamagic Minimization: Field minimizes all variable damage results from spells inflicted on those within.

8TH—LEVEL CLERIC SPELLS

Blindness/Deafness, Mass: Multiple opponents are blinded or deafened.

Godsblood: Vial of holy water is enchanted with various effects.

Primeval Seal: Hedges out outsiders, aberrations, and undead.

Soul Strike: Burst of negative energy, 40-ft. radius, 1d6 damage per level (maximum 20d6).

Summon Undead VIII: Calls undead to fight for you.

Xenophobic Rage: Causes the target to hate and attack all creatures of a different race.

9TH—LEVEL CLERIC SPELLS

Curse of the Ancient Mariner: Curse a captain making it impossible to sail again.

Exact Task: Calls one outsider or elemental of 27 HD or less to perform a task.

Hide the Soul: Subject's soul is hidden in an animal.

Immunity to Energy: Subject gains immunity to one energy type.

Summon Undead IX: Calls undead to fight for you.

New Cleric Domains

New clerical domains are listed below. These domains can be added to gods in your campaign world to help give added flavor and individuality.

Spells with no description are found in the *PHB*. Spells marked with an asterisk (*) are described in the **Original Spell Name Compendium** found on the legal page of www.necromancergames.com. Spells with one line descriptions are found later in this chapter.

Beast Domain

Granted Power: You gain Scent as an extraordinary ability.

Beast Domain Spells

1. **Claws of the Beast:** Gives you claws with which you can make natural attacks.
2. Bull's Strength
3. Greater Magic Fang
4. Rage
5. **Summon Animals:** Summons normal animals whose total HD don't exceed twice your level.

Clerical Domains

We introduce some new clerical domains and some new domain spells to help tailor clerics to gods of your own campaign world. We have only listed new domains, and the spells associated with those domains, here. Other spells for domains listed in the *PHB* are marked with a domain name and an asterisk (*) throughout the spell descriptions. The new domains listed below include spells from the *PHB* as well.

In some cases we introduce more than one spell per level for a particular domain. DMs and players should note that domains are not designed to give more than one spell per level. DMs and players should agree on which of the multiple spells should the single domain spell for that level.

6. Hold Monster
7. **Claws of Digging:** Claws grant natural attack and ability to burrow through rock.
8. Animal Shapes
9. Shapechange

Charm Domain

Granted Power: You cast all compulsion spells at +1 caster level.

Charm Domain Spells

1. Charm Person
2. Enthrall
3. Geas, Lesser
4. Suggestion
5. Charm Monster
6. Dominate Person
7. Suggestion, Mass
8. Dominate Monster
9. Demand

Cold Domain

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster cold creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

Cold Domain Spells

1. **Frostfire:** Cone deals 1d4 cold/level (max. 5d4).
2. Chill Metal
3. Resist Energy (cold or fire only)
4. Ice Storm

5. Cone of Cold
6. Wall of Ice
7. **Cold Fog:** Cloud of icy fog deals cold damage.
8. Polar Ray
9. Elemental Swarm (ice elementals only)

Darkness Domain

Granted Power: You gain darkvision to a range of 60 feet. If you already possess this ability, the range increases by 60 feet.

Darkness Domain Spells

1. Obscuring Mist
2. Darkness
3. Deeper Darkness
4. Solid Fog
5. Nightmare
6. Shadow Walk
7. Control Weather
8. Power Word Blind
9. Imprisonment

Entropy Domain

Granted Power: You may cause *unrest* in one creature touched. The target takes a -2 profane penalty on saves and checks for 1 minute. This spell-like ability may be used once per day.

Entropy Domain Spells

1. Random Action
2. Sound Burst
3. Dispel Magic
4. Confusion
5. Mind Fog
6. Eyebite
7. Prismatic Spray
8. **Xenophobic Rage:** Causes the target to hate and attack all creatures of a different race.
9. Mord's Disjunction

Fertility Domain

Granted Power: You can *create water* once per day as the spell. This is a spell-like ability.

Fertility Domain Spells

1. Bless Water
2. Speak with Plants
3. Plant Growth
4. Repel Vermin
5. Commune with Nature
6. Heroes' Feast
7. Control Weather
8. Mass Heal
9. Miracle

Guardian Domain

Granted Power: Cast abjuration spells at +1 caster level.

Guardian Domain Spells

1. **Sacred Watch:** Watches over the target, giving immediate knowledge when they are in danger.
2. Shield Other
3. Magic Circle against Chaos/Evil/Good/Law
4. Dimensional Anchor
5. Hallow/Unhallow
6. **Primeval Seal:** Hedges out outsiders, aberrations, and undead.
7. Spell Turning
8. Protection from Spells
9. **Immunity to Energy:** Subject gains immunity to one energy type.

Hunter Domain

Granted Power: You gain Track as a bonus feat. Add Survival to your list of class skills.

Hunter Domain Spells

1. Detect Animals or Plants
2. Snare
3. Darkvision
4. Locate Creature
5. Commune with Nature
6. Find the Path
7. Greater Scrying
8. Discern Location
9. Sympathy

Malediction Domain

Granted Power: You may place a hex on one living creature touched. The target takes a -2 profane penalty on attack rolls, checks, and saves for 1 minute. This supernatural ability may be used once per day.

Malediction Domain Spells

1. Doom
2. Touch of Idiocy
3. Bestow Curse
4. **Paralyze:** Convinces creatures they are paralyzed.
5. Feeblemind
6. Harm
7. Symbol of Weakness
8. Symbol of Insanity
9. Imprisonment

Music Domain

Granted Power: You gain a +2 resistance bonus to saves against sonic attacks. Perform is a class skill.

Music Domain Spells

1. Hypnotism
2. Sound Burst
3. Sculpt Sound
4. **Blade Song:** Weapon deals 1d6 sonic damage.
5. **Harmonic Discord:** Discordant sound makes it difficult for those in range to act.
6. Ott's Irresistible Dance*
7. **Harmonious Dissolution:** Sonic burst damages everything in a limited area.
8. Mass Charm Monster
9. Wail of the Banshee

Necromancy Domain

Granted Power: You can turn or rebuke undead a number of times per day equal to 3 + your Charisma modifier (minimum 1). If you can already turn undead, you turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.

Undead Domain Spells

1. **Animate Skeleton:** Creates 1 undead skeleton/level.
2. Command Undead
3. Animate Dead
4. Enervation
5. Unhallow
6. Create Undead
7. Control Undead
8. Create Greater Undead
9. Energy Drain

Retribution Domain

Granted Powers: Once per day, as a supernatural ability, you can make a strike of vengeance with a single weapon against an individual that has harmed you in combat. If this attack succeeds, you deal maximum damage.

Retribution Domain Spells

1. Shield of Faith
2. Endurance
3. **Malicious Intent, Greater:** As *malicious intent*, but penalties are -2 or -4.
4. Fire Shield
5. Mark of Justice
6. Planar Ally
7. Spell Turning
8. **Greater Curse:** -12 to one ability score; -6 to two ability scores; -8 on attack rolls, saves, and checks; 25% chance of acting normally.
9. Storm of Vengeance

Rivers Domain

Granted Power: You gain a swim speed equal to your standard speed. If you already have a swim speed or your current swim speed is faster than your land speed, add +10 to your current swim speed. Additionally, you gain a +8 bonus on all Swim checks.

Rivers Domain Spells

1. Bless Water
2. Fog Cloud
3. Water Breathing
4. Control Water
5. Transmute Rock to Mud
6. Otluke's Freezing Sphere*
7. Control Weather
8. Summon Nature's Ally (aquatic creatures only)
9. Elemental Swarm (water only)

Slime Domain

Granted Power: You can summon level-equivalent oozes rather than fiendish or celestial monsters with your *summon monster* spells. Also, you can rebuke or command oozes as an evil cleric rebukes undead. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Slime Domain Spells

1. **Green Water:** Change water into green slime.
2. **Ooze Bolt:** Bolt of acid deals 2d6 points of damage.
3. **Muck:** Creates sticky ooze beneath the feet of your foes to hold them fast.
4. **Mucus Mask:** Glob of acidic slime causes an array of effects.
5. **Slime Bucket:** Slime does 1d6 points of cold damage/level to an area.
6. **Turn to Ooze:** Turns target into harmless ooze
7. **Slimeball:** Ball of slime deals fire and acid damage to target and its possessions.
8. Word of Chaos
9. Summon Monster IX (calls an ooze demon [see the **Tome of Horrors II** by **Necromancer Games**] to fight)

Stealth Domain

Granted Power: Hide and Move Silently are class skills.

Stealth Domain Spells

1. Expeditious Retreat
2. Cat's Grace
3. Displacement
4. Freedom of Movement
5. Improved Invisibility

6. Mislead
7. Mass Invisibility
8. Sequester
9. Mind Blank

Time Domain

Granted Power: You can react to danger before your senses would normally allow you to do so. You gain the uncanny dodge special ability. You retain your Dexterity bonus to AC (if any) even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if immobilized.

If you already have uncanny dodge from a different class you automatically gain improved uncanny dodge instead.

Time Domain Spells

1. True Strike
2. Gentle Repose
3. Haste
4. Freedom of Movement
5. Permanency
6. **Time Acceleration:** Makes time appear to go much faster than normal.
7. Mass Haste
8. Temporal Stasis
9. Time Stop

Torment Domain

Granted Power: You can inflict tremendous pain on a single living creature by making a successful melee touch attack. If your attack succeeds, the target must succeed on a Will save (DC 15 + your cleric class level) or be stunned for 1 round per 5 caster levels you possess (maximum 4 rounds at 20th level). A stunned creature can attempt a Will save each round to break free. This supernatural ability is usable once per day.

Torment Domain Spells

1. Inflict Light Wounds
2. Inflict Moderate Wounds
3. Inflict Serious Wounds
4. Inflict Critical Wounds
5. Circle of Doom
6. Destruction
7. Blasphemy
8. Horrid Wilting
9. **Rot to the Core:** Kills subject from the inside out.

Vermin Domain

Granted Power: You are immune to the effects of all diseases (both magical and normal), but can still be a carrier and infect others.

Vermin Domain Spells

1. Spider Climb
2. Summon Swarm
3. Poison
4. Giant Vermin
5. Insect Plague
6. Web
7. Creeping Doom
8. Summon Monster VIII (monstrous abysal vermin or demon only)
9. Summon Monster IX (monstrous abysal vermin or demon only)

Weather Domain

Granted Power: Knowledge (nature) and Survival are class skills for you.

Weather Domain Spells

1. Endure Elements.
2. Fog Cloud
3. Sleet Storm
4. **Control Temperature:** Change temperature by 10 degrees/level.
5. Control Winds
6. Call Lightning Storm
7. Control Weather
8. Whirlwind
9. Storm of Vengeance

Druid Spells

0—LEVEL DRUID SPELLS (ORISONS)

Daze Animal: Dazes one animal of 4 or fewer HD.

Divining Rod: Use natural spirits as a guide to food or water.

Putrefy Food and Drink: Spoils and poisons food and drink.

Drench: Puts out Fine or Tiny fires and deals 1 point of subdual.

Resistance to Fear: The subject gains a +2 morale bonus against fear effects for 1 minute.

Shield Open Flame: Protects small fire from being extinguished.

Thicken: You can alter the strength and thickness of small inanimate objects.

1ST—LEVEL DRUID SPELLS

Affect Normal Fog: Alter the density of normally occurring fog.

Animal Auditory: You listen through a willing animal's ears.

Aquatic Entangle: As *entangle* but works in the ocean.

Beesting: One or more foes are stung for minor damage and poison effect.

Buoyancy: Make a creature lighter than water.

Chlorophyll: Absorb healing energy from the sun through your skin.

Claws of the Beast: Gives you claws with which you can make natural attacks.

Destroy Water: Dries up and destroys water or damages creatures with the Water subtype.

Detect Balance: Reveals how far away from true neutral a creature, object, or area is.

Detect Current: Detect the direction and speed of any water currents nearby.

Detect Disease: Detects disease in one creature or object.

Detect Land: Locate nearby islands or land while on the ocean.

Earthen Blast: You release a blast of rock and earth in a 15-ft. cone; 1d4 damage and stun for 1 round.

Empower Companion: Give your animal companion a +10 competence bonus to a skill.

Feather Step: Allows you to walk lightly and avoid sinking into soft surfaces.

Ice shards: Sharp icicles fly from your hands to strike enemies.

Irritation: Afflicts target with itching sensation or a deep red rash.

Leaf Tide: Leaves rise up to slam a foe.

Pattern Grass: Flatten grass to expose opponents or hide tracks.

Precipitation: Area is covered in rain, snow, or sleet for 1 minute.

Predict Weather: Provides bonus to Survival checks to predict the weather.

Pummel: Bombard a target with branches and debris.

Quill Skin: Coat your body with sharp quills to damage creatures swallowing you.

Signal Flare: Launch a flare that provides light in a large area.

Tree Ladder: Create a ladder on the trunk of a natural tree.

2ND—LEVEL DRUID SPELLS

Animal Ocular: You see through a willing animal's eyes.

Bestow Speech: Grant an animal companion the ability to speak.

Branch Assault: You cause a natural tree to attack creatures.

Cat's Eyes: Grants low-light vision to creature touched.

Cat Nip: Create tokens to lure and bewilder animals.

Cavewalker: You temporarily adapt to the subterranean.

Charge: Touched object deals 1d4 electricity damage +1/level.

Curse of Light: Curses a creature with sensitivity to bright light.

Dolphin Fins: Grant subject +20 to swim skill check for 2 minutes per level.

Earth Ear: Locate creatures based on vibrations in the ground.

Eyes of the Hawk: Subject gets bonus on Spot checks.

Frostfire: Cone deals 1d4 cold/level (max. 5d4).

Headwind: You use a focused blast of air to Bull Rush an opponent.

Icy Hammer: You create a magical warhammer that deals cold damage.

Immunity to Fear: The subject gains immunity to fear effects for 1 round/level.

Keen Ears: Subject gets bonus on Listen checks.

Leaf Fall: You cause leaves to fall from nearby trees.

Luck of the Saints: Grant a luck bonus to single roll within 1 minute/level.

Melt: Raises temperature in area enough to melt ice or snow.

Moon Servant: You call forth a nighttime servant from the energies of nature.

Nature's Aura: Aura helps you put wild animals at ease.

Net: Conjure an underwater net to trap foes.

Pollen Cloud: Conjures a 20-ft.-radius cloud of pollen and floating seeds making breathing difficult.

Radiance: You sheathe your body in fire; deals 1d6 points of damage in 5-ft. radius and by touch.

Regenerate Plant Life: Cure's plants of diseases and allows them to heal quickly.

Rooted in Place: Cause a target to sprout roots and become immobile.

Scent Mask: Conceals the subject's natural scent, making it harder to track.

Silver Lance: Conjures a lance of liquid silver inflicting 4d4 points of damage.

Silent Hunter: Subject gets bonus on Move Silently checks.

Snake Charm: Charm snakes only, as per charm animal.

Starlight: Creates shadowy illumination in a 60-ft.-radius area.

Stench of Death: Pungent odor drives away animals.

Summon Dust Devil: Calls a 2 HD dust devil to fight for you.

Thorn Snare: Thicket of thorns snags and slows enemies.

Tremor Sense: Gain the Tremor Sense ability for a short period of time.

Trip: Animate a vine or other object to trip opponents.

Wound Reading: By touching a subject, you learn what caused its wounds.

3RD-LEVEL DRUID SPELLS

Animal Scout: Charms an animal to do a task.

Air Breathing: Allows water-breathing creatures to breathe air.

Chrysalis: Creates a cocoon that accelerates healing for subject within.

Dire Rage: Inspire primitive rage in your animal companion.

Discern Lycanthrope: Reveals whether a creature is a lycanthrope or not.

Eye of Ice: See through bad weather and ice out to 120 feet.

Eyes of the Hawk, Greater: As *eyes of the hawk* plus provides immunity to *blindness* effects.

False Tracks: You alter your tracks to make them difficult to follow.

Feign Death: The subject appears dead.

Fire Gills: Grants the ability to breathe normally in lava or heavy fires.

Halt Plant: Makes as many as 4 plant creatures immobile.

Jungle Cry: Agitates animals and makes them aggressive.

Know Alignment: Reveals alignment of creatures in the area.

Locust Leap: You gain extraordinary leaping ability.

Lucky Cloak: You gain a luck bonus in certain situations.

Moonbeam: Creates a beam of moonlight that can be moved as a searchlight.

Mud Slam: A wall of mud slams into a foe potentially knocking them prone.

Protection from Pressure: Protects deep divers from ocean pressures.

Steam Bolt: Burns an opponent with a blast of super-heated steam.

Undulating Earth: Knock creatures prone by sending a wave through the ground.

4TH-LEVEL DRUID SPELLS

Absorption: Water and potions dry up.

Aspect Tattoo: Use an animal's strength to create a tattoo granting some of its power.

Control Temperature: Change temperature by 10 degrees/level.

Corrupt Water: Changes water into poison; damages water-based creatures.

Earthen Wave: You knock opponents prone in a straight line.

Illusionary Forest: Creates an illusionary forest.

Muck: Creates sticky ooze beneath the feet of your foes to hold them fast.

Plant Door: Creates a magic portal through trees and undergrowth.

Quicksand: Transform normal earth or stone into quicksand.

Snakes to Sticks: Change living snakes into inanimate sticks.

Sticks to Snakes: Turn inanimate sticks into poisonous snakes.

Transform Boulder to Pebble: Changes boulders into small pebbles.

Transform Pebble to Boulder: Turns a thrown pebble into a boulder.

Vines of Binding: Conjures vines that wrap up your opponents.

5TH—LEVEL DRUID SPELLS

Air Sphere: Conjure a sphere of pure air for breathing.

Cloak of Serpents: Writhing mass of snakes provides protection and can attack nearby targets with poisonous bites.

Earthen Snare: Trap a target in a pocket dimension of Elemental Earth.

Enrich Soil: You create an area of fertile earth capable of supporting plant life.

Kiss of the Nereid: Subject's lungs fill with water.

Lightning Wheel: Creates a flying lightning disc that deals 1d6/level to one target.

One with the Earth: Allows movement from one natural earthen structure to another.

Ray of Desiccation: A desiccating ray inflicts a 1d6+1/2 levels Con penalty.

Torrent: Strike creatures with a cone of high pressure water doing non-lethal damage.

Transmute Water to Acid: Transform ordinary water into acid.

Summon Animals: Summons normal animals whose total HD don't exceed twice your level.

Vengeful Environs: Local flora and fauna lash out at your enemies.

6TH—LEVEL DRUID SPELLS

Acorn Grove: You can grow a grove of trees from a handful of acorns.

Blades of Jade: You give leaves and grasses a razor-sharp edge.

Dolphin Fins, Mass: As *dolphin fins*, affects one subject/level.

Elemental Cloak: Alter the subtype of a willing creature.

Elemental Scimitar: Create a scimitar with various elemental effects.

Fangstorm: Fangs of force cause 10d6 damage and may cause bleeding.

Ice Sled: You create one or more sleds made of ice for travel in arctic conditions.

Lost Wanderer: Creature becomes hopelessly lost and cannot find its way.

Plant Aura: Take on the characteristics of a plant.

Transmute Dust to Water: Transforms two 10-ft. cubes per level.

Transmute Water to Dust: Transforms two 10-ft. cubes per level.

7TH—LEVEL DRUID SPELLS

Acid Blast: 1d6/level acid damage.

Animate Rock: One or more rock creatures animate and fight for you.

Plague: You infect multiple creatures with disease.

Electrical Storm: Burst centered on you, 1d6 electricity damage (maximum 20d6) to all in area.

Revelation Field: Suppresses illusions and shapeshifts.

Scorching: Heat waves cause 1d6/2 levels subdual damage.

8TH—LEVEL DRUID SPELLS

Chariot of Fire: You call forth a fiery chariot and horses to carry you and your allies.

Darken Forest: Summons dark powers to bring trees to life and cause creatures to flee.

Mark of Exile: Force a creature to stay away from an area under penalty of complete destruction.

Mass Polymorph: Changes a group of enemies into sheep.

9TH—LEVEL DRUID SPELLS

Hide the Soul: Subject's soul is hidden in an animal.

Immunity to Energy: Subject gains immunity to one energy type.

Plant Enlightenment: Turn a willing animal into a sentient plant.

Ravaging Fire: Destroy a vast area with crushing rocks and fire.

Rimeshatter: Causes 1d6 cold/level and 1d6 Con/10 levels.

Wither Limb: Withers one limb; reduces subject's speed or hampers combat abilities.

Paladin Spells

1ST—LEVEL PALADIN SPELLS

Avert Attack: Grants a +5 deflection bonus to AC against the next attack directed at the target.

Aura of Valiance: Your presence wipes away doubt and fear.

Call Upon Faith: You gain a +3 sacred bonus on a single skill or ability check.

Detect Charm: Reveals charm effects on creatures within 30 ft.

Detect Disease: Detects disease in one creature or object.

Holy Infusion: Weapon does extra damage to undead.

Immunity to Fear: The subject gains immunity to fear effects for 1 round/level.

Luck of the Saints: Grant a luck bonus to single roll within 1 minute/level.

Protection from Undead: +2 to AC and saves; counter mind control, against undead.

Reduce Nausea: A nauseated creature becomes sickened, and the duration is halved.

Unfettered Steed: Allows warhorse or other special mount to move freely in armor.

2ND—LEVEL PALADIN SPELLS

Blessed Watchman: Subject gains a +4 sacred bonus on Spot and Listen checks and a +2 sacred bonus on saves against mind-affecting effects.

Chant: +1 bonus to allies, -1 penalty to enemies.

Fortify Armor: Doubles the effectiveness of a non-magical shield or suit of armor.

Know Alignment: Reveals alignment of creatures in the area.

Righteous Conviction: Immunity to evil mind-affecting spells and abilities.

Sanctified Reverie of Arms: Holy trance gives combat advantages.

Undetectable Charm: Conceals charm and compulsion effects for 24 hours.

3RD—LEVEL PALADIN SPELLS

Angel's Cloak, Lesser: The subject gains damage reduction 5/silver and evil.

Blessed Warmth: You create a shaft of light that wards the subject against cold.

Favor Mount: Grants a +4 luck bonus to your mount's attack and damage rolls.

Holy Fire Hammer: Conjure a hammer of divine fire.

Magic Circle against Spirits: As *protection from spirits*, but all within a 10-ft. radius.

Magic Circle against Undead: As *protection from undead*, but all within a 10-ft. radius.

Mighty Steed: Your special mount is enhanced for war.

Remove Nausea: Cures nausea and sickness.

Vigor: Fatigue creatures are rested; exhausted creatures are fatigued.

Wings of Heaven: Your mount grows wings and can fly.

4TH—LEVEL PALADIN SPELLS

Bare the Soul: You compel the target to reveal the truth.

Chant, Greater: +2 bonus to allies, -2 penalty to enemies.

Circle of Divine Censure: Magical aura damages undead, evil outsiders.

Divine Sovereignty: Creatures look upon you as their rightful sovereign.

Iron Judgement: Touch attack outlines evil outsider with holy fire.

Paeon of the Holy: Song brings bonuses and blessings to allies.

Peacebinding: By putting away your weapons, you compel others to follow your example.

Share Spell Resistance: Share your mount or servant's SR.

Silver Shield: Gives AC to you, your mount and innocents.

Zone of Ablation: Minimizes all variable weapon damage inflicted on you.

Ranger Spells

1ST—LEVEL RANGER SPELLS

Animal Auditory: You listen through a willing animal's ears.

Bewildering Tracks: A target creature leaves tracks of a different creature type.

Camouflage: Grants bonus to Hide checks.

Daze Animal: Dazes one animal of 4 or fewer HD.

Detect Disease: Detects disease in one creature or object.

Divining Rod: Use natural spirits as a guide to food or water.

Empower Companion: Give your animal companion a +10 competence bonus to a skill.

False Tracks: You alter your tracks to make them difficult to follow.

Feather Step: Allows you to walk lightly and avoid sinking into soft surfaces.

Hound's Scent: Gain the ability to use the Scent ability for Tracking.

Jungle Cry: Agitates animals and makes them aggressive.

Message Cache: Hides a note that others can retrieve.

Pattern Grass: Flatten grass to expose opponents or hide tracks.

Predict Weather: Provides bonus to Survival checks to predict the weather.

Signal Flare: Launch a flare that provides light in a large area.

Swirling Leaves: Leaves swirl around you making you difficult to hit.

Tree Ladder: Create a ladder on the trunk of a natural tree.

Tremor Sense: Gain the Tremor Sense ability for a short period of time.

2ND—LEVEL RANGER SPELLS

- Animal Ocular:** You see through a willing animal's eyes.
- Animal Scout:** Charms an animal to do a task.
- Bestow Speech:** Grant an animal companion the ability to speak.
- Cat Nip:** Create tokens to lure and bewilder animals.
- Dire Rage:** Inspire primitive rage in your animal companion.
- Eye of Ice:** See through bad weather and ice out to 120 feet.
- Eyes of the Hawk:** Subject gets bonus on Spot checks.
- Earth Ear:** Locate creatures based on vibrations in the ground.
- Keen Ears:** Subject gets bonus on Listen checks.
- Leaf Fall:** You cause leaves to fall from nearby trees.
- Moon Servant:** You call forth a nighttime servant from the energies of nature.
- Nature's Aura:** Aura helps you put wild animals at ease.
- Scent Mask:** Conceals the subject's natural scent, making it harder to track.
- Silent Hunter:** Subject gets bonus on Move Silently checks.
- Snake Charm:** Charm snakes only, as per charm animal.
- Wound Reading:** By touching a subject, you learn what caused its wounds.

3RD—LEVEL RANGER SPELLS

- Axe of Destruction:** Imbues an axe to destroy objects.
- Eyes of the Hawk, Greater:** As *eyes of the hawk* plus provides immunity to *blindness* effects.
- Smart Arrow:** Allows you to shoot an arrow at a target out of line of sight or behind cover without penalty.
- Unstoppable Tracker:** You ignore negative modifiers to your Tracking ability.

4TH—LEVEL RANGER SPELLS

- Charm Animal, Mass:** As *charm animal*, except it affects multiple targets.
- Discern Lycanthrope:** Reveals whether a creature is a lycanthrope or not.
- Illusionary Forest:** Creates an illusionary forest.
- Plant Door:** Creates a magic portal through trees and undergrowth.
- Track Magic:** Allows you to trail a magical creature or spellcaster.
- Vengeful Environs:** Local flora and fauna lash out at your enemies.

Sorcerer/Wizard Spells

0—LEVEL SORCERER/WIZARD SPELLS (CANTRIPS)

- Abjur **Resistance to Fear:** The subject gains a +2 morale bonus against fear effects for 1 minute.
- Shield Open Flame:** Protects small fire from being extinguished.
- Div **Decrypt:** Helps decipher a coded message or cipher.
- Detect Charm:** Reveals charm effects on creatures within 30 ft.
- Evoc **Fire Bolt:** You fire a bolt of flame, 1d3 fire.
- Fire Touch:** Touch deals 1d4 fire.
- Frost Touch:** Touch deals 1d4 cold.
- Shock Touch:** Touch deals 1d4 electricity damage.
- Spark:** Ray deals 1d3 electricity damage.
- Trans **Alter Normal Fires:** Changes the brightness of a fire.
- Encrypt:** Encode a message to protect it from view.

1ST—LEVEL SORCERER/WIZARD SPELLS

- Abjur **Anchor:** Magically secure a ship against moving currents and winds.
- Avert Attack:** Grants a +5 deflection bonus to AC against the next attack directed at the target.
- Protection from Spirits:** +2 to AC and saves, counter mind control, against spirits.
- Protection from Undead:** +2 to AC and saves; counter mind control, against undead.
- Restraining Order:** Prevents a creature from approaching or attacking.
- Conj **Acid Wind:** Creates a breeze of stinging acid droplets.
- Gaze Reflector:** Reflects gaze attacks back on the attacker.
- Irritation:** Causing itching or rash on subject.
- Summon Undead I:** Calls one undead to fight for you.
- Zatmenye's Coat of Arms:** Conjures weapons with differing enchantments.
- Div **Detect Current:** Detect the direction and speed of any water currents nearby.
- Detect Disease:** Detects disease in one creature or object.
- Detect Land:** Locate nearby islands or land while on the ocean.
- Forecast:** Predict the local weather.
- Locate Fish:** You learn where fish are in the local area.

- Zatmenye's Combat Mind:** Provides AC bonus through knowledge of opponent's actions.
- Ench **Farsighted:** Alter a target's ability to focus on things nearby.
- Malicious Intent:** Subjects in area take -1 or -2 on saves.
- Nearsighted:** Alter a target's ability to focus on things at a distance.
- Twitch:** Cause a target's fingers to tremble and shake disrupting spells and skill checks.
- Evoc **Copy:** Copies pages, books, or maps.
- Earthen Blast:** Cone of rock and earth; 1d4 damage and stun for 1 round.
- Fiery Grasp:** Flames coat your arms granting a burning touch attack.
- Fire Burst:** You cause an existing fire source to shoot fiery arrows in a 10 ft. radius.
- Frostfire:** Cone deals 1d4 cold/level (max. 5d4).
- Ice shards:** Sharp icicles fly from your hands to strike enemies.
- Push:** You force a creature or object back 10 feet.
- Subdual Ray:** Ray deals 1d6+1 points of nonlethal damage.
- Illus **Bewitch:** You gain a +4 circumstance bonus on Bluff and Diplomacy checks.
- Necro **Animate Skeleton:** Creates 1 undead skeleton/level.
- Animate Zombie:** Creates 1 undead zombie/level.
- Trans **Affect Normal Fog:** Alter the density of normally occurring fog.
- Buoyancy:** Make a creature lighter than water.
- Camouflage:** Grants bonus to Hide checks.
- Dead Man's Hands:** You gain a claw attack that deals 1d6 points of damage.
- Erase:** Removes magical and mundane writings.
- Etch Stone:** Inscribe messages on stone.
- Firewater:** Transforms water into flammable liquid.
- Fist of Stone:** One of your hands turns to stone; you gain Str 23 with that hand.
- Friendly Form:** Gain a bonus on Diplomacy checks to alter NPCs' attitudes.
- Lasting Breath:** Increases the amount of time subjects can hold their breath
- Precipitation:** Area is covered in rain, snow, or sleet for 1 minute.
- Tree Ladder:** Create a ladder on the trunk of a natural tree.
- 2nd-Level Sorcerer/Wizard Spells**
- Abj **Faerie Ward:** Hedges out and damages fey creatures.
- Immunity to Fear:** The subject gains immunity to fear effects for 1 round/level.
- Protection from Paralysis:** Creature touched gains immunity to paralyzing effects.
- Scent Mask:** Conceals the subject's natural scent, making it harder to track.
- Strengthen Mind:** Subject gains +4 resistance bonus on saves against mind-affecting effects.
- Conj **Icy Hammer:** You create a magical warhammer that deals cold damage.
- Ironshot:** Creates balls of iron for use as ranged weapons.
- Net:** Conjure an underwater net to trap foes.
- Ooze Bolt:** Bolt of acid deals 2d6 points of damage.
- Summon Undead II:** Calls undead to fight for you.
- Yellow Smoke:** Create a 20-ft.-radius bank of yellow fog that sickens anyone inside.
- Div **Detect Curse:** Detects curses on creatures, objects, or an area.
- Detect Illusion:** Reveals illusions on creatures or area.
- Prowess of the Prophet:** Provides insight for attack rolls.
- Speak with Objects:** You can talk to objects.
- Ench **Hesitate:** Creatures second-guess their actions.
- Insomnia:** Target can't rest or sleep to heal or regain spells.
- Dream Speaker:** You question a sleeping creature.
- Sneeze:** Subject takes -4 on attacks, checks, and saves while sneezing.
- Taunt:** Enrage creatures into attacking you.
- Evoc **Boarding Plank:** Create a boarding plank of force.
- Death March:** Ghostly drummer marches to target and explodes.
- Delude:** You borrow the alignment of one creature within 30 ft. in order to mask your own.
- Flameswell:** Fire soars up to 40 ft high, dealing 1d6/2 levels.
- Ghostly Throttle:** A pair of ghostly hands strangle the subject for 1d4+2 rounds.

- Leaf Fall:** You cause leaves to fall from nearby trees.
- Spectral Sail:** Create a sail out of magical energy to keep a ship on course.
- Undertow:** Pull creatures beneath the water and attempt to drown them.
- Illus **Disguise Magic Aura:** Make an item appear more or less magical.
- Necro **Augment Skeleton:** One skeleton gains a +4 bonus to AC.
- Blood Bath:** Force blood out of a creature damaging it.
- Charnel Stench:** Carrion stench sickens creatures.
- Negative Energy Armor:** Foes attacking you unarmed or with natural weapons take 2d6 points of damage.
- Glowing Bones:** A creature's bones glow, revealing their whereabouts.
- Trans **Brittle:** Reduces the hardness of an item.
- Expeditious Retreat, Greater:** As *expeditious retreat*, but affects all movement modes.
- Eyes of the Hawk:** Subject gets bonus on Spot checks.
- Fool's Gold:** Changes copper coins or brass items into gold.
- Glide:** Allows you to control descent during a fall.
- Ignite:** Ray burns target and can set them on fire.
- Keen Ears:** Subject gets bonus on Listen checks.
- Leaf Tide:** Leaves rise up to slam a foe.
- Melt:** Raises temperature in area enough to melt ice or snow.
- Rooted in Place:** Cause a target to sprout roots and become immobile.
- Slur:** Subject's speech becomes slurred.
- Swim:** Subject gets a bonus on Swim checks.
- Zatmenye's Tracer:** Melee weapons leave a confusing after image.
- Protection from Oozes and Slimes:** +2 to AC and saves, hedge out oozes and slimes.
- Conj **Aerial Pilot:** Special unseen servant that can pilot a ship.
- Blinding Ash:** Obscure vision and cause 2d6 fire damage per round.
- Call Lesser Demon:** Calls demon of 5 HD or less to fight for you.
- Foggy Flying Carpet:** Conjure a flying carpet made of fog.
- Summon Undead III:** Calls undead to fight for you.
- Water Double:** Creates a double out of water that tries to engulf and kill the target.
- Div **Discern Lycanthrope:** Reveals whether a creature is a lycanthrope or not.
- Ench **Bad Luck:** Force a target to use the worst of two saving throw rolls.
- Lucky Cloak:** You gain a luck bonus in certain situations.
- Malicious Intent, Greater:** As *malicious intent*, but penalties are -2 or -4.
- Evoc **Cacophony:** Clap of thunder; 1d6 sonic damage/level.
- Chaos Bolt:** Fires bolt of chaotic energy; 1d6/level.
- Hard Water Blast:** Blast a target with a stream of water.
- Kristoff's Solar Window:** Draw sunlight to your location through a magic window.
- Sand Blast:** Hurl a cone of scorching sand to damage and daze your foes.
- Steam Bolt:** Burns an opponent with a blast of superheated steam.
- Undulating Earth:** Knock creatures prone by sending a wave through the ground.
- Wall of Water:** Create a thick curtain of water that provides concealment and can damage fire-based creatures.
- Necro **Bonetrapp:** Touched skull or large bone deals 1d4 damage/level.
- Cure/Cause Bends:** Cure or inflict the bends on a target.
- Delay Death:** Subject continues to fight normally even at 0 or negative hit points.
- Donor:** Transfers hit points from one creature to another.
- Feign Death:** The subject appears dead.
- Heat flesh:** Flesh burns and blisters.
- Hemophilia:** Target's wounds bleed profusely, suffering Con damage.
- Ray of Paralysis:** Ray paralyzes target 1d6+4 rounds.

3RD-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Blackout.** Blocks darkvision.
- Demon Flesh, Lesser:** The subject gains damage reduction 5/cold iron and good.
- Glass House:** Create a protective cube of magical glass.
- Magic Circle against Spirits:** As *protection from spirits*, but all within a 10-ft. radius.
- Magic Circle against Undead:** As *protection from undead*, but all within a 10-ft. radius.

- Trans **Air Breathing:** Allows water-breathing creatures to breathe air.
- Babel's Curse:** Subject cannot speak or understand any language.
- Blade Song:** Weapon deals 1d6 sonic damage.
- Eyes of the Hawk, Greater:** As *eyes of the hawk*, plus immunity to blindness.
- Eye of Ice:** See through bad weather and ice out to 120 feet.
- Message, Greater:** You are able speak to creatures over great distances.
- Mud Slam:** A wall of mud slams into a foe potentially knocking them prone.
- Spell Kill:** Wipes spells or slots from subject's mind.

4TH-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Charge:** Touched object deals 1d4 electricity damage +1/level.
- Protection from Pressure:** Protects deep divers from ocean pressures.
- Conj **Aura of Tsathogga:** Aura deals acid damage to foes; protects you from acid attacks.
- Instant Exit:** Opens a door that teleports creatures stepping through it to a random location.
- Mage Armor, Greater:** Grants subject a +10 armor bonus to AC.
- Mucus Mask:** Glob of acidic slime causes an array of effects.
- Rainbow Spear:** Creates a magical spear with an array of effects.
- Summon Undead IV:** Calls undead to fight for you.
- Div **Portrait:** Obtain an image of the last person to touch an item.
- Prophet's Eye:** See, hear, and feel a target's experiences.
- Remember Seas:** Allow a ship to pilot itself on a known path.
- Ench **Fire Charm:** Subjects are charmed by dancing flames; susceptible to *suggestions*.
- Evoc **Bubble Goop:** You breathe forth bubbles that coat a target with sticky goo when popped.
- Deflect Ram:** Protect a ship from being rammed.
- Dig:** Excavates earth in a 10-ft. cube/2 levels; deals 4d6 points of damage to earth creatures.
- Fiery Blast:** You fire a blast of fire in a 60-ft. cone dealing 1d6 points of damage per caster level.
- Flame Spiral:** Fire deals 1d6 damage per level and may daze targets.

Lightning Wheel: Creates a flying lightning disc that deals 1d6/level to one target.

Scalding Sea: Draws scalding steam from the surface of the water doing damage over several rounds.

Slimeball: Ball of slime deals fire and acid damage to target and its possessions.

Illus **Distance Distortion:** You can alter the dimensions of an area, making it larger or smaller.

Massmorph into Trees: Subjects appear as normal trees.

Paralyze: Convinces creatures they are paralyzed.

Necro **Blood Fire:** You ignite the blood of the target, 2d6 fire damage for the duration.

Feed Summoned Creature: Outsider gains stolen hit points from subject.

Mind Carve: Creature takes Intelligence and Wisdom damage.

Ray of Desiccation: A desiccating ray inflicts a 1d6+1/2 levels Con penalty.

Twig Torture: Twig totem inflicts damage when broken.

Trans **Desail:** Remove a sail from a ship to slow it.

Earthen Wave: You knock opponents prone in a straight line.

Fill the Sails: Creates a strong wind to drive a ship forward.

Fluid Form: You turn yourself and your equipment into a liquid.

Force Corporeality: You force a single incorporeal creature to assume a corporeal state.

Fumble: Subject drops held items and falls prone.

Hard Water Weapons: Create simple melee weapons out of water.

Ironrope: Give ropes or rigging the hardness of iron.

Reinstate Spell: Renew a spell whose duration has just expired, up to 4th level.

Transform Boulder to Pebble: Changes boulders into small pebbles.

Transform Pebble to Boulder: Turns a thrown pebble into a boulder.

Treacherous Blow: Grants the ability to make sneak attacks.

Warrior's Touch: Grant a creature the BAB of a fighter and other bonuses.

5TH-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Demon Flesh:** The subject gains damage reduction 10/cold iron and good.
- Spellcaster's Refusal:** Wards area, preventing spellcasters from entering.

- Spellchain Grounding:** Attract secondary bolts from chain-type spells and negate them.
- Conj **Air Sphere:** Conjure a sphere of pure air for breathing.
- Earthen Snare:** Trap a target in a pocket dimension of Elemental Earth.
- Kiss of the Nereid:** Subject's lungs fill with water.
- Rainbow Staff:** Creates magical staff with an array of effects.
- Steam Cloud:** Conjures a cloud of burning steam.
- Summon Shadow:** Calls one or more shadows to fight for you.
- Summon Undead V:** Calls undead to fight for you.
- Ench **Charm Person, Mass:** As *charm person*, but multiple targets.
- Megalomania:** You make the target believe they are better than they really are.
- Touch of Madness:** Drop a victim's Wisdom score to 1.
- Weaken Outsider Will:** Weakens the resistance of an oppositely-aligned outsider in order to force compliance.
- Evoc **Devouring Darkness:** Inflicts up to 10d6 points of damage and creates darkness.
- Fangstorm:** Fangs of force cause 10d6 damage and may cause bleeding.
- Nullifying Cloak:** Damages subject any time it attempts to cast a spell.
- Shattering Cry:** Causes 1d6/level sonic damage, ignores some Hardness.
- Necro **Blood Purge:** You disgorge blood from the target's body dealing Con damage.
- Bone Blight:** Afflicts creature with supernatural curse that causes its bones to collapse.
- Clot:** Causes a being's blood to harden in its veins.
- Grim Resilience:** Remain alive and active despite any hit point damage below 0.
- Heat Bone:** A creature's bones burn from within, possibly crumbling.
- Lifeleech:** Extends life with the sacrifice of an intelligent creature.
- Necrotic Touch:** Touch deals pain to target; 1d6/level and 2d4 Str damage.
- Skull Bomb:** Create a destructive bomb from a skull or large bone.
- Soul Shatter:** You deal 1d6 Cha drain or damage to a single target.
- Trans **Blood Blade:** Weapon gains the *wounding* special ability.
- Corrupt Water.** Changes water into poison; damages water-based creatures.
- Hovership:** Allows an ocean-going ship to pass over land.
- Jolt:** Casts *haste* on your party and allows an additional spell that round.
- Lower Spell Resistance:** Reduces creature's spell resistance.
- Metamorphose Weapon:** Temporarily change the material type of even magical weapons.
- Transmute Water to Acid:** Transform ordinary water into acid.
- Unyielding Durability:** Item becomes impervious to physical damage.
- Univ **Spell Legs:** Moves a magical area of effect.

6TH-LEVEL SORCERER/WIZARD SPELLS

- Abjur **Spiritbreaker:** Damages an outsider and condemns it to its own plane.
- Cold Fog:** Cloud of icy fog deals cold damage.
- Revelation Field:** Suppresses illusions and shapeshifts.
- Conj **Ice Sled:** You create one or more sleds made of ice for travel in arctic conditions.
- Summon Undead VI:** Calls undead to fight for you.
- Evoc **Acid Blast:** 1d6/level acid damage.
- Fiery Constrictor:** A snake-like tendril lashes out and constricts a foe, dealing fire damage.
- Scorching:** Heat waves cause 1d6/2 levels subdual damage.
- Illus **Jelver's Illusory Illusion:** Make a real item appear to be illusory.
- Necro **Augment Skeleton, Mass:** Multiple skeletons gain a +4 bonus to AC.
- Death Gaze:** Your gaze deals damage or kills its target.
- Dust of Death:** Transforms a small amount of normal sand into deadly poison.
- Negative Energy Mantle:** You create an aura around the subjects that prevents healing and regeneration.
- Spilling of Blood:** Opens wound in subject that causes continuous bleeding.
- Trans **Breach Defense:** Negates a creature's damage reduction.
- Claws of Digging:** Claws grant natural attack and ability to burrow through rock.
- Farvision:** Create an object giving darkvision 90 ft.

Glass Window: Transform an area of stone, metal, or wood allows viewing through it.

Mind Meld: Two casters fuse their minds together to increase their casting ability.

Reinstate Spell, Greater: Renew one spell per 3 levels whose duration has just expired, up to 6th level.

Strength of the Earth: Touched object gains +5 hardness and Break DC; hit points are doubled.

Synaptic Disturbance: Creature takes damage each time it takes an action.

Transmute Dust to Water: Transforms two 10-ft. cubes per level.

Transmute Gold to Steel: Transforms gold into high quality steel.

Transmute Water to Dust: Transforms two 10-ft. cubes per level.

Transparent Steel: Transforms high quality steel to make it transparent.

7TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Primeval Seal:** Hedges out outsiders, aberrations, and undead.

Volley Spell: Returns a single spell toward the original caster.

Conj **Crawling Chaos:** Chaos field follows target, inflicting random effects.

Death Wish: Challenges an outsider to come hunt you down and kill you.

Magma Eruption: Ground spews magma over a 100-ft. radius, 20d6 damage, continuing effects.

Raise Island: Conjures an island of bare stone in the ocean.

Summon Hellhounds: Summons 1d4+2 hellhounds to fight for you.

Summon Undead VII: Calls undead to fight for you.

Ench **Chaos:** Causes confusion in multiple creatures.

Control Lycanthrope: Lycanthropes don't attack you while under your command.

Dream Thief: Subject does not get a good night's sleep and suffers array of penalties.

Interdiction: Prevents subject from casting arcane spells.

Symbol of Discord: Causes discord in those that view the symbol.

Symbol of Hopelessness: All creatures within the area suffer hopelessness.

Xenophobic Rage: Causes the target to hate and attack all creatures of a different race.

Evoc **Acid Storm:** You bring a caustic, damaging downpour of acid into the area.

Create Iceberg: Create an iceberg out of nearby sea water.

Mangling Foot: Giant foot appears to stomp on targets.

Shield of Crackling Fire: Fire and lightning protect you and damage attackers.

Illus **Time Acceleration:** Makes time appear to go much faster than normal.

Time Deceleration: Makes time appear to go much slower than normal.

Necro **Blindness/Deafness, Mass:** Multiple opponents are blinded or deafened.

Chain Enervation: Fires a bolt of negative energy at a primary target that hits additional targets nearby.

Cone of Decay: Destroys non-living organic matter.

Create Crypt Thing: Turns a corpse into a crypt thing.

Progressive Curse: Bestow a long-term curse that grows worse as days pass.

Soul Strike: Burst of negative energy, 40-ft. radius, 1d6 damage per level (maximum 20d6).

Trans **Icebreaker:** Clear a passage through ice for a ship.

Sleep of Power: Caster goes into coma; last spell cast is extended.

Turn to Ooze: Turns target into harmless ooze

8TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Zone of Metamagic Minimization:** Field minimizes all variable damage results from spells inflicted on those within.

Conj **Summon Undead VIII:** Calls undead to fight for you.

Teleport Other: Teleports an unwilling target to away from you.

Evoc **Electrical Storm:** Burst centered on you, 1d6 electricity damage/level.

Harmonious Dissolution: Sonic burst damages everything in a limited area.

Ice Geyser: Ice fountains into the air, dealing 20d6 cold damage.

Prismatic Chain: Target suffers from all colors of a *prismatic spray* and nearby targets are struck as per a *prismatic spray*.

- Raise Shipwreck:** Pull a ship from the bottom of the ocean up to the surface.
- Illus **Luna's Glare:** Creates a false moon that causes tides and affects lycanthropes.
- Necro **Annihilate:** Snuffs out victim's life force; prevents raising.
- Death Bringer:** Through injuring yourself you slay sleeping creatures within 1 mile.
- Devour Essence:** You consume a corpse's essence, thereby preventing revivification.
- Greater Curse:** -12 to one ability score; -6 to two ability scores; -8 on attack rolls, saves, and checks; 25% chance of acting normally.
- Plague:** You infect multiple creatures with disease.
- Zephyr of Death:** Send a breeze of death magic over your enemies slaying 1d4 HD/level
- Trans **Annihilation Vortex:** Creates a vortex of nothingness that disintegrates objects and creatures.
- Fusing of Bones:** Subject's Dexterity is permanently reduced to 1.
- Glass to Steel:** Gives glass the strength and resiliency of steel.
- Rot to the Core:** Kills subject from the inside out.
- 9TH-LEVEL SORCERER/WIZARD SPELLS**
- Abjur **Hide the Soul:** Subject's soul is hidden in an animal.
- Immunity to Energy:** Subject gains immunity to one energy type.
- Conj **Jaerel's Curtain of Fire:** Conjure curtain of magical flames that burns all organic matter.
- Summon Undead IX:** Calls undead to fight for you.
- Evoc **Conflagration:** Incinerates a subject in fire; deals 2d6 points of fire damage/round, no save.
- Multiple Contingency:** As *contingency* but allows a wider range of spells.
- Rimeshatter:** Causes 1d6 cold/level and 1d6 Con/10 levels.
- Scintillating Doom:** Create mobile field of lights that target all within with prismatic spray effect.
- Storm of Vitriol:** Causes acid, unnamed and Dex damage in a large area.
- Illus **Quicken Assassin:** Create loyal clone to assassinate and replace a foe.
- Trans **Crystal Transformation:** Changes a volume of metal into a brittle, crystalline, glass-like substance.
- Eternal Sleep:** As temporal stasis, but condition allows spell to be broken.

Chapter Four: Spell Listings

Absorption

Transmutation

Level: Drd 4

Components: V, S, M

Casting Time: 1 round

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude, see text

Spell Resistance: Yes

You cause any liquid carried by a creature to dry up. The spell affects potable waters as well as potions, although magical potions get a saving throw to resist the effect. Potions carried by a creature can use that creature's Fortitude saving throw bonus or their own, whichever is better. While the spell instantly dries up water carried by a character, it can only destroy a limited number of magic potions. Potions destroyed are limited to those whose total spell levels are less than half the level of the spell's caster. For example, a 7th-level caster can destroy a potion of mage armor (1st-level), and a potion of barkskin (2nd-level) but is unable to destroy any more potions. Which potion is affected first should be determined randomly. The target of the spell knows that something has happened to the liquids in their possession but does not know which potions, if any, might be ruined until they take the time to examine all of their vials. The spell cannot be used against a living creature or plant to dry up its blood or liquid.

Acid Blast

Evocation [Acid]

Level: Clr 7, Drd 7, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

When an *acid blast* spell is cast, you release a bolt of caustic acid from your hands and extending outward in a cone. The roiling waves of acid do not harm any creatures or objects in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of acid damage per caster level (maximum 15d6).

Acid Storm

Evocation [Acid]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft.-radius circle

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

This spell brings a caustic downpour of acid into the area of effect. Creatures within the area are coated with acid and take damage each round as shown on the table below.

Round	Damage
1-3	3d4
4-6	1d10
7+	1d8

A creature receives a Reflex save in the first round. If successful, that creature takes only half damage each round for the duration of the spell. A creature affected can take a full round action to rinse the acid off using water or another liquid. This action provokes an attack of opportunity. Spellcasters coated with acid must succeed at a Concentration check (DC=15 + damage taken during round + spell level) to overcome the constant distraction of the burning acid and successfully cast a spell.

Material Component: A few drops of acid.

Acid Wind

Conjuration (Acid)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Area: one 5 ft. square

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

You call forth a breeze full of stinging acid droplets from your outstretched hand dealing 1d6/3 levels (max 3d6) of acid damage to everything the target square. The acid quickly loses its potency leaving behind a sticky, wet film of water.

Material Component: A dried lemon peel.

Acorn Grove

Conjuration (Creation)

Level: Drd 6

Components: V/S/M

Casting Time: 1 standard action

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

Target: 6 acorns + 1 acorn/2 lvs

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You can cause acorns to take root and grow into adult trees where you throw them. The acorns must land in fertile earth for the spell to be effective. Once the spell is cast, you must throw the acorns as a group using a move equivalent action. Full-grown trees grow where the acorns land and take root. These trees remain for 1 hour/caster level after which they shrink back down into their original seeds over a period of 1 minute. You may enchant 6 acorns + 1 acorn for every 2 caster levels beyond 9th. You have a special bond with this grove while it exists, and all spells you cast in the grove will be at an effective +1 caster level. The grove can be used to provide cover or obstacles and trees within the grove

can be animated. Animated trees lose their animation and shrink back down into an acorn if the spell ends before any spell animating them.

Material Component: 1 acorn for each tree grown.

Aerial Pilot

Conjuration

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Maximum of 150 ft. from caster

Area: See text

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell produces a being similar in all respects to an *unseen servant*, yet it has only a single purpose: to steer a vessel and navigate competently. The *pilot* follows simple instructions on matters of a ship's bearing. The Strength of the *aerial pilot* is equivalent to that of the caster only for the action of steering a vessel, while it is equal to an *unseen servant* for all else.

Material components: a piece of string and a bit of wood.

Affect Normal Fog

Transmutation

Level: Drd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Area: 50 cubic feet per level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: None

This spell allows a caster to manipulate a normal fog bank. The fog can be made into a thick, obscuring mass of watery vapors, limiting normal sight to 5 ft. The spell can alternately be used to thin away an existing fogbank to allow for easier sight and clear navigation. Only normal, naturally occurring fog can be affected; any magically created fog is not subject to this spell.

Material component: a tiny candle and a small horn (not consumed)

Air Breathing

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Air breathing allows water-breathing creatures to breath air freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe water.

Arcane Material Component: A sliver of copper.

Air Sphere

Conjuration (Creation, Air)

Level: Drd 5, Sor/Wiz 5, Air 4*

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One 10 ft. diameter sphere

Duration: 1 hour +1 hour/level

Saving Throw: None

Spell Resistance: None

This spell creates a 10 ft. diameter pocket of pure, fresh air. The pocket has a semi-permeable surface; it allows persons to enter and leave its area, but water, vapors, gasses, etc. cannot enter the sphere. Physical objects such as arrows or thrown weapons may pass into the sphere. Strong winds (over 25 mph) disrupt this spell as if a *dispel magic* had been cast at the sphere. Pressure from being deep underwater does not affect the sphere.

The air remains pure and clean for the duration of the spell. Up to 5 Medium creatures may be contained in the sphere at one time.

Material component: a smokestick.

Align Weapon, Mass

Transmutation [see text]

Level: Clr 4

Range: 30 ft.

Target: One weapon/level or 50 projectiles/level, all of which must be within 30 ft.

This spell functions like *align weapon*, except *mass align weapon* affects one weapon per level or 50

projectiles per level. You can't cast this spell on a natural weapon, such as an unarmed strike.

When you make a weapon good, evil, lawful, or chaotic, *align weapon* is a good, evil, lawful, or chaotic spell, respectively.

Alter Normal Fires

Transmutation

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

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

Area: One Medium size or smaller fire

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You cause an existing fire of Medium or smaller size to either reduce in size and light to that of a tindertwig or to increase in brightness (but not size) to that of a *light* spell. Reducing a fire cuts fuel consumption in half (therefore a torch or lantern affected by this spell would burn twice as long), and increasing a fire doubles the fuel consumption (a torch or lantern would burn half as long as normal). Heat output is not affected by this spell, only the brightness and light intensity.

Anchor

Abjuration

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: 1 ship

Area: See text

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

This spell maintains a ship's position against currents, holding ships weighing up to 10 tons per caster level. The material components are small bit of iron and a piece of string.

Angel's Cloak

Abjuration [Good]

Level: Clr 5

This spell functions as *lesser angel's cloak*, except *angel's cloak* grants the subject damage reduction 10/silver and evil for the duration of the spell.

Angel's Cloak, Lesser

Abjuration [Good]

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You temporarily imbue a creature with the goodness and purity of an angel granting damage reduction 5/ silver and evil for the duration of the spell. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points) it is discharged. This spell can't be cast on evil creatures.

Animal Auditory

Divination

Level: Drd 1, Rgr 1

Components: V, S, M

Casting time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

By holding your ears and concentrating, you can hear through the ears of an animal (companion or other) that regards you as friendly or helpful. The animal must willingly agree with your request. The animal acts as a scout or spy allowing you to hear exactly what the animal hears or interprets (in the case of bats or dolphins). Of course the animal does not always follow exact requests and may be distracted by instinct, hunger or other factors. Unfortunately, your mind is not able to interpret sounds that you would not normally be able to hear. This means one can't use a bat's sonar to map a dark cave or locate enemies in darkness.

Animal Ocular

Divination

Level: Drd 2, Rgr 2

Components: V, S, M

Casting time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

By shutting your eyes and concentrating, you can see through the eyes

of an animal (companion or other) that regards you as friendly or helpful. The animal must willingly agree with your request. The animal acts as a scout or spy allowing you to see exactly what the animal views. Of course the animal does not always follow exact requests and may be distracted by instinct, hunger or other factors. Most common uses are a circling bird to scan the surrounding landscape or a mouse to peer behind doors or explore otherwise inaccessible areas.

Animal Scout

Enchantment (Charm)

Level: Druid 3, Ranger 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: one Fine, Tiny or Small animal

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You charm an animal into scouting for you. You must give them a simple task, such as "Find out what is on the other side of that hill." The animal does its best to accomplish what you ask, returning before the spell ends. (If it cannot accomplish the task before the spell ends, it returns to give you a brief idea why.) It does not attack others or knowingly put itself in danger and can only interpret what it sees based on its limited intelligence (see below). If you give it a task that would force it to go into an area that it knows or realizes is inherently dangerous, the spell automatically fails. (A forest fire, for example, is inherently dangerous. A battlefield is too. An area where a wolf prowls occasionally is not.) The animal does not travel further than 2 miles from its home territory.

For the duration of the task, the animal scout gains +4 to its Intelligence. It gains no new languages or additional ability to communicate, but you may gain higher quality information upon its return by using spells like *speak with animals*.

Material Component: A small piece of food and a stick that you throw.

Animate Rock

Transmutation

Level: Drd 7

Components: V, S, M

Casting Time: 1 standard action

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

Targets: One Large rock per three caster levels or all rocks within range; see text

Duration: 1 round/level or 1 hour/level; see text

Saving Throw: None

Spell Resistance: No

You imbue inanimate rocks with mobility and a semblance of life. Each animated rock then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller rock, or an equivalent number of larger rocks, per three caster levels. A Huge rock counts as two Large or smaller rocks, a Gargantuan rock as four, and a Colossal rock as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects.

Animate rock cannot affect rock or earth creatures or elementals.

Material Component: A few small chips of stone.

Animate Roots

Transmutation

Level: Drd 4, Plant 5

Components: V

Casting Time: 1 standard action

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

Area: 15 ft. radius spread

Duration: 1 round/level (D)

Saving Throw: none

Spell Resistance: no

You animate the roots of nearby trees turning them into grappling weapons. While this spell can only be cast in a forested area, or in an area near several large trees, it is a powerful spell when used properly. Roots in the area of effect reach out of the earth as far as 10 ft. to grapple all opponents in the area. The roots are treated as size Large, have a Strength of 19, and have a base attack bonus equal to the level of the caster. This means that the roots have a grapple



Animate Roots

bonus of 8 + caster level. Creatures in the area, or entering the area, must succeed at a grapple check to avoid the grasping roots, those that fail are grappled. Once successfully grappled, the root begins to squeeze its victim and pull them into the earth. With every successful grapple check the root does 1d4+4 points of subdual damage. Any victims brought to unconsciousness are dragged beneath the earth where they suffocate and die if not rescued within 10 rounds. The roots can be attacked, they have an AC of 16, 20 hp each, hardness 4, and acid, fire, and cold resistance 10. Unfortunately, every attack against a root stands a 50% chance of hurting the person grappled by it instead. Once freed from a root by either destroying it or succeeding at a grapple check, the target has one round to flee the area of the moving roots before a new root moves in to attempt to grapple them again.

Animate Skeleton

Necromancy [Evil]
Level: Clr 1, Sor/Wiz 1, Undead 1*
Components: V, S, M

Casting Time: 1 standard action
Range: Touch
Targets: One or more corpses touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell turns the bones of dead creatures into undead skeletons that follow your spoken commands. For each caster level you possess, you can animate one skeleton that has a CR of 1 or less.

The skeletons can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton can't be animated again.)

The skeletons you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only a number of skeletons equal to your caster level at one time. If you exceed this number, all the newly created creatures fall under your control, and any excess skeletons from previous castings become uncontrolled. (You choose which creatures are

released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Material Component: You must prepare a salve worth at least 10 gp per HD of the skeleton and rub it on each corpse you intend to animate.

Animate Zombie

Necromancy [Evil]
Level: Clr 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Targets: One or more corpses touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell functions like the *animate skeleton* spell, but animates the corpses as zombies rather than skeletons.

A zombie can be created only from a mostly intact corpse. The corpse

Quickening the Dead

Necromancers and wizards in tune with darker powers often choose to make unquestioning servants out of the dead. Doing so requires animating these creatures and imbuing them with something that resembles life, yet is not. They “quicken” a specially prepared corpse by tapping into the Negative Energy Plane and animating the corpse with negative energy.

Corpses animated in this fashion become permanent servants of their master, though usually only able to accept simple commands. Undead created with these spells count against the total HD of undead a cleric or necromancer can control (4 HD of undead per caster level). If a caster creates more undead than they can control, the most recently created undead remain under their control while previously quickened undead become free to take their own actions.

must be that of a creature with a true anatomy.

Material Component: You must bathe each corpse in a bath of special salts. The salts must be worth at least 10 gp per HD of the zombie.

Annihilate

Necromancy [Death]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You snuff out the life force of one living creature within range. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage (which may be enough to kill the target anyway). The only way to restore life to a creature slain by this spell (when the target either fails its save or takes enough damage to kill it) is to use *true resurrection*, a *wish*, or *miracle*, each of which must be cast by someone with a higher caster level than you.

Material Component: The heart of a chaotic evil creature which you consume while casting this spell.

Annihilation Vortex

Transmutation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

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

Area: 5-ft. diameter vortex

Duration: 1 round/2 levels concentration (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

You draw forth a potent vortex of pure nothingness that destroys everything it touches. This vortex moves at a speed of 15 ft. per round at your direction. This is considered a fly speed with perfect maneuverability because it disintegrates any solid objects it touches, you can direct it in virtually any direction at all. Any solid object the vortex touches is disintegrated as per the *disintegrate* spell. The vortex is 5 ft. tall and 5 ft. wide and can move through as much as two 5 ft. squares of solid material per round. You must maintain your concentration to manipulate the vortex, you cannot cast spells or take part in strenuous activity such as combat. If you take damage it requires a Concentration check to maintain control of the vortex. If you lose control of the vortex it moves in a random direction until either dismissed or the spell's duration runs out.

In addition to solid objects, the vortex can be directed at living creatures. Living creatures receive a Reflex save to avoid the vortex, with those that fail being touched by the pure nothingness and drawn partially in to it taking 2d6 points of damage/caster level (max 30d6). Any creature killed by this damage is entirely disintegrated leaving behind nothing but dust. Unfortunately, a second Reflex save must be made for the creature's equipment, if any. This save uses the highest saving throw bonus of the most magical item worn, or the save bonus of the creature wearing the equipment (whichever is highest). If this save is successful the equipment flies away from the vortex, cast out by the energy used to destroy the victim. If the save fails the creature's equipment is disintegrated as well.

This spell normally sees use to destroy buildings or create tunnels. Walls that are disintegrated can no longer

hold up anything above them potentially causing buildings or fortifications to collapse to the ground. Tunnels that are created with this spell have no supports to hold up the ground above and are likely to collapse depending upon the material the tunnel moves through. The *annihilation vortex* can even destroy force effect spells such as a *wall of force* but doing so ends its movement for that round. This magic vortex can be defeated by an *anti-magic field*, successful *dispel magic* or some other means of disrupting magical energy.

Anointed

Abjuration

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You provide a +2 luck bonus to one type of save (Fortitude, Reflex or Will) for the target. This spell overlaps and does not stack with subsequent castings of Divine Grace, but a second casting would grant the bonus to a different save type once the first spell's duration ends. If you fail a saving throw where the bonus granted by this spell applies, you may choose to reroll the save by ending this spell as a free action. You must accept the result of the second roll.

Aquatic Entangle

Transmutation

Level: Drd 1, Plant 1*

Components: V, S, DF

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 40 ft. diameter spread

Duration: 1 minute/level
Saving Throw: Reflex (see text)
Spell Resistance: Yes

This spell is an aquatic version of the druid spell *entangle*. It calls forth sea grasses and seaweed to snare swimmers and underwater travelers. Small ships can also be caught in the area of effect.

Any target caught in the area of effect suffers a -2 penalty to attack rolls, -4 to Dexterity, and cannot move. An entangled creature attempting to cast a spell must succeed on a DC 15 Concentration check, or lose the spell. The target may attempt a DC 20 Strength check or Escape Artist check to escape the entanglement. A successful save allows the target to move at half speed out of the area. Any ship caught must be smaller than 30 ft. in length, and to escape, the navigator of the vessel must succeed on a successful DC 20 Survival or Navigation skill check.

Aspect Tattoo

Transmutation
Level: Drd 4, Clr 5
Components: V, S, XP
Casting Time: 1 hour
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: No (harmless)
Spell Resistance: Yes (harmless)

You tie a portion of a willing animal's energy and abilities into a tattoo that you place on the target's skin. This permanent tattoo grants a special power once per day based on the animal it is based on. A creature can have only one *aspect tattoo*, any attempt to add additional *aspect tattoos* meets in failure. The powers of the tattoo are drawn from the animal, and this energy drain must be replaced by some of your own life essence (XP).

The animal chosen must be a willing participant in the spell, as must the recipient. The caster, or another individual, must communicate with the animal to obtain its consent. Attempting to cast the spell without the willing participation of the animal results in automatic failure.

Each tattoo grants a particular ability or enhancement 1/day for a limited

duration and can be activated by the wearer as a free action. The possible tattoos and the abilities they bestow are listed below:

Badger: allows the wearer to go into a battle frenzy (+2 to attack and damage rolls, -1 AC, remain conscious until at -10 hp) for 20 rounds.

Bear: when a bear tattoo is activated the wearer receives a +8 enhancement bonus to their Strength score for a period of 20 rounds.

Cheetah: grants the wearer a +4 enhancement bonus to Dexterity and a 20 ft./round enhancement to their movement rate for a period of 20 rounds.

Panther: grants the wearer a +15 bonus to all Hide and Move Silently skill checks for 5 minutes.

XP Cost: 2,000 XP must be used to replace the special energies of the animal imbued into the tattoo.

Note: the DM is free to add other animals and abilities to the list above.

Assassin's Coin

Conjuration (Summoning)
Level: Asn 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: one gold or platinum coin
Duration: Permanent (until discharged) [D]
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Take a coin from a payment, and cast this spell upon it. Return it to the person who paid you the money. When they wish to contact you, they must throw the coin into the air and call out the name you gave them. The coin vanishes, and reappears in your pocket, giving you a brief mental image of the person who wishes your services. No message may be conveyed by this spell. Any individual may have only one of these coins from the same caster in their possession.

Material Component: The material component is the coin, which returns to the caster when used.

Assassin's Mark

Transmutation [Evil]
Level: Asn 1

Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft + 5 ft./2 levels)
Target: a body slain by your own hand
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Cast this spell on a victim. The wound from your death blow (or another of your choice) instantly reshapes into a mark, tattoo or symbol of your choice. It is automatically identified as your mark. When you first learn this spell, you select the mark it creates. You cannot change the mark once chosen without extreme magical means (such as a *wish* or *miracle*).

Augment Skeleton

Necromancy
Level: Clr 2, Sor/Wiz 2
Components: V, S, DF/M
Casting Time: 1 round
Range: Touch
Target: Undead skeleton touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

By touching a single undead skeleton, you grant it a +4 natural armor bonus to its AC. This bonus stacks with any existing natural armor bonus the skeleton may have.

Arcane Material Component: A pinch of crushed bone.

Augment Skeleton, Mass

Necromancy
Level: Clr 6, Sor/Wiz 6
Casting Time: 1 minute
Targets: One or more undead skeletons

This spell functions like *augment skeleton*, except that *mass augment skeleton* affects a number of skeletons whose combined HD do not exceed twice your level. You must touch each skeleton during the casting that is to be affected.

Aura of Tsathogga

Conjuration (Creation) [Acid]
Level: Clr 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Personal

Target: You**Duration:** 1 round/level (D)**Saving Throw:** None (harmless)**Spell Resistance:** No (harmless)

A swirling vapor of greenish mist engulfs your body, protecting you from acid attacks and dealing acid damage to your foes. Any creature striking you with its body or with a handheld weapon deals normal damage, but takes 1d6 points of acid damage. Likewise, the attacker's weapon takes 1d6 points of acid damage.

Additionally, you can deal 1d6 points of acid damage by making a successful touch attack against a foe.

While this spell is in effect, you have resistance to acid 10.

Material Component: A small piece of a bombardier beetle.

Aura of Valiance

Abjuration

Level: Pal 1**Components:** V, S**Casting Time:** 1 standard action**Range:** Personal**Target:** You**Duration:** 1 minute/level

Your aura of courage ability becomes more effective in protecting your allies from fear. Whenever an ally within its radius is subjected to a fear effect requiring a saving throw, they may make two saving throws instead of one, and use whichever is higher. Additionally, when an ally who has already succumbed to a fear effect that allowed a saving throw comes within your aura of courage, they may make another saving throw. In both of the above situations, the +4 morale bonus on saving throws against fear effects, which an aura of courage normally bestows, still applies.

Avert Attack

Abjuration

Level: Clr 1, Pal 1, Sor/Wiz 1**Components:** V, S**Casting Time:** 1 standard action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature**Duration:** 1 round/level or until discharged**Saving Throw:** None (harmless)**Spell Resistance:** No (harmless)

You grant the subject a +5 deflection bonus to AC against the next attack that targets it. Whether the attack succeeds or not, the spell is triggered and the effect ends.

Axe of Destruction

Transmutation

Level: Rgr 3**Components:** DF**Casting time:** 1 round**Range:** Touch**Target:** Axe touched**Duration:** 1 min./level (D)**Saving Throw:** Will negates (harmless, object)**Spell Resistance:** Yes (harmless, object)

You imbue an axe with destructive power over non-living objects. You may use any type of axe but no other weapon or tool maybe affected. The axe ignores hardness and deals an extra 2d6 points of damage to objects for the duration if the spell. *Axe of Destruction* is particularly effective against animated objects, but does not overcome other damage reductions unless the axe already meets those requirements. A normal axe imbued with this spell is not considered magical for the means of damage reduction/magic. The axe does not have any additional abilities against creatures other than animated objects.

Material Component: An axe that is not harmed in the casting.

Babel's Curse

Transmutation

Level: Brd 2, Clr 4, Sor/Wiz 3**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** Touch**Target:** Creature touched**Duration:** 1 min./level**Saving Throw:** Will negates**Spell Resistance:** Yes

This spell causes the creature touched to be unable to speak and understand any language; all communication is gibberish and to the affected creature, all communication sounds like gibberish. Verbal communication of any kind is impossible for the affected creature. If the creature is a spellcaster, it cannot cast any spells requiring a verbal component. Likewise, it cannot use any magic item or device requiring a command word.

Babel's curse counters or dispels *tongues* and can be countered by or dispelled by *tongues*.

Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

Bad Luck

Enchantment

Level: Sor/Wiz 3**Components:** V, S**Casting Time:** 1 round**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** 1 living creature**Duration:** see text**Saving Throw:** Will negates**Spell Resistance:** Yes

You bind magical energies around your target's being that makes them unlucky at virtually everything they do. Although transient, this enchantment is potentially deadly to anyone failing their Will save. Those afflicted with this curse are forced to make two rolls for their saving throws, always using the worst roll. This lasts until they have rolled for a number of

saving throws equal to your caster level at the time of casting the spell.

Bare the Soul

Enchantment

Level: Pal 4**Components:** V, S, DF**Casting Time:** 1 round**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** 1 living creature**Duration:** 1 round/level**Saving Throw:** Will negates**Spell Resistance:** Yes

You compel the target of the spell to reveal the truth. They must answer truthfully any question asked of them, and cannot refuse to answer. Although they must answer questions, they are not required to provide additional information above and beyond the limits of the question(s). Extremely broad questions can be answered vaguely. You may ask 1 question/round.

Divine Focus: The Paladin's Holy Symbol

Beesting

Conjuration
Level: Drd 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more creatures, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Spell Resistance: No

This spell strikes its targets with a nasty sting, as if from a very large bee. You create one sting for every three caster levels you possess (minimum one, maximum 6 at 18th level). Each beesting inflicts 1 point of piercing damage, as if from a magical weapon for the purposes of overcoming damage reduction. If this damage is not somehow negated (such as by damage reduction), the subject is poisoned with weak venom that inflicts 1 Con/1 Con damage as its initial and secondary effect, with a Fortitude save allowed at the spell's difficulty class to negate it. The damage and venom from multiple stings is cumulative, though a subject saves only once even if subjected to several stings by a single casting.

Material Component/Focus: A bumblebee's stinger.

Bestow Speech (Companion)

Transmutation
Level: Drd 2/Rgr 2
Components: V, S, M, DF
Casting time: 1 standard action
Range: Touch
Target: Animal Companion
Duration: 10 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

Bestow speech may only be cast on your companion creature. Your companion creature gains the ability to speak any single language you know. The creature may converse with others that share this language in common. The spell does not increase Intelligence, so the animal speaks from its point of view and knowledge.

Bewildering Tracks

Transmutation
Level: Rgr 1

Components: V, S
Casting Time: 1 standard action
Range: Personal or Touch
Target: You or a Large or smaller creature touched
Duration: 10 minutes/level
Save: None or Will Negates (Harmless)
Spell Resist: No or Yes (Harmless)

You assign a natural animal or humanoid track to yourself or the creature touched. The new tracks must be that of a creature within one size class of the target creature. Thus a horse (Large) can be made to leave tracks of a human (Medium) or a hill giant (Huge) or anything in between. Those trying to track someone leaving bewildering tracks suffer a -10 circumstance penalty to their Survival skill checks and are 50% likely to go in the wrong direction before losing the trail if they fail their skill check for tracking.

A *true seeing* spell shows the false tracks for what they are and magical means of tracking such as *unstoppable tracker* can counter *bewildering tracks*.

Bewitch

Illusion
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

This spell makes you appear more likable, more attractive, and easier to talk to and deal with. You gain a +4 circumstance bonus on Bluff and Diplomacy checks for the duration of the spell.

Blackout

Abjuration
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20 foot radius
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You create an area that looks like shifting shadows to anyone with darkvision. Anyone looking through the area of a blackout with darkvision cannot see into or past the area of this spell.

Normal light sources are not blocked by this spell however, and it does not interfere with normal or low-light vision or any other senses. Like *darkness*, this spell may be cast on an object.

Material Component: A small smoky quartz crystal that you dash to the ground and shatter while casting.

Blades of Jade

Transmutation
Level: Drd 6
Components: S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10ft./level)
Area: 30 ft. radius
Duration: 10 min./level
Saving Throw: Reflex special, see text
Spell Resistance: No

You imbue green leaves, petals and blades of grass with the sturdiness of steel and a razor-sharp edge. Plants are unharmed and return to normal after the spell ends. Visual inspection is unlikely to reveal the altered nature of the plants (Spot DC 35) but a Listen check (DC 30, calm; DC 22, light breeze; DC 15, high winds) might reveal the tiny metallic jingling of the clashing leaves or blades of grass.

Traversing the maze of razor sharp blades inflicts damage dependant on the terrain. Short grass deals 1d6 for every 5 feet traveled. Creatures passing through the area must make a successful Reflex save or suffer injuries to their legs and feet (movement reduced to one-third for 24 hours, Heal check (DC = spell DC) to dress and heal sooner). Thick underbrush and tall grass are a more serious threat. Moving through such an area results in 3d6 points of damage for every 5 ft. traversed in addition to injury to the feet and legs (as above). A victim surrounded by foliage or leaves at the time of spell casting suffers 6d6 points of damage in addition to the potential penalties of moving through the area.

Plants affected by *blades of jade* are immune to other spells altering plant growth, movement, or maturity such as *leaf fall*, *entangle*, or *plant growth*, and any plants already under the effects of such spells can't be affected by *blades of jade*.

Blade Song

Transmutation

Level: Brd 3, Sor/Wiz 3, Music 4*

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Bladed weapon touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a single bladed weapon you touch with a magical aura that causes the weapon to emit a cacophonous blast of sound whenever it successfully strikes a target. Any creature hit by the imbued weapon takes an additional 1d6 points of sonic damage.

Blessed Warmth

Abjuration

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched; see text

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You draw a shaft of shimmering light to down on the creature touched granting it resistance to cold 10. For every level above 7th, you can create another shaft of light to ward another creature (maximum of 14 shafts at 20th level). Warded creatures must remain within 20 feet of you or they lose the benefit of this spell and the shaft of light warding them winks out (though you can create another shaft to protect the creature if it moves back within range).

Note: *Blessed warmth* overlaps (and does not stack with) *protection from energy* (cold) and *resist energy* (cold).

Blessed Watchman

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You grant the target a +4 sacred bonus on Spot and Listen checks and a +2 sacred bonus on Will saves to resist charms, compulsions, and mind-affecting effects. Additionally, the subject cannot be surprised.

Blight Fog

Necromancy

Level: Drd 6

Components: V, S

Casting Time: 1 standard action

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

Effect: 20 ft. radius gray cloud that moves away from the caster

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You call forth a thick gray cloud of deadly mist designed specifically to kill off plants. Normal plants wither and die within 5 rounds of being touched by the mist as it simply sucks the life energy out of the plants leaving their desiccated husks behind. Plant-type creatures suffer wracking pain as their life force is drawn out into the cloud suffering 1d6 points of damage for every 5 caster levels (maximum 4d6). When initially called forth the gray mist is in a 20 ft. radius cloud that reaches 20 ft. high that begins to move away from the caster at a pace of 10 ft. per round. A moderate wind (11+ mph) disperses the cloud in 4 rounds while a strong wind (21+ mph) easily dissipates the cloud in a single round. This necromantic mist is specifically designed to work against plants, all other creature types are immune to the effects, although the mist does provide concealment equal to a *fog cloud* spell.

Blinding Ash

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Cloud 30 ft. diameter and 20 ft. high

Duration: 1 round/level

Saving Throw: None (See text)

Spell Resistance: No (See text)

Ash, cinders and smoke rise into a great cloud that obscures vision and

heats the air within it. Once created, the cloud is stationary. This spell functions like *Obscuring Mist* except that fire spells do not burn off the mist. Water and cold-based spells such as *Cone of Cold* or *Sleet Storm* will clear out the smoke and ash however. Anyone within the cloud takes 2d6 fire damage each round. Affected creatures may attempt to save for half damage (Reflex). Spell resistance applies normally to the fire damage. This spell does not function underwater.

Material Component: Ashes from a fire or hearth.

Blindness/Deafness, Mass

Necromancy

Level: Clr 8, Sor/Wiz 7

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *blindness/deafness*, except that *mass blindness/deafness* affects multiple opponents.

Blood Bath

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 1 creature

Duration: Instantaneous

Save: Fortitude half

Spell Resistance: Yes

This gruesome spell causes blood to spurt from the target's eyes, ears, nose, and mouth, dealing 1d6 points of damage per level of the caster (max 8d6). The victim is allowed a Fortitude save for half damage. Fortunately, this dreadful spell is limited by the fact that it only affects a single creature and is unable to affect creatures without blood, though the DM can rule that other bodily fluids (such as the ichor of a beholder) constitutes that creature's "blood."

Blood Blade

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One bladed weapon touched

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

By touching a bladed weapon (such as a spear, sword, dagger, or the like), you imbue it with the *wounding* special quality for the duration of this spell. For more information, see the *wounding* special quality in the *DMG*. You cannot cast this spell on a weapon that already has the *wounding* special quality.

Blood Purge

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell violently disgorges blood from the body of the subject (through its eyes, ears, nose, mouth, pores, and so on), dealing 2d10 points of Constitution damage to the target (half that amount if the target makes a

successful Fortitude save). Creatures without blood (such as oozes, undead, plants, and so on) are unaffected by this spell.

Material Component: A few drops of blood and a tiny glass tube.

Bloodburn

Necromancy

Level: Sor/Wiz 4

Components: V, S, F, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1d4+2 rounds

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Bloodburn allows you to ignite the exposed blood of one creature, turning its flowing blood into hellish flames. The target must have been wounded within the last 1 minute by a piercing or slashing weapon, and the wound cannot have been treated by any *cure* spell or healing magic or “dressed” with a Heal check or this spell has no effect.

The subject takes 2d6 points of damage each round from blood loss

as the magical flames draw blood out of the creature to use for fuel. A Fortitude save may be made each round to negate the fire damage for that round only. Creatures without blood (such as oozes, undead, plants, and so on) and creatures immune to fire are unaffected by this spell as their blood simply can't be burned. A resistance to fire offers no protection against *bloodburn* as much of the damage is really due to blood loss.

Focus: The exposed blood of the subject.

Material Component: A pinch of sulphur.

Boarding Plank

Evocation (Force)

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: See text

Area: See text

Duration: 5 minutes/level

Saving Throw: None

Spell Resistance: No

This spell creates a shimmering board of force, 4 feet in width



Bloodburn

and stretching up to 25 feet long. The board keeps itself level at all times and can support a weight of up to a ton and a half (3,000 lbs.) before it collapses.

Casting this spell requires you to touch either the ship or where it is to dock and mentally extend the board to its destination.

Bolster Mental Fortitude

Abjuration

Level: Clr 2, Sor/Wiz 2

Components: V, S, DF/M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature touched gains a +4 resistance bonus on saving throws against all mind-affecting attacks and effects.

Arcane Material Component: A small gold or silver circlet (5 gp).

Bone Armor

Necromancy

Level: Clr 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You strengthen the bones of a single creature you touch. The subject gains resistance to bludgeoning damage in the form of damage reduction 10/ piercing or slashing. (It ignores the first 10 points of damage from a bludgeoning weapon, though a piercing or slashing weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged. Creatures without bones (such as oozes and plants) do not gain any benefit from this spell.

Bone Blight

Necromancy [Evil]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: See text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

The subject contracts a supernatural curse known as *bone blight* which strikes immediately (no incubation period). See the sidebar for information on bone blight. The DC noted is for subsequent saves (use this spell's normal save DC for the initial saving throw).

Material Component: A few drops of aqua regia and a bit of powdered bone.

Bonetrapp

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One skull touched

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

You place this spell on a single skull or other large bone taken from the skeletal remains of a Medium or smaller creature. When the skull or bone is touched, a blast of red and violet negative energy fills the area within a 10-foot radius around the spell's center. The negative energy deals 1d4 points of damage per caster level (maximum 10d4). Anyone within 10 feet of the skull is entitled to a Reflex save for half damage. The bone used is destroyed by the blast.

Material Component: A pinch of dust taken from a wight or vampire.

Branch Assault

Transmutation

Level: Drd 2

Components: M, S

Casting Time: 1 standard action

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

Effect: One tree

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

Bone Blight

Bone blight is a supernatural curse that causes an afflicted creature's bones to deteriorate at an alarming rate. In the final stages of the disease, the victim's skull and spine collapse, killing it. Successful saves do not allow the victim to recover (though they do prevent damage normally). Creatures without bones (oozes, plants) and incorporeal creatures are immune to the effects of bone blight.

Unlike normal diseases, bone blight continues until the victim reaches Strength 0 and Constitution 0 (and dies) or is cured as described below.

Bone blight is a powerful curse, not a natural disease. While afflicted with bone blight, a character does not heal damage (ability or hit points) naturally. Also, any bludgeoning attack doubles its critical threat range against an afflicted character. Further, a character attempting to cast any conjuration (healing) spell on a creature afflicted with bone blight must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate bone blight, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the bone blight can be magically cured as any normal disease.

An afflicted creature that dies of bone blight collapses into a mound of quivering flesh.

Disease	DC	Damage
Bone blight	20	1d4 Str, 1d4 Con

You imbue one natural tree with the ability to attack creatures within its reach (10 ft.). The tree is immobile and can only attack creatures under its branches. Once per round the tree attacks at the caster's base attack bonus dealing 2d6 points of bludgeoning damage with a successful hit. The tree ceases its attacks if it receives more than 30 points of damage (hardness 4; AC 14).

Breach Defense

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Breach defenses negates the damage reduction of a creature whose HD are not more than twice your caster level. This spell's effect does not affect a creature's ability to overcome damage reduction using natural or melee weapons (thus, while this spell would negate a bearded devil's damage reduction, it would not affect its natural or melee weapons which are considered lawful-aligned and evil-aligned).

Breach defenses has no effect on creatures with epic damage reduction (e.g., a creature with damage reduction 20/epic).

Material Component: One marble-sized ball of iron and a bit of flesh or a few drops of blood from a creature with damage reduction.

Brittle

Transmutation

Level: Sor/Wiz 2

Components: V/S/M

Casting Time: 1 standard action

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

Target: 1 object (see text)

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

You reduce the hardness of an object by 5. If the object is in motion or animated, it gets a reflex save to negate. If it is stationary or is not animated, it gets no save. The spell can only affect an object with an area of 15 ft. square or smaller. If the object is larger (such as a wall), it only affects a 15 ft. square area.

Material Component: A drop of a corrosive substance.

Bubble Goop

Evocation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One or more bubbles

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

Bubble breath allows you to breathe forth one bubble per two caster levels (maximum 6 bubbles at 12th level) that quickly float toward a designated target. When a bubble contacts a solid surface or creature, it pops and releases a sticky goo that quickly covers a 5-foot area or a creature (a creature can attempt a Reflex save to avoid the goo). One bubble can cover a Medium or smaller creature. For every size category larger than Medium, one additional bubble is required to cover a creature. If you release multiple bubbles, you can direct them to strike a single creature or several creatures.

A creature covered with goo takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and it can move only at half speed. A flying creature must make a second Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. This spell does not function underwater. Multiple bubbles that hit a single creature do not increase the penalty on attack rolls or the penalty to Dexterity.

A creature can break free by dealing damage to the goo with

a slashing weapon. The goo has 10 hit points. For every additional bubble that strikes a foe, increase the goo's hit points by +3. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at normal speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 1 minute, cracking apart and losing its effectiveness. An application of *universal solvent* dissolves the goo immediately.

Material Component: A bit of tree sap which must be consumed during the casting. Alternately, you can substitute a piece of flesh from a mimic. The flesh is consumed during the casting.

Buoyancy

Transmutation (Water)

Level: Drd 1, Sor/Wiz 1, Water 1*

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude (Harmless)

Spell Resistance: Yes

Normally cast upon a drowning companion, *buoyancy* causes the target to become lighter than the surrounding liquid. The target either begins to rise to the surface of any surrounding water (at a rate of 10 ft./round), or the affected person floats on the surface of the water regardless of encumbrance or armor.

The target is in no way granted any additional mobility or breathing benefits while in the water. This spell only keeps the subject from sinking.

Material component: a small white ring.



Summon Lesser Demon

Cacophony

Evocation [Sonic]
Level: Brd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One 5-ft.-square/level
Duration: Instantaneous
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

Cacophony causes a clap of thunder to erupt an area designated by you when you cast this spell. Creatures in the area must make a successful Fortitude save or be deafened for 1 minute per caster level. Brittle or crystalline objects (including creatures) in the area of effect take 1d6 points of sonic damage per caster level (maximum 10d6). A creature holding an affected object can negate damage to them by making a successful Reflex save.

A deafened character cannot hear. She takes a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components.

Call Upon Faith

Conjuration
Level: Clr 1, Pal 1

Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level or until discharged; see text

You call upon your deity to assist you in a task you are facing. You receive a +3 sacred bonus on any one ability check or skill check. Once you attempt the skill or ability check, the spell expires (whether the check succeeds or not).

Call Lesser Demon

Conjuration (Calling)
Level: Clr 3, Sor/Wiz 3
Components: V, S
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned demon of up to 5 HD
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

By casting this spell, you summon a lesser demon of 5 HD or less. You do not need to have the same alignment or general alignment as the demon summoned. This spell was specifically created by a powerful demon prince (some mention Demogorgon, others say Orcus) and allowed to pass into the hands of mortal spellcasters to summon demons

of corruption (see the *Tome of Horrors* for details on these demons) so they might corrupt the caster and turn him toward chaos and evil. Good-aligned creatures can employ this spell if desired.

The target creature gets a Will save. If the save succeeds, the creature resists the spell. If the save fails, the creature is immediately drawn to your location. A demon subjected to this spell receives a penalty to its save or SR roll based on the alignment of the caster and how far away from chaotic evil the caster is. For each step that the caster is removed from chaos (on the law-chaos axis), the demon receives a -1 penalty to its save and SR roll. For each step that the caster is removed from evil (on the good-evil axis), the demon receives a -1 to its save and SR roll. These penalties stack. Thus, a demon summoned by a neutral evil caster receives a -1 penalty to its save and SR roll (neutral is one step removed from chaos on the law-chaos axis), while a demon summoned by a lawful good caster receives a -4 penalty to its save and SR roll (+2 for lawful and +2 for good).

You may ask the demon to perform one task for you, and the demon may ask for some service in return (note that

demons of corruption never request anything in return, desiring only to use their whisper of madness ability). The more demanding the task requested, the greater the return favor asked by the summoned demon. This bargaining takes at least 1 round, so any actions by the demon begin the round after it arrives. If the character agrees to the service, the demon performs the task the character requested, reports back to the character afterward (if possible), and returns to its home plane. The character is honor bound to perform the return favor. If the return favor is not completed as promised, the summoner is visited by an appropriate number of demons to slay him and take his soul.

Camouflage

Transmutation

Level: Rgr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By changing the subject's coloration to blend with that of its surroundings, the subject gets a +10 enhancement bonus on Hide checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Material Component: Internal organs of a chameleon.

Cat's Eyes

Transmutation

Level:Clr 2, Drd 2

Components: V, S

Casting Time: 1 standard action

Range: Personal or touch

Target: You or one creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You confer low-light vision on yourself or on one creature touched. Low-light vision allows the subject (or yourself) to see objects twice as far away under bright or shadowy illumination (see the *PHB*, Light Sources and Illumination for more information).

Cat Nip

Enchantment (compulsion)

Level: Drd 2, Rgr 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close

Target: 10 berries

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You infuse a handful of berries with the power lure and intoxicate animals. When you cast the spell you determine which animal type the berries work on and toss them where they can be found. Animals with scent capabilities follow the aroma and unerringly seek them out and devour them. Once eaten, the animals are reduced to a state equating drunkenness, taking on penalties of –5 to attacks and –2 to all checks and saves. These berries only work on creatures of the animal type with the exception of sentient or *awakened* animals.

Material Components: 5–10 berries in season

Cavewalker

Transmutation

Level: Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

This spell can only be cast in an underground environment. If the caster leaves an underground environment while the spell remains in effect, the spell ends prematurely.

For the duration of the spell, you are adapted to an underground environment. Though you suffer from light sensitivity, so that you are dazzled in bright sunlight or in the radius of a *daylight* spell, you gain the ability to see 60 feet even in total darkness, as the *darkvision* spell, and a +6 Insight bonus to Climb and Balance checks made on natural, uncut, or unworked stone.

Chain Enervation

Necromancy

Level: Sor/Wiz 7

Components: V, S

Casting time: 1 standard action

Range: Medium (100 ft +10ft/ levels)

Target: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: None and Reflex, see text

Spell Resistance: Yes

You fire a bolt of negative energy at a primary target that then splits and strikes nearby enemies. The negative energy suppresses life force of the targeted creatures. The caster must make a ranged touch attack upon the primary target. Creatures can avoid the secondary bolts with a successful Reflex save at a –4 penalty. If the attack misses the primary target all the bolts fade harmless away.

If the attack succeeds the primary target gains 1d4 negative levels. Lesser bolts leap from the primary target to one additional opponent per level of the caster. All adjacent opponents of the primary target gain 1 negative level. All opponents must be within 30 ft. of each other.

If the subjects have as many negative levels as HD, they die. Each negative level bestows a –1 penalty to attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or spell like abilities). Additionally, a spell caster loses one spell or spell slot from his or her highest available. These negative levels stack.

Assuming the subject survives, the negative levels return after a number of hours equal to the spell caster's level. Unlike *enervation*, if the duration exceeds 24 hours either by a 24th level caster or the use of a metamagic feat, the negative levels have a chance of becoming permanent. A single Fortitude DC versus the spell must be made after 24 hours to see if the negative levels become permanent. See negative levels in the *PHB*.

Undead creatures struck by the bolts gain 1d6x5 temporary hit points for 1 hour.

Arcane Material Component: The finger bone of a wight which is broken during the casting of the spell.

Chant

Conjuration (Creation)

Level:Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Area: All allies and foes within a 30-ft. radius centered on you

Duration: Concentration (up to 1 min./level)

Saving Throw: None

Spell Resistance: No

As long as you chant (maximum duration up to 1 minute per caster level), you bring special favor upon your allies and bring disfavor to your enemies. You and your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks while your foes take a -1 penalty on such rolls. You must chant in a clear voice. Any interruption in your chanting, such as a failed Concentration check, a *silence* spell or speaking or casting another spell, ends this spell. As an exception to the general rule, the effects of this spell stack with those of a *prayer* spell if cast by a cleric of your alignment and who worships the same deity as you.

Chant, Greater

Conjuration (Creation)

Level: Clr 4, Pal 4

This spell is identical to the chant spell except that you and your allies gain a +2 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks while your foes take a -2 penalty on such rolls. The bonus from this spell does not stack with that gained from the chant spell. As an exception to the general rule, the effects of *greater chant* stack with those of a *prayer* spell if cast by a cleric of your alignment and who worships the same deity as you.

Chaos

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S, M

Targets: All creatures in a 40-ft. radius burst

Saving Throw: None and Will negates; see text

Spell Resistance: No and Yes; see text

This spell functions as *confusion*, except as noted above. Only the following creatures receive a Will saving throw to resist the effects of this spell:

barbarians, fighters, specialist wizards (enchanters), monsters that have no supernatural or spell-like abilities and have an Intelligence score of 4 or less, creatures with an Intelligence score of 21 or higher, and creatures with more HD than the caster. Other creatures do not receive a save to avoid the effects of *chaos*.

Material Component: A small bronze disc and a small iron rod.

Chaos Bolt

Evocation [Chaotic, Force]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You tap the realm of chaos and release a bolt of chaotic energy that deals 1d6 points of damage per caster level (maximum 10d6) to your target. A lawful-aligned creature receives a -4 penalty on its saving throw. A chaotic-aligned creature receives a +4 bonus on its saving throw. The bolt begins at your fingertips.

Charge

Abjuration [Electricity]

Level: Drd 2, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: Fortitude half

Spell Resistance: Yes

You protect a single item with a magical trap that releases an electrical charge when anyone other than you touches it. The discharge deals 1d4 points of electricity damage +1 point per caster level (maximum +20). A successful save halves the damage. The item protected by this spell is not harmed by this discharge.

A *charged* item cannot have a second closure or warding spell placed on it. A *knock* spell does not bypass a *charge*, although it can unlock any locks or open the item, when it is touched the spell still goes off. An

unsuccessful *dispel magic* spell does not discharge the spell.

You can use the *charged* object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a *charged* object to an individual usually involves setting a password that you can share with friends.

Note: Magic traps such as a *charged trap* are hard to detect and disable. A rogue (only) can use the Search skill to find a *charged trap* and Disable Device to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid's *charge* or DC 29 for the arcane version).

Material Component: A thin strand of copper wire wrapped around a small piece of lodestone.

Chariot of Fire

Conjuration (Summoning) [Fire]

Level: Drd 8

Components: V, S, DF, M

Casting Time: 10 minutes

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

Effect: Flaming chariot pulled by two fiery horses

Duration: 1 hour + 10 min./level

Saving Throw: None

Spell Resistance: No

Chariot of fire creates clap of thunder and roiling bank of smoke from which a flaming chariot drawn by two reddish-brown fiery horses emerges. The chariot has a base land speed of 70 feet per round and a fly speed of 140 feet per round with average maneuverability. The chariot can carry you and up to 8 other Medium or smaller creatures that you designate (by touch) during the casting. Creatures larger or smaller than Medium can be designated. A Large creature counts as two Medium or smaller creatures. A Huge creature counts as four Medium or smaller creatures. A Gargantuan creature counts as eight Medium or smaller creatures. Colossal creatures cannot board the *chariot*. Creatures other than you and those you designate that come within 5 feet of or touch the *chariot* or the horses take 2d4 points of fire damage per round they remain in the area. While

aboard the *chariot*, all passengers gain resistance to fire 10.

You control the *chariot* verbally causing the horses to run, trot, fly, turn, and so on. The *chariot* is a tangible manifestation and can be damaged or attacked as can the horses. See the sidebar for statistics for the *chariot* and horses.

Chariot of Fire: AC 20, hardness 10, 100 hit points, can only be hit by magic weapons.

Fiery Horses (2): CR 4; SZ L Magical Beast [Fire]; HD 4d10+12; hp 34; Init +1; Spd 70 ft., fly 140 ft. (average); AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; BAB/Grap +4/+12; Atk +7 melee (1d6+4, hoof); Full Atk +7 melee (1d6+4 [x2], hooves); SA heat aura (5-ft., 2d4 fire); SQ fire subtype, darkvision 60 ft., damage reduction 10/magic; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills: Listen +5, Spot +5.
Feats: Endurance, Run.

The *chariot* and horses can be dismissed or dispelled. In such a case the spell ends, leaving the passengers unharmed (unless of course they happen to be airborne when the spell disappears in which case they might take falling damage).

Material Component: A small piece of wood, two holly berries, and a source of fire at least as large as a torch.

Charm Animal, Mass

Enchantment (Charm) [Mind-Affecting]

Level: Drd 4, Rgr 4

Components: V

Casting Time: 1 standard action

Targets: One or more animals, no two of which can be more than 30 ft. apart

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *charm animal*, except that *mass charm animal* affects a number of animals whose combined

HD do not exceed twice your level, or at least one animal regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

Charm Person, Mass

Enchantment (Charm) [Mind-Affecting]

Level: Brd 5, Sor/Wiz 5

Components: V

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: One day/level

This spell functions like *charm person*, except that *mass charm person* affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

Charnel Stench

Necromancy

Level: Clr 2, Sor/Wiz 2

Components: V, S, DF/M

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation centered on you

Duration: 1 round/level (D)

Saving Throw: None or Fortitude negates

Spell Resistance: Yes

You exude a carrion stench that causes all living creatures (except you) in a 10-foot radius emanation to become sickened. This condition lasts as long as the creature is in the area and for 1d4+1 rounds after it leaves. Any creature that succeeds on its save but remains in the area must continue to save each round on your turn. A *neutralize poison* spell removes the effects from a sickened creature, and creatures immune to poison are unaffected by the stench.

Arcane Material Component: A few internal organs taken from a rotting corpse.

Chill of Evil

Enchantment (evil) (charm) [mind effecting]

Level: Clr 7

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: 1 living creature

Duration: 1 week

Saving Throw: Will Negates

Spell Resistance: Yes

You fill the target with the deep chill of evil. This feeling extends down the core of the targets being, making them more paranoid as well as stripping away their compassion and warmth for others. Those affected often show extreme mood swings, episodes of maniacal laughter and a very strong feeling of contempt for those around them.

Often, this spell's effects will be manifested when normal deeds become twisted perversions of the original intent. For example, a noble knight who afflicted by this spell may deem it just to not only eliminate his opponent on the honorable field of battle, but purify him through pain and torture him to death. This spell also manifests its effects in other ways, such as subtle smirks in response to grisly things.

Those that know the target well can make a Sense Motive check (with a -15 penalty due to the subtlety of the spell) to determine that they are under the effect of a spell. The target essentially acts as if they were neutral evil, thinking only of themselves and their own personal goals and ambitions. Characters or creatures that are already evil are unaffected by this spell.

This spell is most often used by evil clerics to cause paladins and good clerics to fall from grace, at least during the duration of the spell if not longer. Once the spell expires the target recalls all of the feelings and actions they made during the prior week.

Chlorophyll

Transmutation

Level: Drd 1

Components: V, S, M

Casting time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours (D)

Your skin takes on a green tint that allows you to draw energy from

the sun. While under this spell you do not need to eat although water and air are still required to survive. You can survive indefinitely while exposed to the sun. Further more, while in direct sunlight you regain lost hit points at twice the normal rate through normal rest.

Choose Fate

Divination

Level: Clr 3

Components: V, S, DF, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: See text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can roll twice any single roll he makes in this round or the next and keep the better of the two results. The roll chosen must be a single attack roll, skill check, saving throw, or ability check.

Material Component: Two grains of salt and a rose petal.

Chrysalis

Transmutation

Level: Drd 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: No (see text)

Spell Resistance: No

With this spell, you encapsulate a willing subject in a silky cocoon or chrysalis. While within the chrysalis, the subject does not need to eat or drink and heals as if they receive a full day's rest each hour. Unfortunately, while healing the subject is considered helpless, and can do nothing while inside the chrysalis. If awakened, the subject can break free from the chrysalis as a full round action that provokes an attack of opportunity. The spell ends with the subject is fully healed or when the duration expires.

The subject inside the chrysalis retains rudimentary awareness of his environment, and can make Spot or Listen checks with a -5 penalty to notice things going on.

The chrysalis has Hardness 0 and 1 hit point. If it is destroyed the spell ends, and the subject is stunned for 1 round.

Material Component/Focus: A cocoon from a butterfly.

Circle of Divine Censure

Abjuration

Level: Pal 4

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Area: 30 ft. radius from you

Duration: 1 round/level

Saving Throw: Will Partial

Spell Resistance: Yes

You radiate a magical aura that damages any undead or evil outsiders that come within 30 feet of you. Undead and evil outsiders take 2d6 points of damage every round they stay within your radius of effect, and evil outsiders must pass a Will save to remain within the radius after taking damage. This spell stacks with any other "aura"-type abilities you may be using, and denies undead within its radius the advantages of *deseccation*.

Focus: A holy rune inscribed in silver on your shield or armor.

Claws of the Beast

Transmutation

Level: Beast 1*, Drd 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's hands transform into beast-like claws for the duration of the spell. This grants the subject two natural attacks (claws) each round. The subject can use both claws equally well in combat (i.e., there is no off-hand penalty for using both claws in the same round). Each claw deals damage based on the subject's size as shown in the table above right.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	3d6

Claws of Digging

Transmutation

Level: Beast 7*, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 5 min. + 1 min./level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

You transform your hands (or the hands of a creature touched) into thick, wide claws that allow you to burrow through earth and stone.

The subject can burrow through earth at a speed equal to its land speed and through stone or rock at one-quarter its base land speed. Burrowing through earth leaves no tunnel, though the subject can dig at one-half its base land speed to ensure that the passage remains open. (Burrowing through stone leaves a tunnel.)

Additionally, the subject can use the claws as natural weapons, gaining two claw attacks that deal 2d4 + Str bonus each.

Cloak of Serpents

Abjuration

Level: Drd 5, Serpent [Good] 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: No (see text)

Spell Resistance: No

A writhing, twisting, and hissing mass of snakes surrounds you, protecting you from attacks and biting those that come near you. This spell has two effects:

First, you gain a +2 deflection bonus to your AC for the duration of the spell.

Second, the snakes surrounding you are at your command and attack any creature that comes within 5 feet of you if you so desire. All the snakes attack as a single monster and use your base attack bonus + your Strength modifier. On a successful attack, the target takes 1d4 points of damage and must succeed on a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier) or take 1d8 points of Strength damage. One minute later, another save (same DC) must be made to avoid another 1d8 points of Strength damage.

You can attack or move normally (including casting other spells) while this spell is in effect. You do not need to concentrate to maintain it.

Clot

Necromancy

Level: Sor/Wiz 5, Clr 5

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One being

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

You cause a being's blood to solidify inside its body, inflicting damage on internal organs as blood flow slows. The being suffers 1d6 points of damage per caster level (12d6 maximum). If a being suffers more than 66 total points of damage from a single casting of the spell, it must make a separate Fort save or suffer 2d6 additional points of damage from internal organ damage.

Cold Fog

Conjuration (Creation) [Cold]

Level: Sor/Wiz 6, Cold 7

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Cold fog creates a billowing mass of icy and misty vapors similar to that produced by a *solid fog* spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are freezing

cold. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of cold damage to each creature and object within it.

Arcane Material Component: A pinch of powdered crystal or glass.

Cone of Decay

Necromancy

Level: Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half (see below)

Spell Resistance: Yes

Cone of decay deteriorates non-living organic material in an instant, originating at your hand and extending outward in a cone. The cone deals 1d6 points of damage per caster level to organic material. The spell has no effect on living creatures, stone, metals, enchanted or other non-degradable items. Creatures gain a Reflex save in order to avoid damage to items carried. Unattended non-living organic matter crumbles to dust and blows away in the wind. Wooden doors fall to saw dust leaving only metal hinges and nails, leather armor becomes brittle and useless, and clothing rots into fine particles lint within the area of effect of this spell. Magical items are unaffected by this spell, but mundane items such as backpacks, pouches, belts and straps are. Items held by these drop to the floor.

This spell is a particularly effective against corporeal undead and some constructs. A *cone of decay* deals 1d6 points of damage per caster level (maximum 15d6) to corporeal undead and constructs made of affected materials, Reflex save for half. Constructs that have spell immunity are also immune to this spell.

Arcane Material Component: A pinch of dust and a carrion beetle.

Conflagration

Evocation [Fire]

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 round

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

Target: One creature

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

Conflagration sets the subject on fire and deals 2d6 points of fire damage to the subject for the duration of the spell (no save). Creatures within 10 feet of the subject take 2d6 points of fire damage (Fortitude save for half). Flammables within 10 feet of the subject likewise catch fire.

The subject can move and fight normally (at least as normally as a person on fire can), but cannot cast spells while ablaze.

The conflagration can be controlled by fully immersing the subject in sand or water. This reduces the damage to 1d4 points per round for as long as he remains fully immersed. Dousing the subject with water or sand (including water or sand created by spells) does not extinguish the fire and causes a cloud of steam or burning dust to fill a 20-foot radius for 1 round, centered on the subject. Creatures caught within the cloud take 1d6 points of fire damage.

Material Component: A small wax doll and a pinch of dung.

Control Lycanthrope

Enchantment (Charm) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

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

Targets: Up to 2 HD/level of lycanthropes, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables you to command lycanthropes for a short period of time (as if by *charm monster*). A lycanthrope, regardless of its current shape (humanoid, hybrid, or animal) can be affected by this spell. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled lycanthropes do not attack you. At the end of the spell, the subjects revert to their normal be-

havior. Lycanthropes remember that you controlled them.

Focus: A small piece of polished moonstone.

Control Temperature

Transmutation

Level: Drd 4, Sor/Wiz 4, Weather 4

Components: V, S

Casting Time: 1 standard action

Range: 10 ft./level

Area: 10 ft.-radius circle/level, centered on you

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You change the temperature in the local area. You can alter the temperature, either up or down, by 10 degrees Fahrenheit per caster level. Moving the temperature to extremes (either hot or cold) can have detrimental effects on living creatures (see the *DMG* for more information). The temperature continues as you left it for the duration. A *control weather* spell can do away with the effects of this spell.

Copy

Evocation

Level: Brd 1, Sor/Wiz 1

Components: V, S, F, M

Casting Time: 1 round

Range: Touch

Area: One page or book

Duration: Instantaneous

Saving Throw: Will negates (object); see text

Spell Resistance: Yes (object)

Copy enables you to make a perfect duplicate of any written or drawn document (legal documents, letters, maps, and so on). To *copy* text, you simply hold a blank piece of parchment or paper over the object to be duplicated during the casting. The amount of text that can be copied in a single casting is limited to 10 pages.

If the target being copied is currently in a creature's possession, the object receives a saving throw.

Spellbook pages can be copied, but magical writings (such as scrolls) cannot.

Focus: A blank page (or pages or book).

Material Component: A drop of black ink.

Corrupt Water

Transmutation [Water]

Level: Clr 5, Drd 4, Sor/Wiz 5

Components: V, S, DF/M

Casting Time: 1 round

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

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: 1 round/level (D)

Saving Throw: Fortitude negates or Fortitude half; see text

Spell Resistance: Yes

You change an area of water into a poisonous and toxic substance. Creatures in the area or that enter the area while the spell is in effect must succeed on a Fortitude save or take 1d8 points of Constitution damage. One minute later, another Fortitude save must be made to avoid another 1d8 points of Constitution damage.

Water-based creatures (such as water elementals) can be targeted with this spell and take 1d6 points of damage per caster level (maximum 10d6). A successful Fortitude save halves the damage.

Arcane Material Component: The venom of a spider or the tooth of a viper.

Crawling Chaos

Conjuration

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 round

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

Target: One creature

Duration: 1 round/level

Saving Throw: Varies; see text

Spell Resistance: Yes

You conjure forth an incorporeal field of malign, chaotic energy that appears next to you and moves inexorably toward the target of the spell. The field appears as a shifting, shimmering field of barely-visible energies five feet in diameter that constantly shimmer and change.

The chaos effect moves at a speed of 30 ft. on your initiative, taking the shortest possible path toward its target. As an incorporeal force, it may pass through water and even solid objects, though it cannot pass through force effects.

On any round when the chaos field moves or passes through a creature's space, the victim is subjected to a single random effect rolled from the table below.

Die Roll (d%)	Result
01-35	Target takes 2d20 points of force damage, Reflex save half
36-50	Target sustains 1d8 points of damage to a single, randomly determined ability score (roll 1d6 to determine which one); Fortitude save negates
51-60	Target is nauseated for one round; Will save negates
61-75	The target is subjected to a targeted <i>greater dispel magic</i>
76-85	Target is stunned for one round; Will save negates
86-95	Target is <i>confused</i> (as the spell) for one round; Will save negates
96-00	Target is treated as if he has been targeted by a <i>rod of wonder</i> (see the <i>DMG</i>); save DCs where appropriate are as per this spell

The energy field cannot be harmed or damaged, for it is not a creature or coherent force, but it can be *dispelled*. If the target moves beyond the range of the spell the caster can redirect it as a free action.

Focus: An iridescent gem worth at least 5,000 gp that is not consumed.

Create Crypt Thing

Necromancy

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 hour

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

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell allows you to animate a single corpse into a crypt thing (see the *Tome of Horrors* by **Necromancer Games**). You must cast this spell in the area the creature is to lair in or protect. The corpse must be mostly intact and have bones (so, no oozes, worms, or the like). The statistics for

the crypt thing depend on its size, not on what abilities the creature may have possessed while alive. Only one crypt thing is created with this spell, and it remains in the area where it was created until destroyed.

Material Component: A black pearl gem worth at least 300 gp. The gem is placed inside the mouth of the corpse. When the corpse animates, the gem is destroyed.

Create Iceberg

Evocation (Cold)

Level: Sor/Wiz 6, Water 7*

Components: V, S, M

Casting Time: 1 round

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

Area: 50 cubic feet/level

Duration: Permanent, see text

Saving Throw: None

Spell Resistance: No

This spell creates a huge chunk of ice out of ordinary seawater. There must be sufficient seawater present to support an iceberg of corresponding size. Unless in arctic conditions, the iceberg melts at a rate determined by the DM, but usually 5 cubic feet per hour in temperate conditions.

Material component: semi-precious gemstone worth at least 50 gp that is crushed and thrown into the ocean.

Crystal Transformation

Transmutation

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One touched object of up to 2 cu. ft./level

Duration: Permanent

Saving Throw: Will negates (object) or Fortitude half (see text)

Spell Resistance: Yes (object)

You are able to change one metal object, whether as hard as adamantite or as soft as gold, into a crystalline, glass-like substance that is more easily broken or damaged.

You must succeed at a melee touch attack against the object to be affected if it is worn or attended by a creature. If you succeed, one single metal item is affected. Thus, you could affect a creature's shield, but his armor and weapon would be unaffected. Normal, non-magical items are automatically affected, but attended or worn magic items receive a save and use their own or the saves of the wearer, whichever is better.

An item affected by this spell becomes brittle (hardness 1, 1 hp/inch of thickness) and is easily shattered

or broken. Artifacts and relics cannot be affected by this spell.

If you target a creature constructed of metal with this spell, you must make a melee touch attack. If the attack succeeds, the creature must make a successful Fortitude save to resist the effects. Even if the save succeeds, the creature takes 1d6 points of damage per caster level (maximum 10d6).

The effects of this spell are permanent and can only be reversed with a *wish*, *miracle*, or greater magic.

Material Component: A small crystalline dagger (worth at least 20 gp) that is shattered during the casting.

Crystal Wail

Evocation (Sonic)

Level: Brd 4

Components: V, S

Casting Time: 1 standard action

Range: 40 ft.

Area: 40 ft. radius centered on you

Saving Throw: Fortitude half

Spell Resistance: Yes

Your piercing scream vibrates through the surrounding materials and people damaging almost everything within a 40 ft. radius.



Crystal Wail

Unattended crystal or glass items take 1d6 points of damage/caster level (max 10d6) with no saving throw while crystalline creatures, or creatures damaged by sound, receive a Fortitude saving throw for half damage. All creatures in the area must make a Fortitude save to avoid being deafened for 1d4 rounds. The sound vibrations are so powerful that they can damage metal (2d6 points of damage) and stone (3d6 points of damage) objects. The sound damage ignores any hardness an item may have. Held or carried metal and stone items are unaffected, but structures such as walls or doors are damaged. Casting the spell does have certain risks. You are unable to speak or vocalize for 2 full rounds after casting leaving you unable to cast any spells that have a vocal component or communicate verbally with your party.

Cure/Cause Bends

Necromancy

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One humanoid

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

By casting this spell upon, the wizard or cleric either causes a humanoid target to double over in pain from high-pressure gas bubbles forced into their bloodstream, or cures said affliction as it occurs naturally in divers. A target afflicted with the bends can only take partial actions and suffers a 1d8 point penalty to their Constitution for 1d4 hours.

Curse of the Ancient Mariner

Transmutation

Level: Clr 9

Components: V, S, M, DF

Casting Time: 1 hour

Range: Touch

Target: One creature

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

This ancient and powerful rite causes disastrous luck to befall the captain of a sea vessel. The captain can never again safely sail the seas, nor can he be a part of any crew on a seagoing ship.

The target of this curse has the material component hung around his neck, marking him as cursed. Placing the component around the neck requires an attack roll on the part of the caster. Success means that the component has been placed around the neck; even if removed immediately, the curse takes effect. From this point on, the target can never safely set foot on a ship again. The effects of the curse can be many-fold; a colossal sea monster may come to attack the ship, terrible weather may plague the ship until it is finally submerged, the ship itself may simply begin to take on water and sink, et cetera. The DM is encouraged to make up any curse that seems appropriate. In all cases, the curse at the very least destroys the ship that the target boards. The effect can only be removed with a *wish* or *miracle*.

Material component: a dead albatross.

Curse of Life

Necromancy

Level: Clr 4

Components: V, S, XP

Casting Time: Two full rounds

Range: Touch

Target: One Dead Creature (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You bring a willing creature back to life so long as they died within 24 hours. When the subject is brought back to life, they are at –9 hit points and stable. Unfortunately, the casting of this spell taps into the negative energy plane giving the creature brought back a weak, necromantic aura from this point forward. Furthermore, the creature brought back radiates a weak negative energy aura that affects healing. The aura may

be detected with a *detect magic* or similar divinations. This aura may only be removed by three ways: a carefully worded *wish* or *miracle* spell, or if the target dies.

The necromantic aura forces the creature brought back to make a Will save to resist healing (curing) spells from this point forward. Another drawback is the fact that the creature is unable to resist negative energy based spells, for example, they are not allowed a saving throw against any *inflict*-type spells.

In addition to the effects above, the target also loses a level when curse of life is cast and the caster must also pay an XP cost to complete the spell. For reasons scholar's can't explain, a creature can only be brought back to life once with this spell.

The target must be willing to return to life for this spell to function, and although they may be willing, they do not know that *curse of life* is being cast.

Note: This spell can bring characters back to life that were killed by death effects, such as *circle of death*.

XP Cost: 500 XP

Curse of Light

Enchantment (light)

Level: Clr 3, Drd 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You make the subject extremely sensitive to light. Abrupt exposure to bright light (such as sunlight or a *daylight* spell and immediately after the spell is successfully cast under these conditions) blinds the subject for 1d4 rounds. On subsequent rounds, they are dazzled as long as they remain in a brightly lit area. Once adjusted to the light, the creature still suffers a –1 penalty to all attack, damage, and saving throw rolls.



Darken Forest

Darken Forest

Transmutation

Level: Drd 8

Components: V, S

Casting Time: 1 standard action

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

Area: 40 ft. radius

Duration: 1 round/level

Saving Throw: Special, see text.

Spell Resistance: No

You give the forest a dark and sinister air as you animate nearby trees to attack living creatures in the area. Animated trees have the same statistics as treants and fight as treants in all respects but cannot animate other trees. You animate 1d4 + 1/4 levels treants with this spell. While they do not attack you, the animated trees are not under your control and aggressively attack all other living creatures in the area (including Medium or larger animals).

The dark and angry powers you use to animate these trees gives the whole area a sinister feel that all animals flee from immediately. Intelligent creatures with less than 4 HD flee as if affected by a *fear* spell with no saving throw while creatures with 5–

8 HD can make a Will save against the *fear* effect. Creatures above 8 HD are immune to the *fear* effect.

Daze Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 0, Rgr 1

Components: V, S, DF, M

Casting Time: 1 standard action

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

Target: One animal of 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment clouds the mind of an animal with 4 or fewer Hit Dice so that it takes no actions. Animals of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Material Component: A pinch of fur from an animal.

Dead Man's Hands

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You transform your hands into wicked, filthy, dirt-caked claws. You gain a single natural attack each round that deals 1d6 points of damage at your normal attack bonus. You can still deliver touch attack spells while your hands are transformed.

Material Component: The withered hand of a humanoid or monstrous humanoid corpse.

Death Bringer

Necromancy (evil)

Level: Evil 7*, Sor/Wiz 8

Components: V, S, M, F

Casting Time: 30 minutes

Range: 1 mile burst

Target: See text

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

Using a minor, but ancient evil ritual, you stab yourself in the chest and spread the pain over a wide area, bringing death to sleeping creatures

as far as a mile away. The hideous dagger of bleached bone always strikes you as a critical hit, even if you would normally be immune to critical hits, and deals an additional 2 points of Con damage while leaving you stunned for 5 rounds.

Sleeping creatures with less than 6 HD within a one-mile radius must succeed at a Fortitude save (DC = 10 + damage dealt to caster) or die. Those that succeed, and sleeping creatures with more than 6 HD, awaken suddenly as if from a nightmare including the figure of Death attempting to slay them.

Arcane and Divine Focus: A masterwork dagger made of bone from a skeleton the caster previously animated.

Death Gaze

Necromancy [Evil]

Level: Clr 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Target: One living creature/round

Duration: 1 round/level (D)

Saving Throw: None or Fortitude partial or Fortitude negates; see text

Spell Resistance: Yes

This spell changes the whites of your eyes to black and reshapes your pupils into small white skulls. Each round this spell is in effect, one creature within 30 feet that meets your gaze must succeed on a Fortitude save or be affected as follows (depending on its HD).

HD	Effect
6 or more	2d6 points of damage (Fortitude negates)
3-5	Death (2d6 points of damage on a successful save)
2 or less	Death (no save)

If your gaze is reflected back on you (such as by a mirror, pool of water, and so on), you take 2d6 points of damage, no save. At the end of this spell, you must make a DC 10 Fortitude save or be blinded for 1d6+4 hours.

Material Component: Two small marbles, the same color as your eyes.

Death March

Evocation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft. radius spread

Duration: Instantaneous (see text)

Save: Reflex half

Spell Resistance: Yes

This spell brings forth a phantom drummer in a tattered military uniform, that appears much like an undead soldier. The drummer is completely incorporeal. The drummer marches methodically toward any target you designate, tapping out a death cadence on its dilapidated drum. The drummer marches at a speed of 25 feet. After one of two conditions is met, the drummer explodes as per the *fireball* spell, dealing 1d4 points of damage per caster level to all within range (max 10d4). The two conditions are (1) the drummer reaches the designated target, or (2) the drummer reaches the spell's maximum range. If you denote a living creature as the target, the drummer follows that target through all barriers and across all terrain, until one of the two trigger conditions is met. A marching drummer may be eradicated with a successful *dispel magic*.

Death Wish

Conjuration (evil)

Level: Sor/Wiz 7,

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: An unknown evil higher power (see text)

Duration: 1 month

Saving Throw: None

Spell Resistance: No

You challenge an evil deity or other higher power to send a creature after you to do battle. An evil deity or other high power of the DM's choosing hears your wish for death and orders an outsider (of the DM's choosing) to fulfil it. The outsider arrives on your plane 5–500 (1d100 x 5) miles away. The specific outsiders summoned varies, but is usually 1 CR or more higher than the caster at the

time of casting. Devils and Demons are the most common outsiders used to fulfill the *death wish*.

The outsider summoned to kill you has quadruple standard treasure and maximum hit points (and uses whatever gear he has to the best of his ability to kill you). If the outsider has the means to, he first studies you using divination magic in order to more successfully engage you. If you have friends or guards, the outsider finds others to help deal with them so it can do battle with you one on one. If the outsider kills you it burns your body as an offering to the power you challenged and takes all of your belongings. If you succeed in defeating the outsider sent you are able to claim anything it was carrying which should include at least one major wondrous item.

The outsider summoned can take as long as one month to choose the best opportunity to attack you.

Decrypt

Divination

Level: Asn 1, Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Document touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You gain insight into an encrypted message. This spell gives you a +10 circumstance bonus to any Decipher Script skill checks you might need to interpret or read a document. While this doesn't insure success, it does make the interpretation of encrypted messages much easier. This spell can be specifically used to counter the *encrypt* spell and automatically removes encryption created by the spell (though this doesn't make the language it was written in any easier to interpret).

Deflect Ram

Evocation (Force)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: 50 ft.

Area: See text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Used as a defense in seaborne combat, this spell deflects an oncoming ship attempting to ram another vessel. Though the attacking ship might still strike its target, the blow of its ram is “softened,” dealing no damage to the target vessel. The spell is capable of diverting a vessel of 5 tons per level of the caster. Vessels too large for the spell to handle are capable of ramming normally.

Delay Death

Necromancy

Level:Clr 3, Sor/Wiz 3

Components:V, S, DF/M

Casting Time:1 standard action

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

Target:One living creature

Duration:1 min./level

Saving Throw:Fortitude negates (harmless)

Spell Resistance:Yes (harmless)

The affected creature can continue to act, move, cast spells, and fight without penalty at 0 or less hit points; i.e., the subject is not disabled at 0 hit points and is not unconscious and dying at –1 to –9 hit points. A creature reduced to –10 hit points or lower still dies however. This spell does not prevent a creature from dying due to death from massive damage or ability damage or drain.

If this spell’s duration expires while the subject is at 0 or less hit points, the creature is either disabled (if at 0 hit points) or is unconscious and dying (less than 0 hit points).

Note: The spell can only be cast on a subject with 1 or more hit points; it has no effect on a creature already at 0 or less hit points.

Arcane Material Component: A piece of stone from a tombstone or a sliver of wood from a coffin.

Delude

Evocation

Level:Sor/Wiz 2

Components:V, S

Casting Time:1 standard action

Range:Personal

Target:You

Duration:10 min./level

You mask your true alignment from all forms of divination by “borrowing” the alignment aura of one creature within 30 feet of you when you cast this spell. The creature whose alignment you are borrowing retains its original alignment (you are copying it, not stealing it) and must have an Intelligence of 3 or higher or the spell automatically fails. If the spell succeeds, you radiate the exact same alignment as the one you copied for the duration of this spell.

Demon Flesh

Abjuration [Evil]

Level:Clr 5, Sor/Wiz 5

This spell functions as *lesser demon flesh*, but grants the subject damage reduction 10/cold iron and good for the duration of the spell.

Demon Flesh, Lesser

Abjuration [Evil]

Level:Blk 3, Clr 3, Sor/Wiz 3

Components:V, S, DF/M

Casting Time:1 standard action

Range:Touch

Target:Creature touched

Duration:1 min./level or until discharged

Saving Throw:Will negates (harmless)

Spell Resistance:Yes (harmless)

The creature touched gains damage reduction 5/cold iron and good for the duration of the spell. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Arcane Material Component: A bit of flesh from a demon.

Desail

Transmutation

Level:Sor/Wiz 4,

Components:V, S, M

Casting Time:1 standard action

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

Area:One sail of a ship

Duration:10 minutes/level

Saving Throw:Fortitude negates

Spell Resistance:Yes

This spell allows a caster to destroy one sail of one target ship. The size of the sail is unimportant, but only one sail is affected per casting. The sail simply ceases to exist for the dura-

tion of the spell. This affects the sailing speed of any ship, depending on the number of sails the ship has (DM to determine game effects).

Material component: a tiny candle.

Destroy Water

Transmutation [Water]

Level:Clr 1, Drd 1

Components:V, S

Casting Time:1 standard action

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

Effect:Up to 2 gallons of water/level

Duration:Instantaneous

Saving Throw:None; see text

Spell Resistance:Yes

This spell destroys (dries up) up to 2 gallons of water per caster level, including magical water, but excluding magic potions. You can target a water creature with this spell. Elementals composed of water (or other creatures with the Water subtype) take 1d4 points of damage per caster level from this spell (5d4 max). A successful Fortitude save negates the damage.

This spell counters or dispels *create water* and can be countered or dispelled by *create water*.

Note: This spell can’t destroy water within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Detect Balance

Divination

Level:Clr 1, Drd 1

Components:V, S, DF

Casting Time:1 standard action

Range:60 ft.

Area:Cone-shaped emanation

Duration:Concentration, up to 10 min./level (D)

Saving Throw:None

Spell Resistance:No

You sense the aura of neutral creatures. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of neutral auras.

2nd Round: Number of neutral auras (creatures, objects, or spells) in the area and the strength of the strongest neutral aura present. If you are of any

neutral alignment, and the strongest neutral aura's strength is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each neutral aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of a neutral aura is determined by how far away from true neutral the target's alignment components are, as given on the following table:

Alignment	Strength
Neutral	Strong
LN, CN, NE, NG	Moderate
LE, CG	weak
LG, CE	no aura

Each round, you can turn to detect neutrals in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Charm

Divination

Level: Brd 0, Clr 0, Pal 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You determine whether a creature is under the effects of a *charm person* or *charm monster* spell. You can determine the exact spell with a DC 20 Wisdom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Current

Divination

Level: Brd 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1*

Components: V, S

Casting Time: 1 standard action

Range: 1/3 of a mile/3 levels

Area: See text

Duration: Concentration up to 2 minutes/level (D)

Saving Throw: None

Spell Resistance: No

By using the spell, you can determine the direction and speed of any current of water, be it freshwater or saltwater. You know if the direction and speed of the current over an area extending to your maximum range.

Detect Curse

Divination

Level: Clr 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target or Area: Creature or object touched, or a cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You can determine whether a creature, object (including magic items), or area is affected by a curse. You must touch a creature or object. If a creature is unwilling to be touched, you must succeed at a melee touch attack. You can determine the exact type of curse and its effects with a DC 20 Wisdom check. A character with the Spellcraft skill may try a DC 20 Spellcraft check if the Wisdom check fails, or may try the Spellcraft check prior to the Wisdom check.

This spell does not function when used on an artifact. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. If the item touched has a curse invoked by touching it, you immediately know about the curse while possibly being affected by it.

Detect Disease

Divination

Level: Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine whether a creature, object, or area has been diseased or is

diseased. You can determine the exact type of disease with a DC 20 Wisdom check. A character with the Heal skill may try a DC 20 Heal check if the Wisdom check fails, or may try the Heal check prior to the Wisdom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Illusion

Divination

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You detect illusions cast by someone with a lower caster level than you. If the caster level is equal to your own you must make a caster level check (1d20 + caster level) versus the save DC of the spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of illusions.

2nd Round: Number of different illusions.

3rd Round: The location of each illusion.

This spell tells you only that illusions are present, not exactly what those illusions are, but knowledge that illusions are present gives you an automatic +4 circumstance bonus to any saving throws required to disbelieve the illusion(s).

Detect Land

Divination

Level: Clr 1, Drd 1, Earth 1*, Sor/Wiz 1, Water 2*

Components: V, S

Casting Time: 1 standard action

Range: 1 mile/level

Area: See text

Duration: Concentration up to 2 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell automatically locates any and all islands and continents within the spell's range. Such landfalls must be above the surface of the water. Only the direction of the land is known, and not other features such as size or terrain type.

Detect Life

Divination

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

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

Target or Area: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Using this spell, you determine whether a creature is alive or dead. A creature in a coma, trance, *suspended animation*, or even masked by a *feign death* spell can be detected by this spell. This spell does not work on undead or creatures that were never alive (such as constructs).

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detune

Transmutation

Level: 0

Components: V, S

Casting Time: 1 standard action

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

Target: 1 instrument

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

While learning this handy cantrip is not particularly encouraged at bardic colleges, it still seems to make the rounds among students. With it, you cause a single instrument within range to lose its tuning, giving performance checks with it a -4 modifier. Re-tuning an instrument takes 1d4 full rounds and usually creates a rather irate bard.

Devouring Darkness

Evocation

Level: Clr 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Area: 20-foot radius

Duration: Instantaneous and see text

Saving Throw: Ref half ; see text

Spell Resistance: Yes

You create a blast of negative energy that damages living creatures and leaves behind an area of darkness. Living creatures within the area of effect suffer take 1d6 points of negative energy damage per caster level of damage (10d6 max; Reflex save for half) and leaves behind an area of darkness equal to that left by a deeper darkness spell for 1 round/caster level. As a negative energy based spell, undead within the area of effect are healed instead of damaged and creatures protected against negative energy damage suffer no ill effects.

Creatures slain by a *devouring darkness* spell rise in 1d4+2 rounds as a shadow. The newly risen shadow is not under the caster's control and is as likely to attack its creator as it is any other nearby creatures.

Devour Essence

Necromancy

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You consume the essence of a recently deceased creature (one that has died within the last 24 hours). You gain some of the general knowledge of the creature whose essence you devoured. Although you gain no particular skills, feats, spells, or spell-like abilities, you do gain their general geographic knowledge, and some of the general experiences and memories of some of the individuals they knew. Your knowledge is deep enough to provide a +10 circumstance bonus (that stacks with other bonuses) to Disguise and Bluff skill checks while pretending to be that person. Until you are slain, the deceased creature cannot be brought back to life by any means.

Dig

Evocation [Earth]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Area: Up to one 10-ft. cube/2 levels (S)

Duration: Permanent or 1 round/level; see text

Saving Throw: See text

Spell Resistance: No

This spell allows you to excavate earth, sand, or mud for one round per caster level in an area equal to one 10-ft. cube per two caster levels. Each round this spell is in effect you can expand an existing hole or start a new one.

While *digging*, the earth removed from the area is scattered evenly around the hole. If you excavate a hole deeper than 20 feet, there is a 15% chance that the hole collapses. The chance the hole collapses increases by +5% for every 5 feet beyond 20 feet unless it is somehow braced or supported.

You can use this spell to tunnel through earth. If the tunnel is longer than 10 feet, there is a 30% it collapses (+5% for every 5 feet beyond 30 feet), unless the tunnel is braced or supported.

Alternately, you can target a single earth creature with this spell (a creature with the earth subtype or one from the Elemental Plane of Earth). Against earth creatures, this spell deals 4d6 points of damage (Fortitude save for half).

Note: You cannot use this spell to open a hole beneath an existing object or creature. You can however, tunnel underneath a creature or object and cause a hole to appear in the space (or spaces) it occupies.

Dire Rage (Companion)

Transmutation

Level: Drd 3/Rgr 2

Components: V, S, M

Casting time: 1 standard action

Range: Touch

Target: Animal Companion

Duration: 1 round/level (D)

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes

You tap into the unbridled primeval heritage that dwells deep within the animal. *Dire rage* may only be cast on your companion creature. The animal takes on a feral appearance and its

muscles throb with adrenaline. *Dire rage* releases a prehistoric nature imbuing the animal with ferocity and physical prowess. The animal temporarily gains a +6 bonus to Strength, a +6 bonus to Constitution, and a +3 morale bonus on Will saves, but he takes a -2 penalty to Armor Class for the duration of the spell. The increase in Constitution increases the animal's hit points by 3 points per hit dice, but these hit points go away at the end of the spell when its Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While under *dire rage*, an animal cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, and Intimidate). When the spell ends, the animal reverts back to normal and is considered fatigued as its body readjusts.

Discern Lycanthrope

Divination

Level: Clr 3, Drd 3, Rgr 3, Sor/Wiz 3

Components: V, S, DF/M

Casting Time: 1 standard action

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: No

Each round you concentrate on one subject, who must be within range. You know if the subject is a lycanthrope or not, regardless of its current shape (humanoid, hybrid, or animal). You can determine the exact type of lycanthrope with a DC 20 Wisdom check. A character with the Knowledge (nature) skill may try a DC 20 Knowledge (nature) check if the Wisdom check fails, or may try the Knowledge (nature) check prior to the Wisdom check.

Each round you may concentrate on a different subject.

Arcane Material Component: A bit of fur or flesh from a lycanthrope.

Disguise Magic Aura

Illusion (Glamour)

Level: Brd 2, Sor/Wiz 2

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: one magic item

Duration: 24 hours (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You disguise a magic item's aura to appear stronger or weaker than it really is. An object's magic aura may be shifted to be one category stronger or weaker than the item's actual aura rating, as outlined in *detect magic*. (Faint magic auras may be made to appear non-magical.) At 6th level you may disguise the aura to be two categories different. At 12th level you may change it by three, and at 17th level you may alter it by up to four categories. Artifacts cannot be made to appear less than faintly magical by this spell.

Material Component: The remains of a shattered, used or destroyed magic item, such as a spent wand, potion vial or an expended scroll.

Distance Distortion

Illusion (Glamour)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 round

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

Area: One 10-ft. cube/level (S)

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You can make an area up to one 10-ft. cube per caster level appear to be longer or shorter, wider or narrower than it actually is. This doubles or halves (your choice) the time it takes to travel across the affected area. For example, a 10th-level caster could alter a 10-foot high by 10-foot wide by 100-foot-long corridor so it seemed to be either 20 feet wide by 20 feet high by 200 feet long or 5 feet wide by 5 feet high by 50 feet long. All affected dimensions must be collectively reduced or expanded. You cannot, for example, reduce the width and height of a corridor and expand its length.

This spell includes audible, visual, tactile, and olfactory elements. It cannot disguise, hide, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within the real location).

True seeing reveals the true dimensions of the affected area.

Note: This spell can be cast only in an area composed of or surrounded by earth, dirt, or similar material (such as a corridor in an underground cave).

Material Component: A lump of soft clay and a pinch of stone (or "flesh" if you prefer) from an earth elemental.

Divine Lock

Abjuration

Level: Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A *divine lock* is an *arcane lock* variant employed by clerics. The spell is cast upon a door, chest, or portal by carving or tracing the deity's symbol (or some variant thereof) on a suitable surface. The caster and those of the caster's religion can freely pass the lock without affecting it; otherwise, a door or object secured with *divine lock* can be opened only by breaking in or by a successful *dispel magic* spell. A *knock* spell does not remove a *divine lock*, but it can bypass it for a number of rounds equal to the level of the caster.

The *divine lock* can also be dispelled by a cleric of a different religion if he makes a successful turn/rebuke attempt against the door. In this case, treat the lock as an undead with Hit Dice equal to the caster's level.

Add 10 to the normal DC to break open a door or portal affected by this spell.

Divine Sovereignty

Enchantment [Compulsion, Mind-Affecting]

Level: Blk 4, Pal 4

Components: V, S, DF

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/level (D)

For the duration of the spell, all creatures with 4 HD or less within 300 ft. view you as their legitimate ruler and

obey you as they would their sovereign king. Because this spell only affects how you are viewed by onlookers, and does not directly control their behavior, lawful creatures tend to be much more obedient than chaotic creatures. Paladins use this spell to nullify the influence of illegitimate, evil rulers over innocent populace while blackguards use this to usurp rule and use unwitting people to their own end. Using this spell to overrule a legitimate ruler is an unlawful act and against the paladin code of conduct.

Divining Rod

Divination

Level: Drd 0, Rgr 1

Components: M

Casting time: 1 standard action

Range: Touch

Area: 1 mile/level

Target: 1 object (stick)

Duration: 1 hour/level (D)

You call upon the spirits of the woodland to guide you to water, natural shelter, or food. By casting *divining rod* upon a forked stick, you request simple knowledge from the nature spirits to lead you to water, natural shelter or grown food. The rod points in the direction of the objective of the spell. The rod does not necessarily lead you past dangers or obstacles, just a direct path to the requested necessity. The rod may sense the location only if the objective is within radius of the spell. The rod reveals nothing else. *Divining rod* may only direct to uncultivated palatable vegetation if provisions are requested. The rod detects water underground only if the source is within 10 ft.

Dolphin Fins

Transmutation

Level: Drd 2, Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close

Target: Touched creature

Duration: 2 minutes/level

Saving Throw: Will negates/harmless

Spell Resistance: yes/harmless

You grant upon a creature the ability to feel at home within the water. The hands and feet of the target become webbed and they are able to see underwater as normal. All Swim skill checks

are made at +20 for the duration of the spell. This spell does not provide the ability to breathe underwater, only the ability to swim more effectively.

The target of the spell must be in the water already for the spell to take effect.

Divine Focus: Wooden statuette of a dolphin.

Dolphin Fins, Mass

Transmutation

Level: Drd 6, Clr 7, Water 6*

Components: V, S, DF

Casting Time: 1 standard action

Range: Close

Target: 1 creature/level no 2 of which may be more than 30 ft. apart

Duration: 1 hour/level

Saving Throw: Will negates/harmless

Spell Resistance: yes/harmless

Functions as the spell *dolphin fins* except it affects one creature per caster level.

Donor

Necromancy

Level: Clr 3, Sor/Wiz 3

Components: V, S, DF/M

Casting Time: 1 round

Range: Touch; see text

Targets: Two creatures, both of which can be no more than 10 ft. apart; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

By means of this spell, you can transfer hit points from yourself or a donor creature to another creature. The donor must be within 10 feet of the subject. If the donor is unwilling, you must succeed at a melee touch attack. You can serve as the donor, but cannot be the recipient of this spell's effects.

For every hit point you drain from the donor, you transfer an equal amount to the subject. Using this spell, you can drain and transfer a total number of hit points equal to your caster level.

Arcane Material Focus: A needle.

Dread Scream

Enchantment [Fear, Mind-Affecting]

Level: Brd 3

Components: V, S

Casting Time: 1 standard action

Range: 40 ft.

Area: 40 ft. cone

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

You create sound vibrations in a 40-ft. cone burst that gives creatures a deep, unexplained feeling of fear. Creatures failing their Will save are Panicked (see the Condition Summary of Chapter 8: Glossary in the DMG for effects). Those that succeed remain so uneasy that they suffer a –2 penalty to all attack and damage rolls and have a –2 penalty on all future Will saves against fear effects.

Although this spell is based on sound, it is vibrations from the sound that cause the fear effect. Deaf or deafened creatures are not immune, but they do receive a +4 circumstance bonus to their Will saves.

Dream Speaker

Enchantment (compulsion) [mind affecting]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 minute

Range: Close touch

Target: One Sleeping Creature

Duration: 10 minutes (see text)

Saving Throw: Will negates/harmless (see text)

Spell Resistance: Yes

You touch a sleeping creature and whisper questions quietly into their ear. If the target fails their initial Will save they answer the questions in an equally quiet whisper (not heard beyond 5 ft.) in their native language. A creature that makes their initial saving throw simply rolls away from the caster and continues sleeping. While the answers are never lies or direct trickery, the target can make a second Will save to avoid divulging special secrets or hidden plans. If this save is successful they awaken immediately with no memory of the questioning, if it is failed the target answers.

The caster can ask one question/level. This spell does not work on creatures with an Intelligence score less than 3 nor does it grant any means to understand the language spoken by the target. It can't be cast more than once on a single target in a 24 hour period.

Dream Thief

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 minute

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

Target: One creature

Duration: 1 day/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell steals the dreams from the subject's mind each time he sleeps. So long as the subject is affected by this spell, it does not gain the benefits of a good night's sleep. That is, the subject does not regain hit points or heal ability damage, does not regain lost spells, and functions as if fatigued (effective ability decrease of -2 to Strength and Dexterity). Creatures that do not sleep (such as undead and constructs) cannot be affected by this spell. Elves, however, can be. The effective penalty to ability scores does not stack from day to day.

Drench

Conjuration

Level: Drd 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: one object or creature up to size Large

Duration: Instantaneous

Saving Throw: Ref negates

Spell Resistance: Yes

With a gesture upwards, you conjure a sudden freezing cold downpour on the designated target, dealing 1 point of subdual damage (0 if they make a Reflex save.) This spell is usually used to quench small fires and can instantly quench a natural fire that is 5 ft. or less in diameter.

Dust of Death

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: Touch

Area: A few ounces of sand

Duration: 1 hour

Saving Throw: Fortitude negates; see text

Spell Resistance: No

This spell transforms a few ounces of normal sand into a deadly poison for the duration. If the sand is then consumed (say because it was placed in a foe's drink or sprinkled on its food), the imbiber must succeed on a DC 20 Fortitude save or take 2d6 points of Constitution damage. One minute later another Fortitude save (same DC) must be made to avoid an additional 2d6 points of Constitution damage.

Material Component: A pinch of sand and crushed hemlock.



Dread Scream

Earth Ear

Divination

Level: Drd 2, Rgr 2

Components: S

Casting Time: 1 standard action

Range: Personal

Area: 100 ft. radius

Duration: 1 round/caster level

Saving Throw: None

Spell Resistance: No

You place your ear to the ground in an effort to determine the location and size of creatures moving above or beneath the surface of the ground. With a successful Listen check (DC 15 + 1 per 5 ft. of distance) you can determine the size, distance and direction of creatures walking on the ground or traveling beneath it due to the vibrations they create. A separate Listen check is required for each creature.

Earthen Blast

Evocation [Earth]

Level: Drd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A cone of earth, rock, and dirt shoots from your fingertips. Any creature in the area of the blast takes 1d4 points of damage per caster level (maximum 5d4). If the creature fails its Reflex save, it is stunned for 1 round.

Earthen Snare

Conjuration

Level: Clr 5, Drd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: single creature

Duration: Instantaneous, see text

Save: Reflex at -4 negates

Spell resist: No

You conjure a small planar trap that opens beneath the target creature (which must be Large or smaller) that creates a burst of suction pulling the target creature into a spherical containment cell of the same height and

width as the longest dimension of the trapped creature. A successful Reflex save at a -4 penalty avoids the trap completely. Rogues may add their trap sense modifier to this save. A trapped creature can attempt to break the walls of their enclosure to force the spell to end early (Hardness 8, hp equal to caster); otherwise they must simply wait for the spell to end. Once the spell ends the victim is violently ejected from the earth taking 8d6 points of physical damage and ending up prone in the spot they originally occupied. If the space there were in is occupied they are shunted in a random direction to the closest open square.

As a magical, quasi-planar opening; spells such as *ethereal jaunt*, *teleport*, *dimension door*, or related spells don't function. The earth snare can be dispelled normally from either the inside or outside ending the spell as above.

Earthen Wave

Transmutation (Earth)

Level: Drd 4, Wiz/Sor 4

Component: V, S, M

Casting Time: 1 standard action

Area: 5 ft. line, 30 ft. long

Duration: Instantaneous

Save: Reflex, see text

Spell Resist: No

You strike the earth with enough magical force to send a wave through the ground away from you in a straight line. The 5 ft. wide line extends as far as 30 ft. potentially knocking anyone in the area off their feet. Creatures within the area take 5d6 points of physical damage from the flying rock and soil and must succeed at a Reflex save to remain standing. Those that fail their save are knocked prone.

Creatures with the Earth subtype are not knocked prone by this spell and take only half damage. This spell can only be cast in an area of natural stone or earth, it does not function on worked stone.

Electrical Storm

Evocation [Electricity]

Level: Drd 7, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

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

Area: Burst, centered on you, with a radius of 100 ft. + 10 ft./level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You release a powerful burst of electricity in all directions away from you. Each creature within the area takes 1d6 points of electricity damage per caster level (maximum 20d6).

The *electrical storm* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the burst may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Component: A bit of fur, powdered steel, and an amber, crystal, or glass rod.

Elemental Cloak

Transmutation

Level: Clr 7, Drd 6

Components: V, S, XP

Casting Time: 10 minutes

Range: Touch

Target: Willing creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

You transform a willing creature into something with a near elemental nature converting it to subtype cold or fire giving it new immunities and weaknesses (see below). A creature can only possess one subtype; casting of this spell on a creature already possessing one of the above subtypes automatically fails. Once a creature has a new subtype it can only be removed with a *limited wish*, *wish*, *miracle*, or similar magic.

The subtypes that can be conferred with an elemental cloak and the abilities added to the creature that receives that subtype are listed below:

Cold Subtype: immunity to cold damage, takes 50% more damage from fire-based spells whether or not a save is allowed.

Fire Subtype: immunity to fire damage, takes 50% more damage from cold-based spells whether or not a save is allowed.

A creature with the new subtype is not considered an elemental and does not gain any additional immunities. It does not gain an “outsider type” and can still be *raised*, or *resurrected* just as it could before having its subtype changed.

XP Cost: 2,500 XP worth of life energy is required to make the transformation.

Elemental Scimitar

Evocation

Level: Drd 6

Components: V, S, DF

Casting time: 1 standard action

Effect: Scimitar-like blade

Duration: 1 min./level (D)

Saving Throw: See below

Spell Resistance: Yes

This spell calls forth a weapon comprised of elemental energy. There are four variations of this spell and you may freely switch between these as a free action at the beginning of your turn. These weapons strike with a +3 bonus to attack but not to damage. Each of the four versions has different powers depending on their nature.

Scimitar of Air: This translucent weapon acts as a *brilliant energy scimitar* ignoring non-living armor and dealing 2d6 points of damage on each successful hit. Once per round while wielding this weapon you can deflect a single ranged attack so that you take no damage or effect from it. The *scimitar of air* does not deflect massive ranged weapons, but does harmlessly deflect arrows, crossbow bolts, and magical ranged attacks such as *acid arrow*, and other ranged touch or ray attacks.

Scimitar of Earth: This dull gray blade deals 3d6 points of damage to any opponent in contact with solid ground. In addition, an opponent struck by the *scimitar of earth* must succeed a Fortitude save or temporarily be turned to stone. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full round action and does not provoke attacks of opportunity.) This effect ends with a successful saving throw. If the creature does not succeed at a saving throw, they return to flesh at the end of the spell's duration.

Scimitar of Fire: This fiery weapon is equivalent of a *flame burst scimitar*. It deals

1d6 points of damage and 1d6 points of fire damage. On a successful critical hit (18–20), the scimitar deals additional 1d10 points of fire damage. This fire does not harm you. Furthermore, a creature struck must succeed at a Reflex saving throw or catch fire for 1d4 rounds. The fire deals 1d6 points of damage per round, but may be extinguished normally.

Scimitar of Water: This wavy blue blade is equivalent of an *acid burst scimitar*. It deals 1d6 points of damage and 1d6 points of acid damage. On a successful critical hit (18–20), the scimitar deals additional 1d10 points of acid damage. Once per round, the blade may discharge up to four globs of acid at 120 ft. range. You decide the number of globs ejected and multiple targets may be selected. The balls deal 1d6 points of acid damage and maybe combined: one orb deals 4d6 points of acid damage, two orbs deal 2d6 points of acid damage each or any variation there of. Each individual orb requires a successful ranged attack.

The weapon can only be wielded by the caster and, if sundered, reforms or returns to its normal form on your next turn.

Encrypt

Transmutation

Level: Asn 1, Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Document touched

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

You alter the writing on a scroll or piece of paper to make it unintelligible. Properly interpreting the *encrypted* text requires a Decipher Script skill check (DC 25 + caster level). This spell is directly opposed by the *decrypt* spell which can easily remove the encryption placed on the hidden message or information.

Enrich Soil

Transmutation (Earth)

Level: Drd 5, Clr 7

Components: V, M

Casting Time: 10 minutes

Range: Area touched

Target Area: 100 square ft./2 levels

Duration: 1 year/2 levels

Saving Throw: None

Spell Resistance: No

You call upon the forces of nature to bring minerals and other materials into the soil and earth of a limited area in order to support plant growth. This spell does not create water for the area, nor does it conjure plant life. It does make the soil fertile for plants natural to the area. Overuse of this spell can create imbalances in nature drawing the wrath of powerful druids and deities so its use is generally somewhat limited.

Empower Companion

Transmutation

Level: Drd 1, Rgr 1

Components: V, S

Casting time: 1 standard action

Range: Touch

Target: Animal Companion

Duration: 1 minute/level (D)

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes

Empower companion may only be cast on your companion creature. Your companion creature gains a +10 competence bonus to one skill selected by you. Multiple *empower companion* spells do not stack, but may provide bonuses to additional skills.

Erase

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Page or pages touched

Duration: Permanent

Saving Throw: Will negates (object); see text

Spell Resistance: Yes (object); see text

You can remove magical or mundane writings on a surface no larger than 9 inches by 12 inches, from up to two sheets of paper or parchment, or from a single scroll. This spell does not remove spells in effect such as *explosive runes* or any of the various *symbol* spells, if any such spells on the document are triggered by touch they are triggered when you touch the item to be *erased*. Magical writings (such as scrolls) receive a save to avoid the effects. Mundane writings receive no such save.

Etch Stone

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Stone or stone object

Duration: One hour

Saving Throw: none

Spell Resistance: No

A sorcerer or wizard can magically inscribe messages or text in stone using an ordinary quill for one hour after casting this spell. Any type of message, design, or rune created with the quill is permanently inscribed in the stone for anyone to see. Combining additional spells with an *etch stone* spell allows the caster to inscribe hidden or magical messages on simple stone walls. Scrolls or spellbooks can be created in stone if someone were willing to take all of the extra time and expense.

Eternal Sleep

Transmutation

Level: Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

This variation of *temporal stasis* allows you to set a condition that breaks the subject's state of suspended animation. During the casting of this spell, you speak aloud the condition that breaks this enchantment. The specific condition could be the next solar eclipse, a particular day or year, the death of a ruler, the birth of a child, or the invasion of an army. You can cast this spell on yourself. This spell, unlike *temporal stasis* cannot be removed by *dispel magic* (unless the caster has a higher caster level than you).

Material Component: A powder composed of diamond, emerald, ruby, and sapphire dust, sand, and crushed rose petals. The total value of the dust must be at least 4,000 gp.

XP Cost: 500 XP.

Exact Task

Conjuration (Calling) [see text]

Level: Clr 9

Components: V, S, DF, M

Casting Time: 5 minutes

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

Effect: One called outsider or elemental of 27 HD or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell is similar to the various *planar ally* spells, except it only calls one creature, payment is made after the service or task is performed, and if the cleric fails to live up its end of the bargain, the called creature can gain control of the cleric (as by a *geas/quest* spell).

By casting this spell, you call an elemental or outsider (of 27 HD or less) of your choice. The creature called must share your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell. You cannot call a demigod or more powerful deity or god with this spell.

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can



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take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. This payment is made after the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve the payment.

At the end of its task, or when the duration bargained for expires, the creature returns to you to collect its payment. Failure to fulfill your end of the bargain results in you being subjected to a *geas/quest* spell (as if cast by the called creature) or being attacked by the called creature. In the latter scenario, the called creature is immune to all attacks made by you (including all melee, ranged, and psionic attacks, and spells).

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Material Component: A bit of matter or substance from the native plane of the creature to be called. A piece of parchment (with knowledge of the creature's nature or its true name written on it) that is burned during the casting.

Exorcise

Abjuration
Level: Clr 4
Components: V, S, DF

Casting Time: 10 minutes
Range: 10 ft.
Target: One creature or object
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes (see text)

By casting this spell, you negate possession of a creature or object by any force, whether creature (a ghost using its malevolence ability, for example) or magic (a spellcaster using *magic jar*).

When you cast this spell, you must make a caster level check (1d20 + your caster level) against the possessing creature's spell resistance. If successful, the possessing creature is ejected from the host and stunned for 1 round. Creatures without spell resistance are automatically ejected. A creature affected by this spell cannot attempt to possess the same host for one day.

This spell can be cast on a lich's phylactery or an ancient vampire's soul object (see **Necropolis** by **Necromancer Games** for more information on ancient vampires). If the creature currently inhabits its phylactery or soul object, it is immediately ejected and possesses the closest material body (which could very well be yours). A creature so inhabited (possessed) is affected as if by *magic jar*.

If holy water is sprinkled on the object or creature during the casting of this spell, you gain a +2 bonus on your caster level check and the Will save DC (for creatures without spell resistance) is increased by +2.

Expeditious Retreat, Greater

Transmutation
Level: Brd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

This spell functions like *expeditious retreat*, except that *greater expeditious retreat* affects all of your movement modes (land speed, burrow, climb, fly, and swim).

Eye of Ice

Transmutation
Level: Drd 3, Rgr 2, Sor/Wiz 3
Components: V, S

Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You cover the target's eye with a glittering coating of deep blue ice. It still functions as a regular eye (losing the icy cover when the spell ends), but the subject gains the ability to see clearly and without vision penalty through non-magical rain, fog, ice and snow out to a range of 120 feet. While using the eye, you are still subject to normal illumination and your normal visual limitations; this spell just negates normal storms, weather and ice as barriers to vision. Example: if you attempt to look into an iceberg with this spell, you see only darkness unless you also use *true seeing* or some other means to provide magical sight. However, if you then cast *darkvision*, you might be able to see deep within.

Eyes of the Hawk

Transmutation
Level: Drd 2, Rgr 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Spot checks. The enhancement bonus increases to +20 at caster level 6th, and to +30 (the maximum) at caster level 10th.

Material Component: A magnifying glass or the feather of a hawk.

Eyes of the Hawk, Greater

Transmutation
Level: Drd 3, Rgr 3, Sor/Wiz 3

This function as the *eyes of the hawk* spell, but in addition, renders the subject immune to any spell or magical effect that causes blindness (such as the *blindness* spell). This does not allow the subject to see through smoke, fog, dust, or the like.

Material Component: A magnifying glass or the feather of a hawk.

Faerie Ward

Abjuration
Level: Clr 2, Sor/Wiz 2
Components: V, S, DF/M
Casting Time: 1 standard action
Range: Touch
Area: 10-ft.-radius emanation centered on touched creature
Duration: 1 round/level
Saving Throw: Fortitude half
Spell Resistance: Yes

You create a magic circle that damages any fey creature currently in or entering the area. Affected creatures take 1d4 points of damage per two caster levels (maximum 5d4) each round they remain in the area. A successful Fortitude save halves the damage. A Fortitude save can be made each round a creature is within the area.

Arcane Material Component: Powdered iron sprinkled on the creature to be warded.

False Tracks

Transmutation
Level: Drd 3, Rgr 1
Components: M
Casting time: 1 standard action
Range: Touch
Area: 1 mile
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

You may alter your tracks to resemble any animal, humanoid, monstrous humanoid or giant known to you. Your tracks are altered for one mile in length and the spell must be cast prior to making the tracks. The DC for tracking depends on the terrain and your efforts to hide or reveal them. A Survival check used to track you that succeeds by more than 5 reveals your ruse. Creatures using the Scent ability for tracking are not confused by the spell and suffer no penalties. The tracks may be altered to appear as traveling in either direction, but must follow the course you take.

Fangstorm

Evocation (Force)
Level: Drd 6, Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)

Area: 20 ft. radius, 40 ft. high
Duration: Instantaneous
Saving Throw: Fort half
Spell Resistance: Yes

You cause the air to fill with glowing fangs of force that rip and tear into the flesh of anyone in the area of effect. The fangs deal 10d6 points of physical damage, and cause the wounds to bleed at a rate of 1 hp per four caster levels (max 5 hp/round). If the Fortitude save is successful, the target takes half damage and does not begin bleeding. This spell is effective against incorporeal targets, but such targets do not begin bleeding.

Farsighted

Enchantment (compulsion) [mind effecting]
Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level (see text)
Saving Throw: Will negates
Spell Resistance: Yes

Your touch confuses the vision of the target making it almost impossible to focus on anything within 30 ft. This does not prevent ranged combat, but does cause the target to suffer a 40% miss chance during melee combat. A successful Will save negates the spell and a victim that fails their save can spend a full round action attempting to shake off the effects in order to make another Will save at a –2 penalty.

Focus: A cloudy gem worth at least 15 gold.

Farvision

Transmutation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: 1 inch of touched transparent object/level
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell targets transparent objects such as glass and crystal, imbuing them with qualities similar to spectacles. Those peering through an object imbued with *farvision* can see distances up to 90 ft. as if they had darkvision. Characters must concentrate and can

take no other action while gazing through the enchanted object.

Material components: a glass or crystal eye and a pinch of high-quality sand.

Favor Mount

Transmutation
Level: Pal 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Paladin's mount
Duration: 10 minutes/level
Saving Throw: Yes (harmless)
Spell Resistance: Yes (harmless)

You infuse your mighty steed with divine vigor. Although you are unable to cast this on any other creature, your mount receives a +4 luck bonus to attack and damage rolls and receives the full benefit of an *expeditious retreat* spell. These effects are not shared with the caster and can only benefit a paladin's mount.

Favor Servant

Transmutation
Level: Blk 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Blackguard's fiendish servant
Duration: 10 minutes/level
Saving Throw: Yes (harmless)
Spell Resistance: Yes (harmless)

You infuse your fiendish servant with divine vigor. Your fiendish servant receives a +4 luck bonus to attack and damage rolls and receives the benefit of the *bull's strength* and *endurance* spells. These effects are not shared with you, and this spell can only be used on your fiendish servant.

Feather Step

Transmutation
Level: Drd 1, Rgr 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: None (harmless)
Spell Resistance: No (harmless)

You allow the target to step lightly across snow, mud, loose sand, etc. without sinking in and having their movement slowed. While the actual weight of the



Fiery Constrictor

target isn't changed, they step as lightly as if they had no weight at all. The target can even tread across a pressure plate without setting it off. All attempts to Move Silently while under the effects of the spell receive a +2 circumstance bonus.

Material Component: The feather of a small bird.

Feed Summoned Creature

Necromancy

Level: Sor/Wiz 4

Components: V, S

Range: Touch

Target: Living creature touched

Duration: Instantaneous and 1 hour; see text

Saving Throw: None

Spell Resistance: Yes

This spell enables you to increase the hit points of a called or summoned outsider by draining hit points from a subject you touch during the casting of this spell. You must succeed on a melee touch attack, and if successful, the subject takes 1d6 points of damage per two caster levels (maximum 10d6). The summoned outsider you have chosen as the recipient must be present and within 30 feet of you

or else the spell fails. If both conditions are met, the outsider gains temporary hit points equal to the damage you deal. Note, the outsider cannot gain more than the subject's current hit points + 10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Feign Death

Necromancy

Level: Clr 3, Drd 3, Sor/Wiz 3

Components: V, S, DF/M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Feign death allows you or a single creature you touch to fall into a cataleptic state that resembles death. While in this state, the subject can hear, smell, and taste, but cannot feel or see. The subject need not eat, breathe, or drink while affected by this spell.

Any damage suffered while in this state is halved. Further, the subject is immune to paralyzing effects, energy drain, and mind-affecting effects. The subject is likewise immune to poison so long as initial and

secondary damage both occur while the subject is still affected by *feign death*. If secondary damage occurs after the *feign death* spell has ended, the subject is affected by the poison normally (though he is still permitted a save if the poison allows a save).

Fiery Blast

Evocation [Fire]

Level: Sor/Wiz 4, Fire 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fiery blast creates an area of extreme heat and flame, originating at your hand and extending outward in a cone, dealing 1d6 points of fire damage per caster level (maximum 10d6).

Arcane Material Component: A pinch of sulphur and a bit of candle wax.

Fiery Constrictor

Evocation

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)
Effect: Creates a fiery tendril that constricts opponents
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You create a tendril of flame from an existing fire source that lashes out at any foe that you designate within 20 feet. Its attack bonus is equal to 5 (6 for the tendril's Strength, -1 for its size) + your caster level + your Intelligence or Charisma modifier (for wizards or sorcerers). If the tendril hits a foe, it attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus is the same as its attack bonus, except with a +4 size modifier instead of a -1). If it wins the grapple check, it constricts, dealing 3d6 points of fire damage each round the hold is maintained. Directing the spell to a new target is a move action.

The tendril can be attacked. If reduced to 0 or less hit points, it dissipates and the spell ends. The tendril is AC 20 and has hit points equal to yours. The tendril has damage reduction 10/magic.

Material Component: A fragment of a red dragon scale.

Focus: The existing fire source.

Fiery Grasp

Evocation [Fire]
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You cause glowing orange flames to burn along your arms. Although you feel no heat, the flickering flames grant you a touch attack that deals 1d6 points of fire damage. You do need to be cautious because anything you touch, including your own bags, also suffers this damage.

Fill the Sails

Transmutation
Level: Air 4*, Sor/Wiz 4
Components: V, S

Casting Time: 1 standard action
Range: close (25 ft. + 5 ft./2 levels)
Effect: One ships sail
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: None

This spell is similar to the 5th level druid spell *control winds*, except that it creates a localized rush of air that fills the sails of one ship. The wind force generated is equal to normal wind of 50 mph. This spell is only designed for use on a ship's sails and does not affect any weather conditions outside of the radius of the ship on which it is cast. It can be used to put out fires set on a ship's sails but is of no more general use than this.

Fire Bolt

Evocation [Fire]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You fire a small bolt of fire from your fingertips. You must succeed on a ranged touch attack to damage your target. The bolt deals 1d3 points of fire damage and does not ignite combustibles.

Fire Burst

Evocation [Fire]
Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft. radius circle
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

You cause an existing fire source (ranging in size from a candle to a bonfire) to release arrows of flame outward in all directions, centered on the fire source. Creatures within 10 feet take 1 point of fire damage per caster level (maximum 10 points). A creature that makes a successful saving throw suffers no damage.

Focus: The existing fire source.

Fire Charm

Enchantment (Compulsion) [Fire, Mind-Affecting]
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Living creatures within range that view the fire source
Duration: 2 rounds/level
Saving Throw: Will negates
Spell Resistance: Yes

You cause an existing fire (10 ft. diameter or smaller) to become covered in a multi-hued veil of dancing flames. (Touching the multicolored flames deals 1d6 points of fire damage.) Creatures within range viewing the dancing flames become transfixed, standing motionless and staring if they fail their saving throw. An affected creature can be given a *suggestion* (as the spell) of 12 words or less and can make another Will save (with a -4 penalty on the roll) to resist the *suggestion*. You can give one such *suggestion* to each affected creature as a standard action. You can give each affected creature a different *suggestion* (if you want). The effects of such a *suggestion* wear off in one hour, unless dispelled or negated. A creature that succeeds on its save to resist a *suggestion* is still transfixed by the *fire charm*.

Any physical attack on a *fire charmed* creature automatically breaks the effect on that creature. Likewise, interposing a solid barrier between a subject and the veil of flames breaks the effect.

Material Component: A small piece of multicolored silk which is thrown into the fire source during the casting.

Fire Gills

Transmutation
Level: Clr 3, Drd 3, Fire 2*
Components: S, M
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You cause gills to appear on a creature's neck. These magical gills

allow a being to breathe normally in lava, heavy fires, or even heavy smoke. Powerful as this magic might appear, it does not confer any resistance to fire, merely the ability to breath in an area of high heat, flames, smoke, or even in lava. The magical gills are designed to create enough oxygen for a creature to survive in high heat or smoke, but do not provide the ability to breathe underwater, despite efforts of some to

Fire Touch

Evocation [Fire]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You surround your hand in a shimmering orange and yellow flame. You must succeed on a melee touch attack to strike a target. The subject takes 1d4 points of fire damage. This spell does not light combustibles on fire.

Firewater

Transmutation
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Up to 1 pint of water/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell transforms a volume of water into a highly-flammable substance akin to alcohol. You do not have to see the water to affect it, but you must be able to see the container it is in. For example, you could affect an opponent's waterskin even though you can't see the water inside. This spell has no effect on magical water or potions.

If the substance is exposed to fire, it bursts into flames dealing 2d6 points of fire damage to any creature touching or touched by the *firewater*. The fire is instantaneous and does not ignite flammables.

The *firewater* created evaporates and becomes useless in one round (at the end of your next turn), even if it's in containers or sealed.

One cubic foot of water contains roughly 64 pints (8 gallons) and weighs about 60 pounds.

Material Component: A pinch of sugar and a raisin.

Fist of Stone

Transmutation
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Using this spell, you transform one of your hands (your choice) into stone. Your hand is flexible and can still be used to manipulate objects, carry objects, and even perform the somatic elements of spells. Your Strength score (when using that hand) is 23. You can attack a foe with your *fist of stone* using your normal attack bonus (gaining a +6 on attack and damage rolls due to your increased Strength with that hand) without drawing an attack of opportunity. If you strike a foe you deal 1d4 plus your Strength bonus points of damage. If you use a weapon, you do not gain the benefits of the increased Strength.

Flame Spiral

Evocation
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: 0
Effect: spinning flames out to a 30 ft. radius
Duration: Instantaneous; see text
Saving Throw: Fort half
Spell Resistance: Yes

Fire flares into a 5 ft. wide roaring funnel that spirals out and away from you. One at a time, the flames enter each and every square around yours out to a 30 ft. radius, beginning clockwise. (The caster is not affected by the spell.) Anyone in the area takes 1d6/caster level fire damage (Fortitude save for half; max 10d6). Anyone failing

the saving throw is Dazed for one round. Creatures with more Hit Dice than you and creatures with the fire subtype are not subject to the Daze effect.

Flameswell

Evocation
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: one fire up to 10 ft. radius
Area: Cylinder up to 40ft. high, 10 ft. wide
Duration: Instantaneous
Saving Throw: Ref negates
Spell Resistance: Yes

With a mighty roar, you cause one non-magical fire to swell up into a gigantic column of flames. They soar upward to forty feet above the ground. Anyone caught in the area of effect takes 1d6/2 levels (max 5d6) fire damage (Reflex save negates). The target fire must have a minimum of a 5 ft. radius. The cylinder is as wide as the target fire. This exhausts the fuel source, so the fire turns to ash and goes out immediately after it flares. Some mages enjoy signaling with the help of this spell, while others use it to surprise flying creatures passing overhead.

Material Component: The fire is the material component of the spell.

Fluid Form

Transmutation
Level: Asn 2, Sor/Wiz 4
Components: V
Casting time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level (D)

You transform your body and items carried into a liquid form. You and your equipment melt into a liquid form that has the same volume as your normal form. (A medium creature creates a 5 ft. square pool.) You become amorphous; gaining immunity to poison, *sleep*, paralysis, polymorph, and stunning effects. If already poisoned, *Fluid* does not prevent the poison effects. You are not subject to critical hits and, having no clear front or back and cannot be flanked.

While in this state your movement decreases by 10 ft. but no less than 5 ft. You may flow up slanted surfaces as long as the surface is relatively flat and slither between any crack and crevasse of any size. While in *fluid form*, your Strength drops to 1 and any equipment carried at the time of casting is negligible as it becomes part of the new form. You may not Climb or use any other Strength based skills. You gain a +20 circumstance bonus to Escape Artist and Move Silently checks.

You may not speak or attack while in fluid form. Although you gain damage reduction 5/–, magical attacks still affect you normally. While in *fluid form* you take double damage from cold-based spells. You cannot be divided, but maybe held in a container, providing that it is large enough to hold your total mass. You return to normal at the end of the duration and may take crushing damage if in a confined space at that time.

Foggy Flying Carpet

Conjuration

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Caster

Duration: 10 minutes/level

Saving Throw: None (harmless)

You conjure a supernaturally thick fog beneath your feet that lifts you into the air. You can create a carpet that ranges from 5 ft. square up to 20 ft. square that can carry up to 200 lbs/caster level. You choose the size at the time of casting. The foggy flying carpet flies at a speed of 40 ft. under the mental direction of the caster (maneuverability; clumsy). The fog, though magical, can be dissipated by gale force winds (greater than 50 mph). If it is dissipated, or *dispelled*, any characters or items on board plummet back to earth unless they have some other means of protection from falling.

Fool's Gold

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 round

Range: 10 ft.

Area: 1 ft. cube/level

Duration: 1 hour/level

Saving Throw: None or Will negates; see text

Spell Resistance: No

You change a volume of copper coins or brass items into gold for the duration of the spell. For purposes of this spell assume 2,000 cp fill 1 cubic foot. A creature viewing the *fool's gold* that makes a successful saving throw detects the falsehood.

Fool's gold is particularly vulnerable to cold-wrought iron. The effects of this spell can be negated if the masked item is struck against or by cold-wrought iron. The chance depends on the material component used during the casting of this spell.

Component	Negation Chance
Citrine (50 gp or less)	30%
Amber (100 gp or less)	25%
Topaz (500 gp or less)	10%
Corundrum topaz (1,000 gp or less)	1%

Material Component: A powdered citrine (50 gp or less), amber (100 gp or less), topaz (500 gp or less), or corundrum topaz (1,000 gp or less).

Force Corporeality

Transmutation

Level: Clr 4, Sor/Wiz 4

Components: V, S, DF/M

Casting Time: 1 standard action

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

Target: One incorporeal or spirit creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You force a single creature with the incorporeal or spirit subtype to lose that subtype and become corporeal for the duration of the spell. The creature can move and attack (its incorporeal attacks become normal slam or claw attacks). The subject cannot use any supernatural or spell-like ability or spells to alter its substance (such as *ethereal jaunt*). Once the duration expires, the creature automatically assumes incorporeal form again.

Arcane Material Component: A pinch of powdered lead.

Forecast

Divination

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 minute

Range: 50 mile radius

Target: See Text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You accurately predict the local weather for the near future using this spell. Local weather is anything within 50 miles from the point you cast the spell. Your weather prediction extends as far as 1 day per three caster levels into the future. Each day beyond the first there is a 10% chance (cumulative) that conditions change within that period of time making your prediction somewhat inaccurate.

Focus: A special set of dice with weather related markings on them, such as lightning bolts, suns and water drops (worth at least 10 gold).

Forest Home

Conjuration (Creation)

Level: Drd 4, Clr 5

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Effect: 15 ft. square underground structure

Duration: 2 hours plus 1 hour/level

You create an earthen-based shelter beneath the roots of a nearby tree. You must use a handful of dirt or debris from the forest as you chant the spell and then finish by touching the ground where the door should appear. A door appears at the base of the tree, or in the ground if the tree is not wide enough. When opened, the door reveals a series of steps that head down into a wide 15 ft. square room. The caster chooses up to nine individuals that can open the door and enter the underground home, and designates what temperature the temporary shelter should be kept. While it keeps the occupants safe from storms, forest fires, and other natural hazards, the door is visible to anyone passing by the location where the spell was cast (Spot DC 10) and

can be forced open or destroyed as if it were a locked, 2 in. thick oak door. Characters or creatures remaining inside the shelter when the spell ends are expelled violently as the earth closes around them and ejects them back outside (1d6 points of bludgeoning damage).

Forked Tongue

Enchantment

Level: Brd 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level or discharge

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You provide the creature touched with an aura of persuasiveness, making them able to be very convincing when trying to deceive another. This provides a +5 competency bonus to the next Bluff check they make involving a verbal bluff (it does not apply to attempts to feint in combat or other physical bluffs). The spell remains in effect for 1 minute/caster level or until discharged. The bonus only applies to the first Bluff check made after the spell is cast.

Material Component: A bit of wool.

Fortify Armor

Abjuration

Level: Blk 2, Clr 3, Pal 2, Protection 2*

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: 1 non-magical shield or suit of armor

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You transform a suit of armor or a shield into something of legendary make and quality, for a short while. Although this only works on a non-magical shield or suit of armor, it doubles the effectiveness of the armor. For example, this spell cast on a chain shirt would cause the chain shirt to give a +8 armor bonus, instead of the normal +4. This does not alter the any armor check penalties or Dexterity bonus limitations.

This spell does have one unfortunate drawback, the armor enchanted crumbles to dust (or flakes away if leather or hide) at the end of the spell's duration. If the armor is somehow successfully reduced to 0 hp it crumbles to dust immediately.

Material Components: The armor or shield that is being enhanced.

Friendly Form

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Saving Throw: None and Will negates; see text

Spell Resistance: No and Yes; see text

For the duration of the spell, you gain a +4 bonus on Diplomacy checks (or Charisma checks if you don't have the Diplomacy skill) to influence an NPC's attitude (see the Diplomacy skill in the *PHB* for details). An NPC receives a Will save whenever you attempt to influence his or her attitude with this spell in effect. If the save succeeds, your check result is reduced by 2 points against that NPC.

Material Component: Chalk or white flour, soot, and vermillion applied to your face.

Frost Touch

Evocation [Cold]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You surround your hand in a shimmering blue glove of freezing ice. You must succeed on a melee touch attack to strike a target. The subject takes 1d4 points of cold damage.

Frostfire

Evocation [Cold]

Level: Clr 2, Drd 2, Cold 1*, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A cone of freezing ice shoots from your fingertips. Any creature in the area of the blast takes 1d4 points of cold damage per caster level (maximum 5d4).

Fumble

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will partial and Reflex negates; see text

Spell Resistance: Yes

A *fumble* spell causes the subject to become clumsy taking a -4 penalty to Dexterity. Further, in any round the subject moves (including taking a 5 foot step), he or she must succeed on a Reflex save or trip and fall. This save is repeated each time the subject attempts to move. The subject can move at one-half normal speed with a DC 10 Balance check. Failure means it can't move that round (and must make a Reflex save or fall), while failure by 5 or more means it falls.

An affected creature likewise has trouble holding on to weapons, shields, and so on. Any object the subject is holding when this spell takes effect is dropped. A Reflex save must be made each round that the creature attempts to pick an object up or use an object in its hands.

A creature that succeeds on its initial Will saving throw resists the effects of this spell, but functions as if *slowed* (as the spell, no save) for 1 round for every caster level you possess.

Material Component: A small bit of solidified milk fat.

Fusing of Bones

Transmutation

Level: Sor/Wiz 8

Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous and permanent; see text
Saving Throw: Fortitude negates
Spell Resistance: Yes

You permanently fuse and bind the bones of the subject. If the sub-

ject fails a Fortitude save, its Dexterity drops to 1. The affected creature cannot use Dexterity-based skills and suffers all appropriate penalties to AC, and on Reflex saves, and so on. The subject remains in this state until a *heal*, *limited wish*, *miracle*, *wish*, or *dispel magic* (the latter cast by a spellcaster with a higher caster level

than you) is used to cancel the effects of this spell. Creatures without bones (oozes and most plant creatures for example) and incorporeal creatures are immune to the effects of this spell.

Arcane Material Component: A set of masterwork iron shackles.

Gaze Reflector

Conjuration (Creation)
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

This spell creates a shimmering veil, akin to a mirror, in the area in front of your face. The veil moves with you and you can see normally through it. Any gaze attack requiring that you meet the opponent's eyes (such as that of a medusa or basilisk) is reflected back upon the opponent and affects it normally unless the creature is immune to its own gaze attack (the creature gets a save to avoid the effects if its gaze normally allows one).

Material Component: A small silver mirror.

Ghostly Throttle

Evocation
Level: Sor/Wiz 2
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: A pair of ghostly hands
Target: One creature
Duration: 1d4+2 rounds
Saving Throw: Fortitude half; see text
Spell Resistance: Yes

Ghostly throttle creates a pair of ghostly humanoid hands that strangle a single living creature of size Small to Large for the duration of the spell with a successful ranged touch attack. If your attack fails, you can make another attempt next round.

The hands deal 1d4 points of damage each round the hold is maintained (Fortitude save halves the damage, and a new save must be made each round), and because it grasps its sub-

ject by the neck, a spellcaster must succeed on a Concentration check (DC 10 + damage dealt) each time he or she attempts to cast a spell with a verbal component. Additionally, the subject takes a -2 penalty on attack rolls, skill checks, and ability checks while being *throttled*.

Note: The subject must be size Small, Medium, or Large or the spell has no effect.

Focus: A piece of knotted cloth.

Glass House

Abjuration
Level: Protection 3*, Sor/Wiz 3
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 or more creatures (see text)
Duration: 1 minute/level
Saving Throw: Reflex negates
Spell Resistance: No

You create a shimmering 10ft. square cube of magically enhanced, transparent glass. This *glass house* can be used as a means to trap opponents that can fit within the cube (Reflex save avoids), or it can be used as a protective enclosure for the caster and any companions that can fit inside of it.

When created, the *glass house* must be supported by a solid surface below it capable of holding 500lbs, or else the casting fails. The *glass house* has hitpoints equal to triple your caster level and its Break DC is 20 + your caster level. The walls of the *glass house* have resistance to acid, cold, electricity, and fire 10 and have DR 15/bludgeoning.

If any creatures are inside the *glass house* when it breaks, they take 3d6 points of slashing and piercing damage from the exploding glass walls.

Focus: A one inch cube of glass.

Glass Window

Transmutation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 round
Range: Touch
Area: 3-ft. wide by 2-ft. high area of stone, metal, or wood
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This spell makes a section of stone, metal, or wood as transparent as glass allowing viewing through the material. There are two possible versions of this spell, but regardless of which version is cast, *glass window* allows viewing through up to 4 inches of metal, up to 6 feet of stone, or up to 20 feet of wood. The viewing area created is always 3 feet wide and 2 feet high.

Looking Glass: You (and only you) can see through the affected material. The material does not actually change to those viewing it, but does to you, allowing you to see clearly through it.

One-Way Window: You create a one-way "window" in the material that allows you and up to one creature per caster level to see through the viewing area. The affected area becomes transparent to all designated creatures. The "window" does not appear on the other side of the material, so any creatures on the other side cannot see it (and thus cannot see through it either). The created "window" has the hardness, hit points, and Break DC of the transmuted material.

Note: This spell does not work on lead, gold, or platinum.

Material Component: A small piece of glass or crystal.

Glass to Steel

Transmutation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched, which cannot exceed 10 pounds of weight/level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows you to alter the strength of nonmagical glass or crystal to that of steel. The item does not actually change type, so it is still transparent, and appears to be normal glass or crystal in every respect but strength and durability. Spells that affect metal do not affect a *glass to steel* object. Spells that affect glass or crystal still affect it however. Using this spell with glass-related Craft check, you can fashion glass items that function as steel items. Thus, glass plate armor and glass swords can be created that are durable as their normal steel counterparts.

Material Component: A small piece of glass and a small piece of steel.

Glide

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 free action (see text)

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

Target: 1 living creature

Duration: Until landing or 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You control your descent during a fall, including direction and speed. By spreading your arms out you are able to catch air currents and glide to a safe landing. You can move at a speed of 30 ft. in a single direction during the fall but fall the same distance as you do so. You may change directions each round, but you have a maneuverability of poor and are not able to gain altitude once the descent begins. This spell can be cast while falling, or on a falling comrade with a simple word and gesture. Although you can still act the round you cast this spell, you can't cast a spell in the round you cast *glide*.

Glowing bones

Necromancy

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: 20 ft. radius burst



Gaze Reflector

Target: Living creatures within range
Duration: 10 min./level
Saving Throw: Will negates
Spell Resistance: Yes

You draw upon the inner life force of creatures in the area causing their bones to glow. The light within their bodies is enough to shine through their skins granting a +10 circumstance bonus on Spot checks to notice hidden creatures. All bones in the area begin to glow, including inanimate bones, as well as your own bones and those of any companions nearby. The glowing light does no damage, it just makes it easier to Spot creatures that are affected. A successful Will save negates the effect.

Godsblood

Conjuration (Healing)
Level: Clr 8
Components: V, S, M, XP
Casting Time: 10 minutes
Range: 0 ft.
Effect: Enchants a single vial of liquid
Duration: 1 day or until used
Saving Throw: None
Spell Resistance: No

Through a holy ritual, you enchant a vial of holy water to become *godsblood*, a representation of the blood of your patron deity.

Once crafted, the blood can have numerous possible uses, as detailed below. The liquid remains enchanted until one day has passed, or until it is used.

Uses for *godsblood* are as follows:

1. If drunk, it acts upon the imbiber as if *heal* (for clerics who turn undead) or *harm* (for clerics who rebuke undead) had been cast upon him.
2. If anointed to a dead creature's lips, eyes, and chest over the heart, it acts as a *raise dead* spell. If the recipient is a faithful follower of the cleric's chosen deity, and in good standing with the church, it instead acts as *resurrection*.
3. If applied to a single weapon or up to 10 missiles such as arrows or sling bullets, the weapon bypasses all damage reduction. This effect lasts 1 minute per five caster levels.

4. If sprinkled over food or drink, it acts as a *purify food and drink* spell that affects up to four times the normal quantity of provisions.

Material Component: A vial of holy water and a 5,000 gp ruby, which is crushed and dissolved in the liquid.

XP Component: 1,000 xp.

Greater Curse

Necromancy
Level: Clr 7, Retribution 8*, Sor/Wiz 8
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions as *bestow curse* but is more powerful. Choose one of the following three effects.

- –12 decrease to an ability score (minimum 1) or –6 decrease to two ability scores (minimum 1).
- –8 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 25% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The *curse* bestowed by this spell cannot be dispelled or removed with a *remove curse* spell, but it can be removed with a *break enchantment* (cast by someone whose caster level is higher than yours), *limited wish*, *miracle*, or *wish* spell.

Green Water

Transmutation
Level: Clr 2, Slime 1
Components: V, S, DF, M
Casting Time: 1 minute
Range: Touch
Area: Water in a volume of 5 ft. by 5 ft. by 1 ft.
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell changes an area of water up to 5 ft. by 5 ft. by 1 ft. into green slime. A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it

devours flesh. On the first round of contact, the slime can be scraped off a creature (likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Material Component: A stone flask of water and green dye.

Grim Resilience

Necromancy
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

For the duration of the spell, you do not die from physical damage from any source. When your hit points drop to 0 or less you are not staggered or disabled, and may continue to act normally. However, while you cannot die from grievous wounds, the pain felt by them is very real. For every 2 points of damage below 0 you have, you suffer a cumulative –1 circumstance penalty to all attack rolls, saving throws, skill checks, and ability checks due to excruciating pain from the wounds. Casting spells while below 0 hp is also taxing, requiring a successful Concentration check (DC 15 + # hit points below 0 + spell level). If you have the Diehard feat, you may ignore the first 5 points of these penalties.

You still suffer 1 point of damage if you take any strenuous actions while your hit points are at 0 or below, just as you would if you were disabled.

The spell does not protect against damage or effects not expressed in terms of hit point loss, including ability score damage, ability score drain, negative energy levels, death effects, drowning, and others.

Material Component: A goblet of flesh from a zombie, which is consumed upon casting the spell.

Halt Plant

Necromancy

Level: Drd 3

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: Up to four plants creatures, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell renders as many as four plant creatures immobile. A non-intelligent plant creature gets no saving throw; an intelligent plant creature does. If the spell is successful, it renders the plant creature immobile for the duration of the spell (similar to the effects of *hold person*) The effect is broken if the *halted* creatures are attacked or take damage.

This spell dispels or counters *entangle*.

Hard Water Blast

Evocation (Water/Force)

Level: Sor/Wiz 3, Water 4*

Components: V, S

Casting Time: 1 standard action

Range: 300 ft.

Area: See text

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This attack is a stream of water, which emanates from either palm of the caster. This stream strikes a target for 1d10 points of damage per 2 levels of the caster. The shot can reach a distance of 300 feet before it dissipates, still inflicting standard damage even at that range. The effect is such that even individuals who are unaffected by water still suffer half damage from the sheer force of the attack.

Hard Water Weapons

Transmutation

Level: Sor/Wiz 4, Water 5*

Components: V, S

Casting Time: 1 standard action

Range: Touch

Area: See text

Duration: 2 minutes/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell allows you to transform ordinary water into solid versions of any simple weapon. You can create up to one weapon per caster level. The weapons cause the normal damage for the weapon type they represent and inflict double damage to opponents susceptible to water-based attacks. You can even let others

capable of using simple weapons use your creations for the duration of the spell. The main benefit to the spell is avoiding extra encumbrance by not having to carry bulky weapons on one's person.

Harmonic Discord

Evocation

Level: Brd 4, Music 5*

Components: V, S

Casting Time: 1 standard action

Area: 60 ft. radius from caster

Duration: 1 round/caster level

Saving Throw: Will negates

Spell Resistance: Yes

You create a discordant sound making it difficult for anyone in the area to cast spells and concentrate on what they are doing. This spell affects everyone in the area, friend or foe, unless they succeed at a Will save. You must make a Perform check to complete the spell, the result of this skill check effects how easy or difficult it is for affected spell casters to complete a spell. Spell casters must make a successful Concentration check (DC= your Perform check + spell level) to complete a spell. All effected in the area suffer a -2 penalty to attack rolls, saving throws,



Hard Water Blast



Headwind

and skill checks. The casting of this spell requires you to use one of your Perfor skills, if that skill requires you to use an instrument you must have that instrument in your hands to complete the spell.

Harmonious Dissolution

Evocation [Sonic]

Level: Brd 6, Music 7*, Sor/Wiz 8

Components: V, S

Casting Time: 1 round

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

Area: 10 ft. radius burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You create a field of intense harmonic vibrations that register audibly as a faint but intense buzz or hum emanating from the target point. The vibrations are dangerous to all forms of matter as they shake the very molecules items are made of. The caster inflicts 1d6 points of sonic damage/level (Fortitude save for half; max 20d6) to all creatures and objects in the area, creatures slain, or objects destroyed, by this damage are treated as if struck with a *disintegrate* spell.

Headwind

Conjuration (Air)

Level: Drd 2

Components: V, S, DF

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

Target: Single creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You conjure a tightly focused blast of wind that travels in a straight line away from your outstretched hand toward a single target. The focused blast of air Bull Rushes the target as if it were a Large creature with a Strength of 20 (+9 to the opposed Strength roll). Creatures pushed more than 10 ft. are knocked prone.

Heart Rip

Necromancy (evil)

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

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

Target: single living creature

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes

With a gesture and word of power you draw the heart from a victim

slaying them instantly. If the target has more than 100 hp the spell fails, but any living creature with a beating heart is instantly slain as their heart is torn from their chest and flies to your hand to the terror of all those around them. Adding to the power and fear is the fact that the creature rises the next round as a zombie under your control.

Heat Bone

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates, see text

Spell Resistance: Yes

You cause a creature's bones to begin to burn, doing 1d8 points of fire damage per level (Will save for half; 10d8 maximum). If a being takes more than 60 points of damage from a single spell, it must make another Will save or its bones become too brittle to support it. Excessive movements (such as running or fighting) deal 1d4 points of

damage in each instance. The brittle bones can be restored by a *heal* spell or a total of 40 points of healing from various cure spells.

Heat Flesh

Necromancy

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will special (see text)

Spell Resistance: Yes

You cause a creature's flesh to heat and burn, causing 1d4 points of fire damage per caster level (8d4 maximum). If a being takes more than 28 points of total damage from a single *heat flesh* spell, it must make a Will save or spontaneously combust, suffering an additional 6d6 points of fire damage.

Hemophilia

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: 1 living creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes the blood of the victim to thin, and prevents blood clotting. Any wounds sustained by the subject during the spell's duration from slashing or piercing weapon attacks inflict an additional 1 point of Constitution damage per blow. Living creatures that do not have blood are immune to the effects of this spell.

Material Component: A drop of venom from an adder or cobra.

Hesitate

Enchantment(Compulsion)[Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Area: One or more creatures within a 20-ft.-radius burst

Duration: Instantaneous and 1 round/level; see text

Saving Throw: Will negates

Spell Resistance: Yes

Hesitate causes a number of creatures in the area to hesitate and second-guess their actions. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Affected creatures take a -4 penalty on their initiative. This in effect bumps them down the initiative order for one round per caster level. After the spell ends (or is dispelled), an affected creature moves back to its original place in the initiative order.

Material Component: A snail.

Hide the Soul

Abjuration

Level: Clr 9, Drd 9, Sor/Wiz 9

Components: V, S, M, F

Casting Time: 10 minutes

Range: Personal or touch

Target: You and one creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

You draw your soul (or the soul of a creature touched) from the body and store it in the body of any single animal you touch during the casting. By storing the soul elsewhere, the subject becomes immune to all spells or abilities that damage or affect the soul (such as the *trap the soul* or *soul bind* spells). Likewise, a subject whose soul is stored elsewhere cannot be affected by the *clone* spell. To free a hidden soul, the subject must bleed the animal (dealing 1 point of damage) and consume the blood. If the animal containing the subject's soul is killed, the subject must make a successful DC 20 Constitution check or die as well (though he can now be returned to life normally). If the check succeeds, the subject's soul is returned to its body and the effects of this spell are ended.

If the subject is killed, *raise dead*, *resurrection*, *true resurrection*, or even

a *wish* or *miracle* cannot restore life to a soulless subject. Only by bringing the focus animal within 5 feet of the slain subject's body and bleeding it (dealing 1 point of damage) during the revivification attempt can the subject be returned to life. This immediately returns the subject's soul to its body and cancels the effects of this spell. If the animal cannot be obtained or is not within range, all attempts at revivification automatically fail until the above conditions are met.

The focus animal's soul remains in its body unaffected by the caster's soul. In essence, the souls share the body of the focus animal. If a spell or power that affects or damages the soul (*trap the soul*, for instance) is cast on the focus animal while it houses the subject's soul, there is a 50% chance that the subject's soul (rather than the focus animal's soul) is affected. In such a case, the effects of *hide the soul* are immediately nullified, and the subject suffers the full effects of the spell or power in question.

A *true seeing* spell cast on the subject reveals a ghostly image of the focus animal overlying the subject. If *true seeing* is cast on the focus animal, an overlying translucent and ghostly image of the subject can be seen.

Material Component: A black sapphire gem (total value equal to at least 1,000 gp x the subject's character level). The gem is powdered and mixed with nine drops of blood from the subject and nine drops of blood from the focus animal. The subject consumes one half of the mixture while the focus (animal) consumes the other half.

Focus: The animal that is to contain the subject's soul.

Holy Fire Hammer

Conjuration (Fire)

Level: Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You call a hammer formed of divine fire to your hands. This functions as a +3 *returning light hammer*. The holy nature of the hammer bypasses the DR for demons, devils, and other evil outsiders. The hammer deals 3d6 points of physical damage, 1d8 points of holy damage, and 1d8 points of fire damage against evil creatures, half this damage to neutral creatures, and no damage at all to good-aligned creatures. While wielding the hammer you gain resistance to fire 15 and are surrounded by a *magic circle against evil*. Only the caster can wield the hammer.

Holy Infusion

Enchantment

Level: Pal 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: Your melee weapon

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You infuse your weapon with holy power, making it cause additional damage to undead. Your weapon does an additional 1d6 points of damage with every successful attack for the duration of the spell. Any one melee

weapon you possess may be so infused, but if it leaves your grasp for any reason, the spell immediately ends. The weapon is treated as magical for the purpose of hitting undead creatures, but you gain no additional advantage against incorporeal foes, though this spell does stack with ghost touch effects.

Material Component: A drop of holy water.

Hound's Scent

Transmutation

Level: Rgr 1

Components: S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour

Saving Throw: None

Spell Resistance: No

You gain the ability to use the Scent ability (see the MM) for Tracking. Unfortunately, this sensitivity is only valuable for following a trail, the concentration required to stay on the trail of your quarry prevents you from using the Scent ability to notice or identify nearby opponents.

Material Component: A sliver of dogwood.

Hovership

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One ship touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes

A powerful and very useful spell, *hovership* grants a normal watercraft the ability to pass over land and other solid surfaces as if it were gliding through the water. This spell causes the ship to hover 5 ft. above the surface of whatever medium it is crossing (land, ice, marshland, et cetera). The ship behaves in all other ways as if it were in the water.

Note that while the ship is still mobile and moves at its standard speed, it can only remain in motion by force of wind or poling along the ground; rowing is not possible while hovering. Uneven and broken ground causes the ship to move at 1/3 normal speed. If a drop of more than 5 ft. occurs, the ship has a chance to rupture the hull. The base chance to rupture is 25% at a 5 ft. drop, + 5% per foot after that.

Material components: several eagle feathers fastened to the ship's hull.

Ice Geyser

Evocation

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

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

Area: cylinder; see text

Duration: 2 rounds

Saving Throw: Ref half

Spell Resistance: Yes

Ice and freezing water fountains forth high into the sky from a spot designated by you, before raining down upon the ground below. The initial effect deals 20d6 points of cold damage in a 10 ft. radius, 40 ft. high cylinder. One round later, the secondary effect deals 10d6 points of cold damage in a 20 ft. radius, 20 ft. high cylinder. The secondary effect radiates from the same center as the initial effect. Targets within the area of effect(s) can make a Reflex save for half damage each round.

Ice Shards

Evocation

Level: Sor/Wiz 1, Drd 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Ref half

Spell Resistance: Yes

You launch icy bolts at your enemies. You can create one bolt per 2 caster levels (one at first, two at 3rd, etc.) for a maximum of five bolts at 9th level. All of the bolts strike a single target for 1d6 points of cold damage each with a Reflex save for half damage.

Ice Sled

Conjuration (Water)

Level: Druid 6, Sor/Wiz 6

Casting time: 1 minute

Components: V, S, M, DF

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

Effect: Creates a caravan of sleds made of ice with 5 square feet of cargo space per caster level. Weight capacity is 500 lbs per caster level.

Duration: 3 hours/level

Save: None (harmless)

Spell resist: No

You create one or more sleds made of ice, capable of rapid transport over snow or ice conditions. The sleds only function on ice or snow, but are capable of passing over small patches so long as at least one sled has runners touching snow or ice. The sleds simply halt and crumble if forced over areas without snow or ice. Each sled can carry 10 cubic ft. of material or 500 lbs of material (whichever is limiting). For each 4 caster levels you gain the ability to conjure an additional sled that is

attached to the lead sled by a chain made of ice. You direct the sleds through simple mental commands of direction and speed with a maximum speed of 60 ft. The sleds are made of ice and are susceptible to fire damage and can be damaged by spells or attacks (Hardness 6, hp equal to caster's).

Arcane Spell Component: A roughly shaped snow or ice ball

Icebreaker

Transmutation

Level: Sor/Wiz 7, Water 7*

Components: V, S, F

Casting Time: 1 standard action

Range: See text

Area: See text

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This mighty spell assists ships moving through ice-locked areas of the sea. The caster points his finger at any sheet of solid ice, and that ice shatters into tiny shards. The area affected is always a strip 35 feet wide, 15 feet deep, and 600 feet long, permitting all but the largest of vessels a safe passage. This only effects ice over a body of water, not a wall made of ice, an icy barrier in a dungeon, et cetera.

Focus: a miniature field plow of any material.

Icy Hammer

Conjuration (Cold)

Level: Drd 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

Range: 0 ft.

Effect: Hammer-like weapon of ice

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: Yes

A 3 ft. long, swirling beam of ice resembling a warhammer springs forth from your hand. You wield this hammer-like beam as if it were a warhammer. Attacks with the *icy hammer* are melee touch attacks. The hammer deals 1d8 points of cold damage +1 point per two caster levels (maximum +10). Since the

icy hammer is immaterial, your Strength modifier does not apply to the damage. The spell can function underwater.

Identify Tracks

Abjuration/Divination

Level: Drd 2, Rgr 1

Components: M, S, V

Casting Time: 1 standard action

Range: Touch

Area: 10ft. radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine the size, creature type, direction, and age of tracks of the last 2 creatures that passed through the area immediately surrounding you. The spell can only be cast in natural terrain and the most recent tracks are identified first. The spell reveals the information even if the tracks are not discernable. The age of the tracks can be determined up to one day per caster level.

Ignite

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature or object

Duration: 1d6 rounds (see text)

Saving Throw: Reflex (partial)

Spell Resistance: Yes

You fire a thick wavy orange and purple at the target as a ranged touch attack, causing an explosion of fire and flames. The target takes 1d6 points of fire damage/level (max 5d6). In addition to the fire damage, a target that fails a Reflex save catches fire and begins to burn for 1d6 rounds (1d6 points of fire damage per round). The victim can use a full round action to extinguish the flames, this action draws an attack of opportunity. The fire might also be extinguished through the use of any magical spell that can quench a fire.

Material component: A drop of tree sap wrapped in a red cloth.

Illusionary Forest

Illusion (Pattern)

Level: Drd 4, Rgr 4

Components: V, S, M

Casting Time: 1 standard action

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

Area: One 30-ft. cube/level

Duration: Permanent (D)

Saving Throw: None and Will disbelief; see text

Spell Resistance: No

You create a *illusionary forest* in the designated area. To onlookers, the forest appears, smells, and sounds real, and is indistinguishable from a real forest. Creatures moving through the area have their movement rate slowed accordingly.

Druids, fey, centaurs, rangers, and plant creatures can make a Will save to disbelieve the illusion when they first view the *illusionary forest*; other creatures do not receive a saving throw.

Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Material Component: A bit of tree bark and the leaf of an oak, ash, or maple tree.

Immunity to Energy

Abjuration

Level: Clr 9, Drd 9, Guardian 9*, Sor/Wiz 9

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This abjuration grants a creature total immunity from damage of whichever of five energy types you select: acid, cold, electricity, fire, or sonic. This spell protects the subject's equipment as well.

Immunity to energy grants immunity to damage only. The subject could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

Immunity to Fear

Abjuration [Mind-Affecting]

Level: Clr 2, Drd 2, Pal 1, Sor/Wiz 2

Components: V, S, DF/M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains an immunity to fear effects for the duration of the spell. If the subject is under the influence of a fear effect when receiving this spell, that effect is suppressed for the duration of the spell.

Arcane Material Component: A bit of hair or flesh from a lion or tiger.

Insomnia

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One living Creature

Duration: 1 day + 1 day/3 levels

Saving Throw: Will negates

Spell Resistance: Yes

You steal away a creature's ability to rest or sleep. The target of this spell cannot sleep for the duration of the spell, accruing penalties for fatigue in addition to being unable to heal naturally. Even creatures, such as elves, that normally do not sleep are unable to get a proper rest with which to re-energize to gain spells or heal naturally. This spell can be countered by a *sleep* spell and it can be used to counter a *sleep* spell or other magical means of inducing sleep.

Instant Exit

Conjuration (Teleportation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: You and touched objects or other willing creatures

Duration: 1 round; see text

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell causes a door to suddenly appear on a wall or other flat surface within range. Creatures that step through the door are instantly teleported to a random location within 1,000 feet of the door. You can bring along objects as long as their weight doesn't exceed your maximum load. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You have no control over where you or any other creatures are transported but all creatures stepping through the door are transported to the same location. There is no chance you arrive off target but there is a 5% chance this spell malfunctions and dumps all affected creatures into the Ethereal Plane.

Material Component: A small silver door embedded with chipped rubies (total value at least 500 gp).



Iron Judgement

Interdiction

Enchantment(Compulsion)[Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 round

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

Target: One arcane caster whose HD is equal to or less than yours

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell suppresses the subject's ability to cast arcane spells for the duration of the spell. This spell only affects an arcane caster whose Hit Dice/level is equal to or less than yours. It does not affect the subject's ability to use divine spells or spell-like abilities.

Material Component: A pinch of diamond dust worth at least 500 gp.

Iron Judgement

Evocation

Level: Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (see text)

Your touch shows an evil creature for what it truly is. Calling upon the powers of your god you touch an evil creature outlining it in flickering holy flames that inflict 2d6 points of holy damage per round, while also negating any *invisibility* the creature may have and making it impossible for the creature to hide. This potent spell also acts as a dimensional anchor on creatures that have the magical or supernatural ability to teleport or use similar abilities. The holy fire can be of any color based on the god you worship.

If you attempt to use this on a creature that is not evil the spell simply fails.

Ironrope

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: 100 ft. rope or 100 square feet of rigging/level

Duration: 1 day

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

This spell changes the strength and hardness of normal rope to that of forged iron. The rope gains the toughness of iron (hardness 10; hit points 10; Break [DC 27]), but the rope also gains the rigidity of iron as well. The new *ironrope* is no longer as supple and flexible as normal rope, although it does flex and bend to some degree.

This spell is invaluable on long voyages where fire and use occasionally damage rigging and moorage ropes. The ropes are usually fastened in their working positions and then the spell is cast. Add +20 to any Use Rope check DC Value to manipulate *ironrope* after it has been enchanted. No sailor wishes to untie a knot after *ironrope* has been cast upon it!

Material component: a bit of iron powder sprinkled on the rope to be enchanted.

Ironshot

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Effect: one iron shot per 2 caster levels

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: No

You conjure forth one 2 in. diameter ball of iron per two caster levels (max 5). They appear and float in the air next to you. You may grasp and throw one ball per round at any target as a ranged touch attack with a range increment of 20 ft. The iron balls strike with enough force to deal 1d6 points of damage and force a Reflex save to avoid being knocked

prone. Unused iron balls disappear at the end of the spell's duration.

Irritation

Conjuration (Creation)

Level: Brd 1, Clr 1, Drd 1, Sor/Wiz 1

Components: V, S, DF/M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1d4 rounds; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

There are two distinct versions of this spell. You choose the effect when you cast the spell.

Itching: You cover the target's body in an itching sensation that lasts 1d4 rounds. For the duration, the target takes a -1 penalty on attack and damage rolls, checks, and saves, and suffers a -1 penalty to its AC if it fails a Fortitude saving throw. The creature can scratch as a standard action, thus negating the penalties for that round. Creatures with a natural armor bonus of +4 or higher are immune to this version of *irritation*.

Rash: You cover the target's body in a deep red rash, which appears 1d3 rounds after casting the spell. If the target makes a successful save, it suffers no effects of the rash. If the save fails, each day thereafter, the rash becomes worse causing a -1 circumstance penalty to all Charisma-based checks made by the subject. This penalty increases by an additional point each day, to a maximum of -4 (after four days). One week later, the subject takes a -2 effective penalty to its Dexterity score.

The rash persists until *dispel magic* or *remove disease* is cast on the subject. The penalties to Charisma-checks and Dexterity disappear immediately when the rash is removed.

Arcane Material Component: Crushed leaves from poison ivy, oak, or sumac.

Jaerel's Curtain of Fire

Conjuration (Fire)

Level: Sor/Wiz 9

Components: V, S, XP

Casting Time: 3 rounds

Range: Long (400 ft. + 40 ft./level)

Effect: moving 20 ft. tall curtain of fire, 20 ft. long/level

Duration: 1 min./level

Saving Throw: Fortitude special, see text

Spell Resistance: Yes

You tap into the secrets of Jaerel the Dark to create his infamous *curtain of fire*, bringing into existence a curtain of flickering purple and pink flames that burns the life out of everything it touches. The *curtain* moves in a direction of your choice at a rate of 5 ft./round consuming all organic matter in its path. Once a direction has been chosen, that is the direction the curtain moves, it can't move back over an area it has incinerated, as it has no fuel.

The flames themselves seem cool; the *curtain* puts out no heat as it devours the very essence of life from the soil, plants, and materials it passes through. All organic material coming into contact with the curtain is treated as if struck by a *disintegrate* spell, living creatures touching the wall are also treated as if struck by a *disintegrate* spell with a Fortitude save to avoid the effect (consult the *disintegrate* spell for details). Buildings and items made from stone or metal are unharmed by this spell, but hiding within a building is not a safe option as the magical fire can penetrate up to 2 ft. of stone or 2 in. of any metal to turn living matter into lifeless ash. The magical fire burns life out of the very soil as well, extending its horrid power to a depth of 5 ft. beneath the surface of the earth.

Areas struck by *Jaerel's curtain of fire* are easy to ascertain as they are nothing but lifeless scars of black dust and sand unable to support any life whatsoever. Any wizard powerful enough, and wanton enough, to cast this spell is a true hazard to nature and life and is assured of becoming a target for every druid in the land.

Fortunately, a single wizard can only cast this spell once per week and it takes a toll on their own life force to do so. The spark to start the *curtain of fire* must come from within, draining the very life of the person creating it.

XP Cost: 5,000 XP must be used to spark the initial flames.

Jelver's Illusory Illusion

Illusion (figment)

Level: Brd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft. cube + 10-ft. cube/level

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No



Jungle Cry

This devious and complicated spell is intended to make real objects appear to be illusions. Anyone interacting with the affected object should make a Will save, as per the standard rules for disbelieving illusions. A successful Will save indicates that the PC senses the subtle magic of illusion covering the object, at which point he is likely to assume that the object is actually a spell such as *programmed image*. He pays the price for this assumption if the object is a creature intent on attacking him! In other words, the PC does indeed detect a real illusion, but this illusion is merely a “layer” upon a very real object. *Jelver’s illusory illusion* tricks the character into assuming a certain object is an illusion.

Conversely, a failed Will save means that the PC wasn’t intuitive enough to detect the faint presence of the illusion magic, so he behaves as if the object were real—which it truly is!

Jolt

Transmutation
Level: Sor/Wiz 5
Components: V, S
Casting Time: see text

Range: Close 9 25 ft. + 5 ft./2 levels)
Targets: You + 1 creature/level, no two of which can be more than 30 ft. apart.
Duration: 4 rounds + 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You transmute creatures with a quick word of power and sudden motion. This spell is cast so quickly that it counts as a free action you can still make both a move action and a standard action the round you use it. Basically, you *jolt* your friends and yourself into action providing all of the benefits of a *haste* spell while still allowing yourself to perform a full round’s actions in addition to your casting.

This means you can *haste* your party for battle and still cast a *fireball* to soften up the enemy.

Jungle Cry

Enchantment (Charm) [Mind-Affecting]
Level: Drd 2, Rgr 1
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Targets: All animals within range
Duration: Instantaneous
Saving Throw: Will negates

Spell Resistance: Yes

You utter a loud, echoing scream throughout the trees of any large forest agitating and possibly enraging all animals within range. Use of this spell is potentially as dangerous to the caster as it is to others. All animals that hear the cry become more agitated than normal. Predators that normally would avoid humanoids now believe any creature they sense is a threat and should be attacked. Other animals cry in fear at the sight of any humanoids or magical beasts and flee without making any attempt to be quiet. Larger beasts receive a Will save to maintain their normal behavior.

The agitation these animals feel gives all spells or effects used to calm or charm animals a –4 circumstance penalty to save DC values or to Wild Empathy checks.

Agitated animals can help reveal the location of hiding targets and help locate others through the noise they make as well as possible attacks. The caster suffers an equal danger at the hand of agitated animals as the animals draw no special distinction for the one who cast the spell over others they see or find in the area.

Keen Ears

Transmutation
Level: Drd 2, Rgr 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Listen checks. The enhancement bonus increases to +20 at caster level 6th, and to +30 (the maximum) at caster level 10th.

Material Component: A small crystal or metal cone.

Kiss of the Nereid

Conjuration (Creation) [Water]
Level: Drd 5, Water 4*, Sor/Wiz 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature

Duration: Instantaneous
Saving Throw: Fortitude partial (see text)
Spell Resistance: Yes

You conjure water in the form of a Nereid that seems to kiss the target and force itself into their lungs. Onlookers see the brief watery form of the Nereid as it appears to dive inside the victim. Since the target’s lungs fill rapidly with water, holding its breath does no good. The subject can make a Fortitude save to avoid the effects of this spell. If the save succeeds, the subject spends one round, plus 1 round per four caster levels coughing and spitting up water (treat as nauseated). If the save fails, the subject falls unconscious (0 hp). On the next round, the subject drops to –1 hit points and is dying. On the third round, the subject drowns.

Material Component: A few drops of water.

Know Alignment

Divination
Level: Brd 2, Clr 2, Drd 3, Pal 2

Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped emanation
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You instantly know the alignment of any creature within the area. Each round, you can turn to detect alignments in a new area.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Know alignment counters and is countered by *undetactable alignment*.

Kristoff’s Solar Window

Evocation
Level: Brd 3, Clr 4, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)



Kiss of the Nereid

Area: Cone
Duration: 5 minutes/level
Saving Throw: None
Spell Resistance: No

This spell opens a conduit to the sun. Though darkness may reign in your current surroundings, somewhere in the world, the sun is shining. *Kristoff's solar window* transports actual sunlight to your location, appearing as if through an open window and throwing light in a cone 50 feet long, 25 feet wide at its end. Creatures who suffer penalties in

bright light are affected as if standing in direct sunlight. Being natural rather than magical light, the glow of the *solar window* is negated by magical darkness. Unfortunately, the light provided is filtered and is unable to damage creatures such as vampires that take damage from natural sunlight.

But the *solar window* has advantages over the standard *daylight* spell. The light is as warm as normal sunlight, so that the temperature within the cone is a balmy 85 degrees, very useful in cold environ-

ments or when you need to melt ice or warm a chilly companion. The *solar window* may be opened anywhere within the spell's range, and you may mentally move it for the duration of the spell, redirecting the cone of light. For example, the window may be positioned on a ceiling, so that the cone aims downward, and the next round you may shift it so that it points upward from the floor. Each change in positioning is a partial action. You may open and close the *solar window* at any time as a free action.

Lasting Breath

Transmutation
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/level
Duration: Instantaneous; 1d4 rounds + 1 round/level (see text)
Saving Throw: Yes (harmless)
Spell Resistance: Yes (harmless)

This spell increases the amount of time a subject can hold its breath by 1d4 rounds + 1 round per caster level. This spell must be cast on a creature already holding its breath, and the subject is never aware of how long the duration is (in other words, the sub-

ject doesn't know how much additional time is granted from this spell).

Leaf Fall

Evocation
Level: Drd 2, Rgr 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: Leaves or pine needles in a 10-ft. radius spread.
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

The caster causes all of the leaves or pine needles within range to wither and fall from a tree, leaving the branches bare and possibly exposing

any creature's hiding within the foliage. The falling leaves also provide one-half concealment (light foliage) to anyone beneath them for one round (20% chance of an attacker missing). Leaves dry and drop from the tree over a period of one round. Pine needles become brittle, and pine cones split and drop to the ground. The tree goes dormant but sprouts leaves when spring arrives.

Leaf Tide

Transmutation
Level: Drd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: Pile of leaves
Duration: Instantaneous
Saving Throw: Ref avoids
Spell Resistance: No

You cause a pile of leaves to rise up in a wave that charges forward to slam a foe. The temporary mass and speed of the leaf pile helps it inflict 1d4 points of damage per level (8d4 maximum). The tide heads in a straight line away from the you until it reaches the spell's maximum distance or hits an obstacle or creature. Once it strikes something the leaves swirl to the ground again. This spell can only be cast in a forested area.

Lifeflech

Necromancy
Level: Clr 6, Sor/Wiz 5
Components: V, S, XP
Casting Time: 10 minutes
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

This spell is frequently used by evil magicians and death priests to achieve a limited form of immortal-

ity. Casting the spell requires the sacrifice of a sentient creature of the same race as the spellcaster. The creature to be sacrificed must be helpless and/or bound while the spell is being cast.

At the culmination of the spell, the caster gains an automatic *coup de grace* attack upon the victim. If the victim dies as a result of this attack, his life force is transferred to the caster (or another target within touch range of the caster). The target gains immunity to aging effects for 1 month per Hit Dice or level of the creature sacrificed.

A creature slain by this spell can only be restored to life through the successful casting of a *resurrection*, *true resurrection*, *wish*, or *miracle* spell. *Raise dead* has no effect on a creature slain by the *lifeflech* spell.

XP Cost: 10 XP per Hit Dice of the victim.

Lightning Wheel

Evocation (Electricity)
Level: Drd 5, Sor/Wiz 4
Components: V, S

Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: one creature or object
Duration: 1 round/level or until discharged (D)
Saving Throw: Ref half
Spell Resistance: Yes

A 3 ft. diameter disc of crackling lightning appears at your fingertips, awaiting your command to strike. You may direct it through the air toward a target or allow it to hover in place next to you. As a standard action, you may direct it to strike a single target. It streaks toward the target, moving past, over, or around items or creatures in its way to strike, dealing 1d6 points of electricity damage/level (max 15d6) followed by a loud (non-harmful) clap of thunder. You may dismiss the spell at any time before detonation as a free action.

Locate Fish

Divination
Level: Sor/Wiz 1, Water 1*
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 100-ft. diameter



Lightning Wheel

Duration: Concentration up to 2 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You determine the species, range, number, and depth of all fish in the local area. If you continue concentrating you can learn their general swimming patterns and which direction the various fish are moving in.

Locust Leap

Transmutation

Level: Drd 3

Components: V

Casting time: 1 standard action

Range: Personal

Target: You

Duration: 2 rounds/level (D)

You gain incredible leaping ability as well as the ability to cling to most surfaces. You gain a +15 enhancement bonus to Jump checks and no longer need a running start before a Jump (all Jump check DCs are as if you were running). Penalties for encumbrance and armor still apply. If you have a heavy load this spell does not function as long as you are not heavily encumbered. You are not required to have a running start to any leap granted by this spell. Vertical leaps are easier, you do not need a running start and the DC for a high jump is only 2 times the distance to be cleared. Encumbrance and armor check penalties still apply. You cannot jump farther than your movement, and the bonus does not stack with other magical movement bonuses, such as the *longstrider* spell. You always land on your feet after a leap.

You may leap onto walls, ceilings, trees or anything else within your movement range provided the surface is not perfectly smooth. While this spell does not provide for movement along these surfaces; you may leap to another part of the surface. You need not have your hands free to stand on any surface. If the spell ends while you are on a vertical surface or suspended upside down, you plummet back to the ground taking appropriate damage.

Lost Wanderer

Enchantment(Compulsion)[Mind-Affecting]

Level: Brd 6, Clr 6, Drd 6

Components: V, S, F

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

The recipient of this spell becomes completely lost and cannot find its way. Unless led (by another creature or a map, for example), the creature wanders aimlessly about seeking its destination (which it remembers; it just can't remember how to get there) for the duration of the spell. Any destination an affected creature seeks is lost to it for the duration, not just one it may have had in mind when this spell took effect.

This spell is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Lost wanderer counters and dispels *find the path*. Likewise, *find the path* counters and dispels *lost wanderer*.

Focus: A set of ivory counters or bones which you break during the casting.

Lower Spell Resistance

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell enables you to reduce the subject's spell resistance. The target does not get a save against the effect, and you gain a +4 competence bonus to your caster check to beat its spell resistance. If successful, the subject's spell resistance is reduced by a number of points equal to one-half your caster level (maximum 10 points, caster level 20th).

Material Component: A broken iron or silver rod.

Luck of the Saints

Enchantment

Level: Clr 2, Drd 2, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell functions like *guidance*, but it instead provides a luck bonus of +1 per 3 caster levels to a single attack roll, saving throw, or skill check. Use of the bonus must be declared before making a roll.

Lucky Cloak

Enchantment

Level: Brd 2, Clr 3, Drd 3, Luck 2*, Sor/Wiz 3

Components: V, F

Casting Time: Free action (see text)

Range: Personal

Target: Self

Duration: See text

Saving Throw: None

Spell Resistance: No

You grant yourself a luck bonus that can be used in one of several different ways. Originally created by bards, this spell has been mimicked by clerics and wizards alike.

This spell grants you one of the following options, which must be chosen at the time of casting:

1	+1 luck bonus to AC for every three caster levels (may only be used in response to an attack roll against you that has not yet been determined a hit).
2	Create an amount of gold equal to your HD times four (usable 1/month).
3	+1 luck bonus to hit for every three caster levels (may only be used before a hit is determined a success)
4	+1 luck bonus to damage on your next damage roll for every three caster levels (must be used in response to confirmed hit).
5	+10 luck bonus to speed for one round

You can trigger the luck bonus at any time within 10 minutes of casting. Bards gain a special benefit of 1d10 points of healing upon casting this spell.

Focus: A cloak (or other piece of clothing at DM's discretion) owned by the character since he began adventuring. It must be worn at the time of casting.

Luna's Glare

Illusion (Shadow)
Level: Sor/Wiz 8, Water 8*
Components: V, S, M
Casting Time: 1 standard action
Range: Sight
Area: 100-mile radius
Duration: 1 hour/ 4 levels
Saving Throw: None
Spell Resistance: No

You create a quasi-real image of the moon in the sky, which can be seen from as far away as 100 miles. What effects might arise from the presence of this faux moon cannot be fully anticipated, but two outcomes are well known:

Lycanthropy – Any creatures that change shape based upon the appearance of the moon must succeed at a Will save (DC = 10 + caster's modifier – Lycanthrope's HD) or forcibly alter form. If the save succeeds, the lycanthrope must attempt another save each hour the moon is present in the sky, with the DC increasing by 1 for each subsequent attempt.

Tidal Effects – The casting of the *Luna's glare* has similar effects on the waters in the area, as if the moon had risen normally. The tide immedi-

ately begins to change, moving towards the false moon. If cast near a river, the moving water is concentrated into a fast-moving wave of 1d8 feet in height. Waves of this height and speed are capable of capsizing smaller vessels and damaging those tied to stationary docks. The first effects of *Luna's glare* are seen after a period of 1d12 rounds. The tide is pulled toward the moon when it appears, and thus the caster can use this spell to aid ships leaving harbor against the tide, to mire approaching enemies in a trackless swamp, or to flood a dry area with the resulting wave.

Material component: a small white or silver pearl of no less than 100 gp in value, which is destroyed with the casting of the spell.

Mage Armor, Greater

Conjuration (Creation) [Force]
Level: Sor/Wiz 4
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell functions as *mage armor*, except it provides a +10 armor bonus to AC. This spell does not stack with, but overlaps *mage armor*.

Focus: A piece of steel from a suit of plate armor.

Magic Circle against Spirits

Abjuration
Level: Clr 3, Pal 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Area: 10-ft.-radius emanation from touched creature
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: No; see text

All creatures within the area gain the effects of a *protection from spirits* spell. This spell is not cumulative with *protection from spirits* and vice versa.

Arcane Material Component: A little powdered iron with which you trace a 3-foot diameter circle on the floor (or ground) around the creature to be warded.

Magic Circle against Undead

Abjuration
Level: Clr 3, Pal 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Area: 10-ft.-radius emanation from touched creature
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: No; see text

All creatures within the area gain the effects of a *protection from undead* spell. This spell is not cumulative with *protection from undead* and vice versa.

Arcane Material Component: Dirt from a cemetery with which you trace a 3-foot diameter circle on the floor (or ground) around the creature to be warded.

Magma Eruption

Conjuration (Creation) [Fire]
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 100-ft.-radius spread (S)
Duration: 1 round/level

Saving Throw: Reflex half; see text
Spell Resistance: Yes

You cause the ground in the affected area to explode and spew forth a geyser of molten rock that quickly covers the area of effect. A creature in the area when the geyser erupts takes 10d6 points of fire damage and 10d6 points of bludgeoning damage. A successful save halves the damage.

Creatures and objects remaining in or entering the area take 2d6 points of fire damage per round of exposure from the magma (no save). Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 points per round). At the end of the spell, the geyser ends, and 1d3 rounds later, the lava melts away into the ground leaving behind scorched earth.

An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see *Drowning*, in the DMG).

Material Component: A bit of lava rock.

Malicious Intent, Greater

Enchantment (Compulsion) [Mind-Affecting]
Level: Retribution 3*, Sor/Wiz 3



Magma Eruption

This spell is identical to the *malicious intent* spell, except the subjects take a -2 penalty on all saving throws, or a -4 penalty on saving throws if you select a single school of magic.

Malicious Intent

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1

Components: V

Casting Time: 1 standard action

Range: 60 ft.

Area: All creatures in a 30-ft.-radius spread centered on you

Duration: 2 rounds/level (D)

Saving Throw: None

Spell Resistance: Yes

Malicious intent causes all subjects in the area of effect to take a -1 penalty on all saving throws. Alternately, you can select a single school of magic and cause all subjects in the area to take a -2 penalty on saving throws against spells from that school.

Mangling Foot

Evocation (Force)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 full action

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

Effect: Large foot (10 ft. by 10 ft.)

Duration: 2 rounds/level (Concentration) (D)

Saving Throw: None

Spell Resistance: Yes

You create an enormous glowing blue-white foot that stomps or kicks where you direct it to attack. The foot may take one standard action per round for attacks. It hovers automatically, and flies through the air at a movement rate of 60 ft. (perfect). The foot is considered to have a Strength of 24 giving it a $+7$ bonus to attack rolls, Bull Rush, checks, and Grapple checks (see below). The foot has a base attack bonus equal to your level. You have several options while controlling the foot, each of which is a standard action. You may direct it to stomp on someone rolling an attack roll with a bonus equal to your caster level -1 (size modifier) $+7$ (Strength) and deal $2d6+14$ points of damage. If you successfully hit you can immediately attempt to pin a Medium or smaller target to the ground with a successful Grapple check with a bonus equal to your caster level $+4$ (size bonus) $+7$ (Strength). Once the foot has a creature pinned it can make no other actions without releasing

itself. You may also use the foot to Bull Rush an opponent using the Strength, speed, and other bonuses described above. You may also use it to provide cover or to block a passage (the foot can occupy a 10 ft. square).

Mark of Exile

Abjuration

Level: Clr 7, Drd 8

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent (see text)

Saving Throw: None (see text)

Spell Resistance: Yes

You draw an indelible mark on the subject and declare some area or named location taboo. If the subject subsequently enters the specified area, it is instantly and irrevocably destroyed (no save). The specified area can be no larger than 1 square mile per caster level. If the target is already in the specified area when the spell is cast, nothing happens, but if the target leaves the area and attempts to return, the baneful effects of *mark of exile* are triggered.

Only one *mark of exile* can affect a creature at any given time.

The spell leaves an invisible mark upon the target. The target can always sense when it is within 100 feet of the borders of the forbidden area. *Mark of exile* cannot be dispelled, but it can be removed with a *remove curse*, *break enchantment*, *limited wish*, *miracle*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of exile* caster level.

Mass Polymorph

Transmutation

Level: Drd 8

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: 1 Medium or smaller humanoid/3 caster levels within a 30-ft. radius

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You effect a mass transformation of your enemies into harmless sheep. You can transform 1 Medium or smaller humanoid for every 3 caster levels you possess. All of the targets must be within a 30-ft-radius. Targets that fail Will save are transformed into sheep for 1 hour/level. The targets retain their memories and experiences (as well as their hp) but their equipment is assumed into their new form (which is Small) allowing them only their Base Attack Bonus and Base Saving Throw bonuses with the additional statistics: Str 12, Dex 15, Con 12, Int unchanged, Wis unchanged, Cha unchanged. In addition, the targets cannot speak and cannot cast spells with verbal or somatic components unless they have a special ability allowing them to do so. The sheep can attack with 2 hooves (1d2+1) at the maximum BAB of the target and a bite (1d3+1) at BAB-5 with appropriate Strength and size bonuses to attack rolls.

Druids and other creatures or classes that are capable of shapechanging can simply transform back into their normal form as a free action on their turn. Other creatures must have this magic dispelled through a *dispel magic*, *break enchantment*, or similar spell or wait until the magic fades.

Massmorph into Trees

Illusion (Glamer)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Area: One or more creatures, no two of which can be more than 30-ft. apart

Duration: Concentration

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

You instantly change the appearance of the subjects so they appear as normal trees and maintain that appearance for the spell's duration. The subjects look, feel, and smell just like real trees. If attacked, the illusion is negated on that creature (and that creature only), unless it's you, in which case you must succeed on a Concentration check (DC 14 + damage taken) to maintain the spell. If your check fails, the spell ends, revealing all *massmorphed* subjects. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but spell resistance doesn't help.

True seeing reveals a *massmorphed* creature.

Material Component: A handful of bark chips.

Megalomania

Enchantment (charm) [mind effecting]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

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

Target: One living Creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You force a creature to believe that their skills are so much better than they really are that their overconfidence causes them to act rashly and without forethought. The target begins to make wild swings, confident in their ability to overwhelm an opponent. Spell casters confidently step into battle believing they can't be struck before completing a spell. If the creature fails a Will save they suffer a -4 penalty to attack rolls and skill checks and a -2 penalty to damage rolls and Will saving throws.

Melt

Transmutation

Level: Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Area: Up to one 5-ft. square/level

Duration: Instantaneous; see text

Saving Throw: Fortitude half; see text

Spell Resistance: Yes; see text

You can raise the temperature in the area of effect enough to melt ice and snow in the affected area. Melted ice and snow transforms into water in a single round. (Results of such an occurrence, such as flooding or the like are left to the discretion of the DM.) The temperature remains above freezing for 1 round per caster level, after which time the temperature returns to normal and any water begins to refreeze (at the normal rate).

Alternately, you can target creatures with the cold subtype in the area of effect (up to one creature per caster level, maximum 10 creatures). An affected creature takes 1d4 points of damage + 1 point per caster level (maximum +20). A creature gets a save to reduce the damage by half.

Material Components: A few rock salt crystals and a pinch of soot.

Merge into Art

Transmutation

Level: Asn 3, Blk 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: Caster

Duration: 1 minute/level

Saving Throw: see text

Spell Resistance: No

You step into a painting, tapestry, or fabric mosaic large enough to encompass your height. Magic items, such as a magic painting, repel your efforts to merge. Your shape and form is woven into the picture or tapestry as if it were part of the original work, changing your coloration and form slightly if necessary. Someone studying the work of art may make a Spot check (DC = 15 + caster level or DC = your Hide skill check).

You aware of their surroundings as if watching through a window, anything taking place beyond the borders of the

artwork are beyond the scope of your vision. You cannot speak or cast spells while merged but you can exit the spell at any time during the spell's duration. If you wait until the spell ends you are forced out of the picture. Damage of any type done to the tapestry or painting immediately forces you out dealing 1d6 points of damage and leaving you Dazed for 1 round.

Message, Greater

Transmutation

Level: Brd 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

Range: 1,000 miles

Target: 1 creature/level

Duration: 1 min./level

Saving Throw: None (see text)

Spell Resistance: No

Functions as the spell *message* but it does not require line of sight to cast. The caster must know the target(s) well and the targets must be willing. You utter the name of the target and if they are awake and willing they begin to hear your words, and you theirs. An unwilling target can remove themselves from the conversation or refuse to hear a message without requiring a saving throw. The caster cannot make strenuous actions such as combat or spell casting while sharing a message with a distant friend or friends. At the same time, the spell does enable the caster to have a short conversation with one or more individuals from a great distance.

Focus: a piece of fine gold wire worth at least 50 gp.

Message Cache

Illusion (Glamer)

Level: Rgr 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: one written message

Duration: See text

Saving Throw: None

Spell Resistance: No

Choose a natural hiding place, such as the hollow of an old tree, beneath a mossy rock, or down an abandoned mole hole. You may cast then spell on it to hide a message of ten words plus one per ranger level. For up to 1 week per caster level, your message is

invisible, undetectable and not harmed by inclement weather or local conditions short of magic. You may designate one person plus one more per three ranger levels who can find the cache if they look for it. When they get within a hundred feet, they automatically become aware of the location. The cache is visible to them, allowing retrieval of the note. Once someone takes out the message, the magic ends. If nobody retrieves the note before the spell ends, the message and the material it was written on remain in the cache spot but are no longer magically protected and invisible.

Metamorphose Weapon

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting time: 1 standard action

Range: Touch

Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Metamorphose weapon temporarily changes a weapon's substance and is usually used to help overcome damage reduction. Unlike similar spells, this works on any weapon, even magical weapons. The weapon touched by the caster is temporarily transmuted into any other substance such as adamantite, cold iron, mithral, or silver. A metamorphosed weapon flickers with the fleeting elemental change. The weapon is not affected in any other way other than the basic make up, but changes into some metals can change the amount of damage a weapon is able to withstand during attempts to Sunder it. This spell cannot affect other items such as armor nor can this change ever be made *permanent*.

Mighty Steed

Transmutation

Level: Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Your mount

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your special mount is infused with righteous power, preparing it for battle. For the duration of the spell, it enjoys a +4 enhancement bonus to Strength, Constitution, Dexterity, and Natural Armor. This spell only works on your own special mount and does not work on any other creature, including yourself.

Mind Carve

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray of negative energy

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You point your finger while uttering the verbal components of this spell and release a ray of silver, crackling energy at one target. You must make a ranged touch attack to hit. If the attack succeeds, the target takes 1d6 points of Intelligence and Wisdom damage. A caster whose relevant ability is Intelligence (wizards) or Wisdom (clerics, druids, paladins, and rangers) takes a –4 penalty on its save to avoid the effects. This spell cannot reduce an ability score below 1. If the save succeeds, the creature avoids the ability damage, but is stunned for 1 round per four caster levels (maximum 5 rounds).

A creature that has its Intelligence score reduced below 3 cannot speak. A spellcaster whose relevant ability score is reduced to less than 10 cannot cast spells. Ability damage can be healed normally.

Mind Meld

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 round

Range: 30 ft.; see text

Targets: You and one other arcane caster within 30 ft. that is at least two levels lower than you.

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Mind meld fuses your mind with that of another arcane spellcaster within 30

feet who is at least 2 levels lower than you. When the spell takes effect, the other caster has his caster level increased by one-half the difference between your caster level and his unchanged/normal caster level. For example, if you are a 10th-level caster and you meld your mind with a 6th-level caster, the 6th-level caster throws all spells as an 8th-level caster (one-half of four levels difference between you and your target). Additionally, your caster level increases by +1.

An increase in caster level does not allow either spellcaster to cast spells they couldn't cast otherwise. Meaning, neither you nor the target gain access to spells of a higher level than you could cast nor do you gain more spells of a certain level.

For the duration of the *mind meld*, all spells cast by you or the other caster function at the increased caster level. For example, the 6th-level caster mentioned earlier (now casting as an 8th-level caster) could cast *fireball* and it would function in all respects as if thrown by an 8th-level caster.

Any spell you or the other caster have in effect before you cast *mind meld* is unaffected by this spell. That is, the caster level or its effects are not subject to this spell. So, if our 6th-level caster has a *charm person* spell in effect before receiving the benefits of this spell, the *charm person* spell still functions as cast by a 6th-level caster.

Spells in effect (either on you, the other caster, or some other target or area) cast while the *mind meld* is functioning end when this spell ends.

If either caster is damaged while *mind meld* is in effect, the caster taking damage must make a successful Concentration check (DC 10 + damage taken) or this spell ends. In such a case, both casters linked by this spell must make a successful Will save (DC 15 + damage taken by the caster attacked) or suffer the effects of *confusion*.

If either caster moves more than 30 feet from the caster he is linked to, this spell ends. If either caster is knocked unconscious or killed, the spell ends as well, and the other caster (unless he is killed or knocked unconscious in the same round)

must make a successful Will save (DC 20) or suffer the effects of *confusion*.

Material Component: Two small gems worth at least 500 gp each and a bit of glue.

Moon Servant

Conjuration (Creation)

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: 1 medium servant

Duration: 5 hours

Saving Throw: None

Spell Resistance: No

You call upon the forces of nature to create a short-lived, unintelligent servant. This spell is similar to an *unseen servant* spell with several exceptions. The servant is formed from the palest moonlight (even on a cloudy evening) giving it a faint humanoid outline. The servant can perform simple, menial tasks at your command (see the *unseen servant* spell). It cannot attack anything or act as a guard or alarm because it makes no sound. The servant remains active for as long as 5 hours or until daylight. Created from the energy provided by the moon and stars, the moon servant cannot exist during the day.

Moonbeam

Evocation [Light]

Level: Drd 3

Components: V, S, DF, M

Casting Time: 1 standard action

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

Area: Cylinder (10-ft. radius, 60 ft. high)

Duration: 1 min./level

Saving Throw: None, see text

Spell Resistance: No

You create a beam of moonlight that strikes downward and illuminates a 10-ft. radius area within range. The *moonbeam* provides shadowy illumination in the area. Creatures that take penalties in bright light do not take them while within the radius of this light. On your turn, you can direct the moonbeam to a different area within range. A lycanthrope must leave the moonbeam within 2 rounds or be forced to change forms if they fail a Will save. A successful Will save allows the lycanthrope to remain in control of their form.

Moonbeam counters and dispels any darkness spell (one with the darkness descriptor) of an equal or lower level.

Material Component: A piece of moonstone and a few seeds from any moonseed plant.

Muck

Conjuration (Creation)

Level: Clr 3, Drd 4, Slime 3

Components: V, S, M

Casting Time: 1 standard action

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

Effect: 15-ft. radius spread

Duration: 1 min./level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Using this spell, you create an adhesive and sticky ooze-like creature under the feet of your foes. A creature in the area when the spell takes effect must make a Reflex save. If the save succeeds, the creature is stuck, but can still move. If the save fails, the creature is stuck and can't move from its space, but can break loose by spending 1 round and making a DC 22 Strength check or a DC 27 Escape Artist check. A stuck creature takes a -2 penalty on attack rolls and a -4 penalty to effective Dexterity.

Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains stuck, but may move through the *muck* slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. A creature moves 5 feet for each full 5 points by which the check result exceeds 10.

On your next turn after casting this spell, the *muck* sprouts tentacles and attempts to grapple any creature stuck in it. The *muck* has a grapple bonus equal to your caster level, + your Wisdom modifier, +6 for its Strength score (22). The tentacles hold, but do not harm a creature. A grappled creature cannot move until it breaks free.

The *muck* is susceptible to cold. Any cold-based spell or effect freezes a 5-foot square and allows a creature in that area to escape that area (whether the creature was stuck or grappled).

Material Component: A drop of glue and a clod of dirt.



Muck

Mucus Mask

Conjuration (Creation) [Acid]
Level: Clr 4, Sor/Wiz 4, Slime 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Permanent; see text
Saving Throw: Fortitude negates
Spell Resistance: Yes

A glob of mucus is hurled through the air at the intended victim. The caster must succeed at a ranged touch attack to hit. If successful, the glob hits the target in the face and quickly covers the subject's entire head.

The mucus has three effects. First, it is caustic and burns out the victim's eyes (causing permanent blindness until cured).

Second, the mucus seals the ears, deafening the target until the mucus is removed (see below).

Third, the creature begins to suffocate. A character can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the follow-

ing round, she drops to -1 hit points and is dying. In the third round, she suffocates.

It requires two minutes (20 rounds) for the creature to remove enough mucus to breathe. Two people can remove enough mucus in one minute (10 rounds) to allow breathing. Three people (the subject plus two allies) can remove enough mucus in 8 rounds to allow breathing. No more than two people can assist the victim.

Material Component: Phlegm.

Mud Slam

Transmutation
Level: Drd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 creature
Duration: Instantaneous
Saving Throw: Reflex half, see text
Spell Resistance: Yes

You cast a ball of mud at your enemies, that grows into a wall of mud that slams into them potentially knocking them back. The mud slams into the target, doing 1d6 points of damage per caster level (Reflex half; 10d6 max.). A Medium or smaller target that fails its Reflex save must then make a Strength check opposed by your caster level check (1d20 + your caster level). If they fail that check they are knocked prone.

Multiple Contingency

Evocation
Level: Sor/Wiz 9
Components: V, S, M, F
Casting Time: At least 10 minutes (see text)
Range: Personal
Target: You
Duration: 1 day/level or until discharged
Save: Special
Spell Resistance: Special

This is a more powerful form of *contingency*, functioning much like that spell, save you may prepare up to three companion spells of up to 8th level, and these spells are not limited to spells that affect your person. In other words, you may prepare between one and three spells of any level of 8th level or lower and set them to activate upon a certain trigger, as per *contingency*. For example, the caster may set a trigger condition to discharge *pyrotechnics*, *fireball*, and *mirror image* simultaneously. The multiple contingency otherwise performs as per *contingency*. Refer to that spell description for further information.

You cannot have both a *multiple contingency* and a *contingency* spell active at the same time. Only the most recently cast spell remains in effect, the previous spell is lost upon the casting of the new spell.

Focus: a statuette of yourself carved out of jade and decorated with diamonds worth at least 5,000 gp.

Nap

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2

Components: V, S, DF, M

Casting Time: 1 round

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

Target: One living creature/level

Duration: 1 hour

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Nap causes a magical slumber to come upon the subjects who then sleep for 1 hour. Upon awakening, a subject feels refreshed, as if he or she had slept a full night. A subject recovers hit points and ability damage as if he or she rested for a full night. Spellcasters regain lost spell slots or can prepare spells just as if they had rested for eight hours.

Note: *Nap* can only be cast on a willing creature. Additionally, a creature can only be affected by a *nap* spell once per week.

Material Component: A feather and a pebble, the latter of which the caster must have carried on his or her person for one week.

Nature's Aura

Transmutation

Level: Drd 2, Rgr 2

Components: V, S

Casting Time: 1 standard action

Target: You

Duration: 10 min./level

You are surrounded by a calming, natural aura that helps put animals and sentient plants at ease. During the duration of the spell you receive a +3 bonus per 5 caster levels on all Wild Empathy checks as well as Handle Animal skill

checks and related skills and abilities. This spell enables powerful druids and rangers to put even the most ferocious and violent natural beasts into a calm and peaceful state.

Nearsighted

Enchantment (compulsion) [mind-affecting]

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

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

Target: One living Creature

Duration: 1 round/level (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You alter a creature's vision so that they can no longer focus on anything beyond 30 ft. away. If the target fails their Will save everything beyond 30 ft. away has full concealment for the purposes of ranged weapons or spells. The victim can choose to use a full round action in an attempt to clear their vision granting an additional Will save. Once a Will save is successful the spell effects end.

Necrotic Touch

Necromancy

Level: Clr 5, Sor/Wiz 5

Components: V, S, DF/M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

You inflict tremendous pain on the target by making a successful melee touch attack. The target takes 1d6 points of damage per caster level (maximum 10d6) and 2d4 points of Strength damage.

Arcane Material Component: Several pieces of flesh from a corpse.

Net

Conjuration (Creation, Water)

Level: Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One 20 ft. diameter net

Duration: 10 minutes/level

Saving Throw: Reflex negates

Spell Resistance: None



Nature's Aura

This spell is very similar to the 2nd level arcane spell *web*, except that it creates an underwater net of very supple and strong strands to snare victims. The strands are slightly barbed, and engulfed creatures are stuck fast.

The spell effect creates a 20 ft. diameter net at the desired range which entangles up to 4 Medium creatures, unless a Reflex save is made. Any creature stuck in a *net* suffers a –2 penalty to attack rolls, a –4 penalty to Dexterity, and cannot swim or move. Engulfed spell casters attempting a spell must succeed on a DC 15 Concentration check or lose the spell.

The net is quite strong; a DC 20 Strength check is required to break the bonds of the *net* once the targets are engulfed. The strands can also be cut, and require a slashing weapon doing 15 points of damage to release one subject. The *net* is completely immune to fire.

Material component: a strand of woven seaweed.

Negative Energy Armor

Necromancy

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

A crackling black aura of negative energy engulfs your form. Creatures attacking you unarmed or with natural weapons take 2d6 points of negative energy damage each time one of their attacks hits. *Negative energy armor* does not render you immune to attacks; you still take damage from a successful unarmed or natural attack. Melee weapons

and ranged weapons deal damage to you normally and the attacker doesn't take damage from this spell. Your unarmed or natural attacks do not deal this damage to a foe; death armor is strictly defensive. Only when a creature attacks you unarmed or with natural weapons is this spell's effects triggered.

Though the field surrounding you is composed of negative energy, undead creatures that attack with natural weapons can be affected by this spell.

Material Component: A bit of flesh from a corpse.

Negative Energy Mantle

Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

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

Area: Living creatures within a 20-ft.-radius burst

Duration: Instantaneous; 10 min./level (see text)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Negative energy mantle creates a shimmering aura of negative energy that negates all healing (including fast healing), regeneration, and curative magic and effects on affected creatures for 10 minutes per caster level (this includes spells that heal ability damage and drain, nonlethal damage, and restore lost limbs).

Material Component: Powdered black opal (worth at least 500 gp) and a bit of flesh from an undead creature.

Nullifying Cloak

Evocation

Level: Sor/Wiz 5

tion of earth, or boulder to another. Each stone must be free standing (i.e., a stretch of flat farmland would not suffice, but a barrow of packed earth in that field would permit passage) and at least somewhat greater in size and weight than the caster. Upon entering the stone, the caster knows immediately the location of all other sufficient stones, mounds, or dunes within the range listed below. You can choose to pass to any stone or portion of earth of the ap-

Components: V, S, M

Casting Time: 1 standard action

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

Target: One spellcasting creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You cloak a single creature in a faint, silvery, shimmer of light that suppresses any spellcasting ability (including spell-like abilities) and deals 2d4 points of damage whenever the subject attempts to cast a spell (or use a spell-like ability). The target must make a successful DC 20 caster level check each time it attempts to cast a spell or use a spell-like ability. If the check fails, the spell fizzles away just as if it had been cast (or the spell-like ability fails to work) and the target takes 2d4 points of damage. If the check succeeds, the target is still damaged, but the spell or spell-like ability takes affect normally. Inherent spell-like abilities that are "always on" and spells that are permanently in effect on the target are not affected by this spell.

Material Component: A bit of lead.

Nymph's Aura

Transmutation

Level: Brd 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: Self

Duration: 1 min./level

You take on some of the unearthly beauty and presence of a nymph, giving you +8 to your Charisma. Your enhanced Charisma bonus is added to all of your saving throw rolls and as a deflection bonus to your AC for the duration of the spell as well as applying to any skill checks or magic spells.

One with the Earth

Conjuration (Teleportation)

Level: Drd 5, Clr 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until expended; see text

This spell is a dwarven version of the druid spell *tree stride*, although in this instance the caster moves from one large block of stone, dune, sec-

appropriate kind within the transport range as shown on the table below.

Type of Stone	Transport Range
Natural stone	3,000 feet
Worked stone	2,000 feet
Earthen mound	1,000 feet
Sand dune	500 feet

Each transport takes a full-round action. You can move into a boulder, dune, section of earth,



Ooze Bolt

or block of stone up to one time per caster level (passing from one to another counts only as moving into one stone). The spell lasts until the duration expires or until you exit a boulder, dune, section of earth, or block of stone. You can opt to remain within the stone without transporting, but you are forced out when the spell ends.

Ooze Bolt

Conjuration (Creation)
Level: Clr 3, Sor/Wiz 2, Slime 2*
Components: V, S, M, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One ooze bolt
Duration: Instantaneous; see text
Saving Throw: None
Spell Resistance: No

A bolt of gray ooze springs from your hand and flies toward the target. You must succeed at a ranged touch attack to hit. The bolt deals 2d6 points of acid damage with no splash damage.

For every three caster levels you possess (up to caster level 15th), the acid, unless somehow neutralized, lasts for another round, dealing another 2d6 points of acid damage for that round.

Material Component: Dried gray ooze and saliva.

Focus: A crossbow bolt.

Open Trail

Transmutation
Level: Drd 2, Rgr 1
Components: V, S
Casting Time: 1 standard action
Range: Special, see text
Area: Special, see text
Duration: Concentration

This spell enables you to open a narrow 20 ft. opening through thick underbrush and heavy growth. The opening is 5 ft. wide and 20 ft. long and starts from the casting point and moves in a direction indicated by the caster. The opening then moves along with the caster while they walk,

providing a safe, moving path through even the thickest growth. Plants move or bend away from the opening and then close back up behind it, leaving no sign that anyone has passed through. One of the main benefits is the ability for a party to travel at normal speed through thick undergrowth for the duration of the spell. It is as useful for opening trails, as it is for covering them up, anyone attempting to track people that have passed through the wilderness using an open trail spell suffer a -10 penalty on all Survival checks.

It is wise to protect the caster of the spell though, if the caster takes any damage the concentration required to maintain the spell is broken and vegetation begins to slowly close back over the area of the path over a period of 1d4+1/level of the caster rounds potentially leaving the PCs trapped in brush and undergrowth during a battle.

Paean of Greater Glory

Enchantment [Compulsion, Mind-Affecting]

Level: Brd 4

Components: V

Casting Time: 1 standard action

Range: 100 ft.

Area: 100-ft.-radius around you

Duration: Concentration up to 2 rounds/level (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You fill the air with a powerful song of glory that inspires your allies and bolsters their spirits while planting the seeds of doubt in your enemies. Allies able to hear your song gain a +4 morale bonus on attack rolls, damage rolls, and skill checks as well as a +2 bonus on saving throws and a +2 deflection bonus to their AC. Meanwhile, enemies failing a Will save suffer a –2 morale penalty to all skill checks, saving throws, and attack rolls.

The only difficulty with this spell is the fact that you must continue singing for the effects to remain and this song requires your full concentration. You are permitted a single move action during a round while maintaining the song and any damage you take forces a Concentration check (DC 10 + damage taken) to continue the song. Any attempt on your part to cast a spell or make an attack immediately brings the spell, and all of its effects, to an end.

Paean of the Holy

Enchantment (Compulsion) [Mind-Affecting]

Level: Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 40 ft.

Target/Targets/Area/Effect: All allies and foes within a 40-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You call favor to yourself and your allies through the loud proclamation of joy and faith in your god. This proclamation calls down favor from your god that can be used in one of several different manners listed below:

Paean of Glory: +3 dodge bonus, and +2 circumstance bonus to Will saves for all allies.

Paean of Judgment: all allies' weapons do an additional 1d6 points of Holy damage and are treated as “good” for damage reduction.

Paean of Blessing: allies gain +3 bonus to attack and damage rolls.

Paean of Light: allies gain a +4 circumstance bonus to all saving throws while enemies suffer a –2 penalty to all saves.

The caster must choose one, and only one, of the above and a *paean of the holy* can only be cast once per day. These songs of



Paean of the Holy

power do not stack, but two paladins can sing songs granting different powers simultaneously.

Paeon of the Unholy

Enchantment (Compulsion) [Mind-Affecting]

Level: Blk 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 40 ft.

Target/Targets/Area/Effect: All foes within a 40-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: Will negates, see text

Spell Resistance: Yes

Your loud proclamation of faith in your dark god draws power down to plague your adversaries with failing confidence and fear. Adversaries in the area of effect are permitted a Will save at a -6 circumstance penalty to avoid the effects of the spell. Anyone with less than 8 HD that fails their save is affected as if by a *fear* spell, those above 8 HD that fail suffer a -4 circumstance penalty to all saving throws and a -2 penalty to all attack and damage rolls.

Paper Tigers

Illusion (Shadow)

Level: Brd 4

Components: V, S, M

Casting Time: 1 round

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

Effect: Several semi-real creatures

Duration: 1 minute/level (D)

Saving Throw: Will disbelief (if interacted with); varies; see text

Spell Resistance: Yes

You fold 1d4 origami tigers plus 1 per 2 caster levels (up to a maximum of nine) from the material components of the spell. They immediately appear somewhere within range, grow to the size of real tigers, and spring to life to fight under your complete control for the duration of the spell. Only one of the tigers has substance, however, and the rest are no more solid than a *mirror image*.

Each round, at the beginning of your action, you may select one of the origami tigers to be

the real tiger, having the statistics of a tiger — it can be a different tiger each round. You may also ready an action to select a tiger to be the real tiger as a standard action. All the fake tigers function as tigers except that their attacks deal no damage, and even a single point of damage instantly destroys them.

Damage to the real tiger carries over from round to round even if a different tiger is selected to be the real tiger; if it is destroyed, the spell ends.

Material Component: 10 gp worth of black paper and gold foil.

Paralyze

Illusion (Shadow) [Mind-Affecting]

Level: Malediction 4*, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

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

Area: Several living creatures within a 20-ft.-radius burst

Duration: 1 min./level (D)

Saving Throw: Will disbelief

Spell Resistance: Yes

This spell creates convinces a number of creatures in the area whose combined Hit Dice do not exceed twice your caster level that they are paralyzed. Creatures that fail their save believe themselves to be paralyzed and stand rigid and unmoving, unable to take any action, for the duration. A creature receives only one save against this spell; when the spell first takes effect. *Dispel magic*, *break enchantment*, *wish*, or *miracle* negate this spell.

Pattern Grass

Transmutation

Level: Drd 1, Ranger 1

Components: M, S, V

Casting Time: 1 standard action

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

Target: 20 ft. radius

Duration: 1 hour

Saving Throw: None

Spell Resistance: No

You temporarily flatten grass, cane or other soft-stemmed

plants to reveal opponents attempting to hide in the area (+15 circumstance bonus to Spot checks). The soft-stemmed plants recover after the spell is over but the flattening of the plants makes tracking through the area very difficult, Survival checks for tracking in areas affected by this spell receive a -10 circumstance penalty.

Peacebinding

Enchantment [Compulsion, Lawful, Mind-Affecting]

Level: Pal 4

Components: V, S

Casting Time: 1 standard action

Range: 80 ft.

Targets: All creatures with an Int of 3 or higher within range that are aware of you and your actions

Duration: 1 minute/level (see text)

Saving Throw: Will negates

Spell Resistance: Yes

This spell can only be cast when you have one or more weapons drawn. As you cast this spell, you must sheathe, or otherwise put away, all weapons you currently wield. This can be done simultaneously. Once you have done so, all targets must make a Will save or be compelled to put up their weapons for the duration of the spell, philosophically as well as literally.

Creatures affected must put up any weapons they are wielding and refrain from attacking any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the your character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an affected creature can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth.

If you attack any creature, or draw your weapons, the spell immediately ends for all targets.

Any creature affected by this spell that is attacked by any means is immediately released from its effect.

Phantom Accompaniment

Illusion [Figment]

Level: Brd 2

Components: V, S, M

Casting Time: 1 round

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

Area: Audible within normal hearing range

Duration: Concentration + 1 minute

Saving Throw: Will save partial

Spell Resistance: No

You use this spell to enhance your performances, summoning a ghostly band to play along with you. The band can only play pieces you are already familiar with, but the selection of instrumentation is entirely up to you, including choral voices. The use of this spell gives you a temporary +4 circumstance bonus to skill checks when using any of your Bardic Music abilities. A listener making a successful Will save is not affected by this bonus.

Material Component: A small, lit candle.

Plague

Necromancy [Evil]

Level: Clr 7, Drd 7, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

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

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions like *contagion*, except that it affects multiple creatures. The same disease affects all subjects.

Plant Aura

Transmutation

Level: Drd 6, Plant 7

Components: V, S, F

Casting Time: 1 standard action

Target: You

Duration: 10 min./level (D)

You convert yourself into a plant-like creature for the duration of the spell. As a Plant type creature you are immune to critical hits, immune to poison, sleep effects, paralysis, polymorph, and stunning. While you do not gain complete immunity, you do gain a +4 circumstance bonus on saving throws against mind-affecting effects. In addition, the spell provides a natural armor bonus exactly the same as a *barkskin* spell. This spell converts your body, but not any of your equipment, leaving you with the same items and proficiencies as normal. You can cast spells in this form, but you can not wildshape or use similar polymorph or shapechanging abilities.

Casting the spell requires a small jade statue of the caster created by a master artisan that is used as a focus. The statue costs at least 150 gp and can only be used for the caster it was created for.

Plant Door

Transmutation

Level: Drd 4, Rgr 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal or touch

Target: You or one creature touched
Area: 10 ft. wide by 10 ft. high by 10 ft. long/level

Duration: 10 minutes/level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

Plant door enables you to open a magic portal through trees, undergrowth, and other such growths—including magical varieties (such as a *wall of thorns*). The path opened is 10 ft. wide, 10 ft. high, and up to 10 ft. long per caster level. Thus a 10th-level druid opens a path 10 ft. wide, 10 ft. high, and 100 feet long. The *plant door* allows you, other druids, rangers, and dryads to pass safely through it. Other creatures cannot see or use the *plant door*. You cannot use this spell to pass through plant creatures.

An alternate version of the spell allows you to enter a solid tree trunk

(much like a *meld with stone* spell allows the caster to enter stone or a *rope trick* spell allows the caster to enter an extradimensional space). The tree must be large enough to accommodate your body in all three dimensions. While inside a tree, you are undetectable by normal means. Even magical means of detection doesn't give you away though the tree you are hiding in will radiate magic. Dryads can detect your presence with a successful Wisdom check (DC 15) if they come within 10 ft. of the tree.

If the tree is cut down or burned while you are inside, you must escape before the tree falls to the ground or before it is completely consumed in fire. If still inside when either happens, you must make a successful Fortitude save (DC 15) or die.

Material Component: A piece of bark from an ash or oak tree.

Plant Enlightenment

Transmutation

Level: Drd 9

Components: V, S, DF, XP

Casting Time: 24 hours

Range: Touch

Target: Animal Touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You use your divine knowledge of plants and plant growth combined with some of your own life energy to convert an animal or magical beast into an enlightened, plant type creature. Similar to *awaken*, you need to make a Will save (DC = 10 + HD of the converted creature) in order to succeed. If successful, the "plant-imbued" template is added to the creature making it a plant type creature and giving it additional characteristics (See pages 100-101). The newly enlightened creature is friendly toward you, but you have no special empathy or connection with it. Plant imbued creatures have their own free will and decide who they want to associate with, and what they wish to do, at the same time, they always view you as a friend unless you attack them.

Plant-Imbued

Plant-imbued creatures are animals or magical beasts that have been magically converted to a plant-type creature through the use of the powerful druidic spells *plant enlightenment*. These creatures not only gain some of the characteristics and abilities of plants, they also gain additional Wisdom and Intelligence. While they can be found in a wide variety of different locations, they are almost never found underground or in areas that get little sunlight. These mystical creatures are often in the company of druids, or found in areas where powerful druids reside. Once created, their additional Wisdom and Intelligence gives them the free will to go where they wish and learn new things about the world around them. Those plant-imbued creatures that do choose to learn more of the world can eventually become almost fey-like as they age.

Creating a Plant-Imbued Creature

“Plant-Imbued” is a template that can be added to any creature of the animal or magical beast base type. The creature’s type changes to “plant type” and uses all of the base creature’s statistics and abilities except as described below.

Size and Type: The new creature retains the base creature’s size despite any normal size increases due to the hit die increase (see below), but it becomes a “plant type” creature and gains plant immunities.

Hit Dice: Plant-Imbued creatures use d8 hit dice and, if they are less than 2 full HD, are advanced to 2 HD creatures before conversion.

Speed: Same as base creature.

Armor Bonus: Add an additional +4 natural armor bonus to the base creature’s natural armor, if any.

Special Attacks: Plant imbued creatures retain all of the base creature’s special attacks and natural weapons. Along with the additional benefits described below.

Spell-like Abilities (Su): A plant imbued creature gains the ability to cast the following spells as a 9th level druid: at will—*freedom of movement*; 3/day—*entangle*, *magic fang*; 1/day—*sunburst*, *tree stride*.

Special Qualities: A plant-imbued creature retains all of the special qualities of the base creature while gaining the additional benefits described below.

Plant Type: Immune to critical hits, mind-affecting effects, poison, sleep effects, paralysis, polymorph, and stunning, don’t need to sleep.

Damage Reduction: Plant-imbued creatures are can resist, or instantly heal, damage caused by some types of weapons based on their total number of hit dice and levels.

Plant-Imbued Damage Reduction

Total Hit Dice	Damage Reduction
1–5	5/magic
6–10	10/magic
11–15	15/magic
16+	15/magic cold iron

Spell Resistance (Ex): plant-imbued creatures gain spell resistance equal to 10 + their total hit dice.

Fast Healing (Ex): plant-imbued creatures heal wounds more quickly than normal creatures and heal 5 points of damage every round (fast healing 5).

Acute Senses (Ex): plant-imbued creatures can instantly sense anything within 60 ft. of them, they can not be flanked or surprised and gain Improved Uncanny Dodge as if they possessed rogue levels equal to their total hit dice. They can also detect invisible foes or opponents in heavy fog or other obscuring conditions allowing them to strike without any miss chance.

Darkvision (Ex): Plant-imbued creatures gain darkvision 60 ft. if the base creature did not already possess darkvision. If the base creature already possessed darkvision, that ability is extended by an additional 30 ft.

Woodland Stride (Ex): Plant-imbued creatures can move through any sort of undergrowth at their full movement rate without taking any penalties or suffering any damage. Magical enchantments designed to impede movement still affect them.

Saves: Same as the base creature.

Abilities: The plant-imbued creature has the same Strength, Dexterity, and Constitution scores of the original creature but the other abilities are altered as follows: Intelligence is replaced with a new score generated by rolling 3d6; a new Wisdom score is generated by rolling 1d6 and adding the result to the base creature’s Wis score, and finally, base creatures with a Charisma score less than 10 roll 2d6 and add the result to the original score, base creatures with a Cha score of 11–14 roll 1d4 and add the result to the base score, base creatures with a Cha score of 14+ retain their original Cha score.

Skills: Same as the base creature. The base creature does not use its new Int score to recalculate previous skill points, but it does use the new ability scores to determine skill points gained by class advancement (see below). Plant imbued creatures receive an additional +4 circumstance bonus to any Hide skill checks made in natural terrain, this bonus is in addition to any bonuses the base creature might have.

Feats: Same as base creature, with the possible addition of a feat due to new hit dice.

Climate/Terrain: Any aboveground or sunlit areas
Challenge Rating: 2–8 HD, base creature +2; 9+ HD; base creature +1

Treasure: same as base creature

Alignment: Any*

Advancement: By character class*

*The conversion to an intelligent, free-willed creature means that the new plant imbued creature can choose its own way in life. Plant-imbued creatures advance by character class with druid as their favored class.

Sample Plant-Imbued Creature

Plant-Imbued Brown Bear

Large Plant

Hit Dice: 6d8+24 (51 hp)

Initiative: +1

Speed: 40 ft.

Armor Class: 19 (–1 Size, +1 Dex, +9 natural), touch 10, flat-footed 18 +4/+16

Base Attack/Grapple:

Attack: Claw +11 melee (1d8+8)

Full Attack: 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved Grab, Spell-like Abilities

Special Qualities: Plant type immunities, SR 16, DR 10/magic, fast healing 5, darkvision 60 ft., acute senses (improved uncanny dodge); woodland stride

Saves: Fort +10, Ref +7, Will +3

Abilities: Str 27, Dex 13, Con 19, Int 13, Wis 13, Cha 12

Skills: Listen +4, Spot +7, Swim +12

Feats: Endurance, Run, Track

Environment: Cold Forests

Organization: Solitary or pair

Challenge Rating: 6

Advancement: by character class

***Skills:** The skill points for this creature are generated based on the base creature's Intelligence score, not the new score created while enlightening the creature and imbuing it with plant characteristics. The plant-imbued brown bear has a +4 racial bonus on Swim checks and a +4 plant-imbued bonus on Hide checks.





Plant Enlightenment

Creatures created with this spell gain the ability to speak Sylvan, as well as other languages known by the caster based upon their Intelligence bonus. Plant-imbued creatures cannot serve as familiars or animal companions, although they might choose to travel with someone for a while on their own.

XP Cost: 100 XP/HD of creature enlightened, minimum of 500 XP.

Player Instrument

Conjuration (Calling)

Level: Brd 3

Components: V, S, F

Casting Time: 1 round

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

Target: 1 musical instrument

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You are able to make a musical instrument play as if you were physically playing it, without having to be in contact with the instrument. You must make a Perform check to determine the quality of the playing. The instrument continues to play until you are out of the spell's range or the duration expires. You may use this to spell to use your bardic music abilities, but doing so requires a Concentration check each round (DC 15 + damage sustained if any) and counts as a move action.

Focus: The focus is a musical instrument.

Player, Instrument, Greater

Conjuration (Calling)

Level: Brd 5

Duration: 1 minute/level

This spell functions like *player instrument* except it has a greater duration and the Concentration check to use the instrument for your bardic abilities is reduced to DC 10 + damage sustained.

Focus: The focus is a musical instrument.

Pocket Paradise

Conjuration (Creation)

Level: Brd 6

Components: V, S

Casting Time: 1 minute

Range: 30 ft.

Effect: Extradimensional paradise, up to 30 ft./level radius area

Duration: 10 min/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

To cast this spell, you must render a performance in song, oration, or music that evokes the image of a lush paradise. As the casting continues, your description grows more vivid in the minds of the subjects, until after one minute all subjects find themselves physically transported to the location you've described.

At first glance, the paradise may seem similar to that created by a *magnificent mansion* spell. However, the pocket paradise is much more opulent and pleasant. The exact design is left to the bard in question, but typical paradises resemble balmy tropical islands, silk-strewn seraglios, or crystal towers atop craggy mountains. Whatever the appearance, the actual total area of the paradise is a 30-ft.-radius per caster level.

Those within the paradise find themselves the subject of pampered treatment at the hands of a staff of illusory servitors; again, the exact design of these servitors is left to you.

Although there is delicious food and sweet drink in plenty, all of this is illusion, and provides no sustenance. Further, any rest gained while in the paradise is fleeting, and those exiting find themselves just as fatigued as they were when they went in. Time spent here cannot be used to apply to the eight hours of rest a spellcaster needs to regain spells.

However, the paradise has a soothing effect on the minds of those within it. Those who rest at least 10 minutes in the paradise find themselves cured of the following conditions: cowering, dazed, dazzled, fascinated, frightened, nauseated, panicked, shaken, sickened, and stunned. In addition, they are allowed to make a new save against any other mind-affecting effects they suffer from when they first enter the pocket paradise.

A subject of the spell may opt to leave the paradise at any time before the spell's duration expires. Once someone has left, they cannot return. If you leave, the spell ends and everyone remaining inside is ejected as well.

Pollen Cloud

Conjuration (Creation)
Level: Drd 2
Components: V, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./caster level)
Effect: 20-ft.-radius, 10 ft. high cloud
Duration: 1 round/level
Saving Throw: Fort negates
Spell Resistance: No

You create a cloud of pollen, floating seeds, and other airborne particles by

tossing a pinch of pollen or sawdust into the air. The cloud fills an area roughly 20-ft.-radius, and 10 ft. high. Those caught within the cloud are forced to make a Fortitude save to breathe properly in the dusty air. Those that fail have difficulty breathing and suffer a –1 penalty to all attack and damage rolls and spellcasters are forced to make a Concentration check (DC 15 + spell level) to cast any spells with a verbal component. This effect continues for 2 rounds after leaving the cloud.

The cloud can be dissipated by a gust of moderate wind or if the air temperature can be reduced by 15 degrees Fahrenheit for a full round. A steady rainfall also pulls the particles out of the air.

Material Component: pinch of pollen or sawdust

Portrait

Divination
Level: Sor/Wiz 4
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: One object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You obtain a mental image of the last creature that touched the targeted item. Any creature that touched the item with an intelligence score of 3 or below is not revealed. You can see the last intelligent creature to touch the item within a number of days equal to your caster level. If the item hasn't been touched for a number of days greater than your caster level you obtain no image at all. For example, a diviner investigating a murder can cast this spell on an item found at the murder scene to receive a mental image of who touched it last in hopes of identifying the killer. dragon's breath weapon.

This spell can be fooled with illusions. For example, if a diviner cast this spell on a silver coin last touched by an Elf that was polymorphed to look like a Halfling, a mental image of the Halfling with the silver coin in hand would be revealed. In addition, if the last person

to touch the item was wearing a mask at the time they touched it, you see only their masked face, although you still get an idea of their general size and shape.

Focus: The item this spell is cast on.

Precipitation

Transmutation
Level: Clr 1, Drd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 60-ft.-radius circle
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

This spell collects existing water vapor in the atmosphere and releases it as light rain, sleet, or snow for the duration of the spell. If the temperature in the surrounding area is 90° F or higher, the duration is doubled, except in desert areas. In an area where the temperature is between 31° and 33° F, the precipitation takes the form of sleet. At temperatures of 30° F or less, the precipitation takes the form of snow. If *precipitation* is cast on a Large or larger fire source (such as a *wall of fire*), or if magical heat or fire (such as a *fireball* or *flame strike*) is cast in the area of *precipitation*, a cloud of warm fog (treat as a *fog cloud*) billows through the area of effect for 3 rounds. If a cold-based spell or effect is used on an area soaked by precipitation (such as a *cone of cold* cast on rain-soaked ground), normal ice is formed. Such ice remains for the duration of this spell if the temperature is 30° F or higher; otherwise, the ice melts normally when the temperature rises above freezing.

Material Component: A pinch of silver dust.

Predict Weather

Transmutation
Level: Drd 1, Rgr 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Survival checks when used to predict the weather. The

enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Material Component: The leaf of a maple or oak tree.

Primeval Seal

Abjuration

Level: Clr 8, Guardian 6*, Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 minute

Range: Touch

Target: One location (up to a 20-ft. cube/level)

Duration: 1 hour/level

Saving Throw: Will partial

Spell Resistance: Yes

This potent spell hedges out all outsiders, undead and aberrations. By casting the spell, the caster quickly traces a visible seal upon a surface, doorway, arch, or similar structure. The seal cannot be used for personal protection or inscribed on an item to be carried around. The *primeval seal* forces creatures of the designated type to feel an overpowering urge to leave the area. A compulsion forces them to abandon the area, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful save can stay in the area but feels uncomfortable doing so. This discomfort makes the creature suffer a -2 penalty to all attack rolls, damage rolls, saving throws, and skill checks as well as a -4 penalty to their AC.

The seal cannot be dispelled, but it can be removed with a *limited wish*, *miracle*, or *wish* spell.

Material Component: A handful of black dust from the surface of a dying star.

XP Cost: 1,000 XP.

Prismatic Chain

Evocation

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

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

Targets: One primary target, plus up to seven secondary targets within 30 feet

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell blasts the targeted subject with a beam of scintillating light, which then refracts into an area *prismatic*

spray that can strike secondary targets. You must first hit primary target with a ray attack as a ranged touch attack. If it hits, the target is subjected to all seven colored effects of a *prismatic spray* spell, with a separate saving throw required for each effect. A single spell resistance check is allowed against the entirety of the spell; if it is made, the entire spell is negated. The spell likewise fails if the initial ray attack misses.

After striking the primary target, the beam splits into a rainbow of beams spreading in a 10 ft. radius from the initial target. Creatures within this area are struck by one or more beams of light with the power of a *prismatic spray* (consult the *prismatic spray* spell). Creatures with 8 HD or less struck by either primary or secondary beams are automatically blinded for 2d4 rounds.

Progressive Curse

Necromancy [Evil]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited, on same plane only

Target: One creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

Using materials from the target's body and incense and other materials (value of at least 1,000 gp) you call upon dark powers to inflict a horrible, growing curse on your victim. Once the spell is cast, the subject is allowed a single Will save with a -4 penalty to evade the effects of the spell. Should that fail, the curse can then only be lifted by a *remove curse* or *break enchantment* spell (or similar effect) cast by someone whose caster level is at least equal to yours when you placed the curse. Alternately, you may dismiss the curse at any time.

The effects of this curse start out mild, but grow progressively worse with each day that passes.

In the first day, the subject suffers a -1 luck penalty to all attack rolls, saving throws, skill checks, and ability checks. This penalty increases by 1 for every week the spell has been active.

On the fifth day, the subject suffers 1 point of ability score drain from a random ability. Every five days, the subject suffers another point of ability drain.

On the tenth day, and every ten days thereafter, you may cast a spell you know with a range of touch and have it affect the subject, so long as you and the subject are on the same plane. The spell cast can be no higher than third level.

After the first month, and every month thereafter, the subject suffers a terrible stroke of ill fortune. The exact nature of the disaster is determined by the DM (not by you); possible effects include but are not limited to: death of a loved one, major financial loss, or destruction of a prized possession.

Material Component: A hair, blood, or bit of flesh from the spell's subject. The component must have come from his body within no more than 1 day per caster level.

Prophet's Eye

Divination

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

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

Target: Self and one living creature

Duration: 1 hour

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You gain an immediate insight into the target's bodily experiences. You see what they see, experience what they experience, hear what they hear and even taste what they taste for the duration of the spell. You do not take damage if the target takes damage, nor do you heal damage if the target heals. An unwilling target that fails the saving throw knows only that some sort of magic has passed through them, not what it was. If the target creature begins to do or say something that would normally be kept secret they are allowed a second Will save, if this save is successful they get an uneasy feeling that someone is watching them but no idea who or how.

During the duration of the spell, you see what the target sees in addition to what you normally see. This overlapping of images and sounds can make it very difficult to perform

complex tasks giving you a -4 circumstance penalty on all skill checks and forcing a Concentration check (DC=15 + spell level) to cast a spell.

Focus: A carefully crafted glass eye worth at least 400 gp.

Protection from Oozes and Slimes

Abjuration

Level: Clr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from attacks by oozes and slimes. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by oozes and slimes.

The protection against amorphous creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Arcane Material Component: A mixture of rare salts with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

Protection from Paralysis

Abjuration

Level: Clr 2, Sor/Wiz 2

Components: V, S, DF/M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains immunity to paralyzing effects or related

magic such as a *hold person* spell, *slow* spell, and a ghoul's touch. The spell does not grant immunity to damage (so a ghoul's claw would still damage the warded creature but wouldn't paralyze him). If the subject is under the influence of a paralysis effect when receiving this spell, that effect is suppressed for the duration of the spell.

Arcane Material Component: A bit of cloth from a cleric's robe.

Protection from Pressure

Abjuration (Water)

Level: Drd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1d10 minutes + 10 minutes/level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

Those who seek to travel the ocean depths need protection against the extreme pressures that might otherwise crush their humanoid bodies. You protect yourself, or another creature you touch, from the crushing pressure deep beneath the ocean's surface. This spell negates any pressure effects, so long as they are water-related (in other words, it can't prevent you from being flattened by a boulder!). It prevents deep divers from suffering from the "bends," a diver protected by this spell can dive and surface as quickly as they wish.

Focus: a carefully constructed 1-inch iron sphere worth at least 50 gp.

Protection from Spirits

Abjuration

Level: Clr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

This spell wards a creature from attacks by spirit creatures (creatures with the spirit subtype). It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by spirit creatures.

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from spirits* effect. If the *protection from spirits* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

The protection against spirits ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Arcane Material Component: A little powdered iron with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

Protection from Undead

Abjuration

Level: Clr 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; see text

Similar to *protection from evil*, this spell wards a creature from attacks by undead creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by undead creatures.

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from undead* effect. If the *protection from undead* effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

The protection against undead creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Arcane Material Component: Dirt from a cemetery with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

Prowess of the Prophet

Divination
Level: Sor/Wiz 2
Components: V, F
Casting Time: 1 standard action
Range: Self
Target: Self
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You create an insight pool that you can draw from to raise your attack rolls. Upon casting the spell you gain an insight pool equal to 3/level (max 60) and you can split this number among any number of attacks, using a maximum bonus of your caster

level. Use of a bonus must be declared before making an attack roll. The bonus applies to attacks with ranged spells and touch attack spells as well as with weapons.

For example; an 8th-level wizard casting this spell receives 24 points to attack with. This wizard could make 3 attacks at +8, 6 attacks at +4, or 2 attacks at +8 combined with 2 attacks at +4, etc. The caster can use the insight pool in any manner they wish so long as they declare the number of points they are using before their attack and do not more points than their caster level. Points that remain unused at the end of the spell's duration are lost.

Pummel

Transmutation
Level: Drd 1
Components: M, S, V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10ft./level)
Target: Single creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You use fallen or dead branches as projectiles, launching them at a target as a ranged touch attack. The flying limb can strike a single target inflicting 2d4 points of bludgeoning damage, with an additional 1d4 points of damage for every two caster levels (maximum of 6d4).

Push

Evocation [Force]
Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Single creature or object
Duration: Instantaneous
Saving Throw: None (see text)
Spell Resistance: No

An invisible blast of force pushes away a single creature or object within range back 10 feet. You can *push* up to a total weight of 25 pounds per caster level (maximum 250 pounds at 10th level). Movement is along a horizontal plane only (i.e., you cannot use this spell to move an object or creature up a wall for example).

You must succeed on an attack roll to hit the target, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Creatures who fall within the weight capacity of the spell can be *pushed*, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a creature is *pushed* against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Pushed weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Material Component: A small pinch of powdered brass.

Putrefy Food and Drink

Transmutation
Level: Clr 1, Drd 1
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Target: 1 cu. ft./level of food and water
Duration: Instantaneous
Saving Throw: Will negates (object) and Fortitude negates; see text
Spell Resistance: Yes (object)

This spell spoils and poisons food and liquids and makes them unsuitable for consumption. A creature consuming such food or drink must succeed on a Fortitude save or take 1 point of Constitution damage. One minute later another Fortitude save (same DC) must be made to avoid another point of Constitution damage.

Holy water and similar food and drink is spoiled by *putrefy food and drink*. This spell has no effect on any type of creature or magic potions.

Putrefy food and water counters and is countered by *purify food and water*.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Quash Summoning

Abjuration

Level: Drd 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 round

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

Area: 30 ft. radius

Duration: 1 round/level

Saving Throw: Special, see text

Spell Resistance: yes

You can use this potent spell to prevent adversaries from using any summoning spell within the area of effect for the duration of the spell. Creatures summoned outside the area of effect must succeed at a Will saving throw to enter the area, if they fail they can not enter the area. If they succeed they can enter the area but suffer a –1 penalty to all attack, damage, and saving throw rolls. Spellcasters attempting to summon within the area of effect can make a Spellcraft check with a DC equal to the save DC of the spell to recognize that it won't work and be able to abandon casting without losing the spell. Summoned creatures already within the area of effect are forced to make a Will save, those that fail are forced to flee the area of effect while those that succeed can remain but suffer a –1 penalty to all attack, damage, and saving throw rolls. The caster must make a caster level check to affect summoned creatures with spell resistance. While quite potent, this spell has only a short duration and does not prevent the use of *Gate* spells or any form of *teleportation* spell. It is also non-selective, it affects all summoned creatures, even those summoned by allies of the caster or the caster himself.

The main limitation on this spell is that it only works outdoors, or in vast underground caverns, not in the smaller interior of buildings or structures. This limitation can be turned into an advantage, if cast immediately outside a structure, the area of effect can surround the structure, while the interior of the structure remains unaffected.

Quicken Assassin

Illusion (Shadow)

Level: Sor/Wiz 9

Components: V, S, M, XP

Casting Time: 4 hours, see text

Range: Touch

Target: Duplicate creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a near-perfect clone of an individual you want killed and replaced. After working with base materials for several days (1 day/level of creature to be cloned) you spend an exhausting 4 hours magically shaping the clone and finally bringing it to life, or “quicken- ing” it. The clone has no true soul, but it does become a living, breathing copy of the person it is meant to represent. It has all of the skills, feats, and abilities of the creature it is meant to represent as well as enough of the memories and personalities to impersonate the intended victim (+25 to all Bluff checks).

The creature has just enough of its target in it to know that it is a mere duplicate, and stops at nothing to eliminate its target and assume its life. The *quicken- ed assassin's* goal is to kill the creature it was cloned from and assume its identity in order to better serve you, the person that graciously brought it to life.

You have a telepathic link that you can exercise through concentration to communicate with the assassin, who remains loyal to you as long as it lives. A powerful wizard could use this spell to replace a king or other ruler with a clone that is completely loyal to them in every way.

Unlike normal living creatures, a quickened assassin has no soul giving it the extra will to survive even after reduced to 0 hit points. Once reduced to 0 hit points it is destroyed and cannot be brought back to “life” with anything short of a *wish*, *miracle*, or similar magic.

Material Component: some portion of the creature to be duplicated and 15,000 gp worth of raw materials to help form the clone.

XP Cost: 5000 XP worth of your own life force is required for quicken- ing the clone.

Quicksand

Transmutation

Level: Drd 4

Components: V, S, M, DF

Casting time: 1 standard action

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

Area: 5 ft. square/2 levels

Duration: 1 hour/level (D)

Saving Throw: Reflex, see below

Spell Resistance: No

You transform a normal dirt, sand, or stone floor into quicksand. Creatures standing on the effected surface receive a saving throw to escape the area before the transformation is complete. Those that succeed are forced to move out of the area on their next turn. Creatures with nowhere to escape automatically fail the save. Those that fail the save begin to sink in the quicksand. Creatures in the quicksand are permitted DC 10 Swim check to remain near the surface or a DC 15 Swim check to move 5 ft. in any direction desired. Consult the quicksand entry under Marsh Terrain in Chapter 3: Adventures of the DMG for further information on quicksand. The spell covers a 5 ft. square per 2 levels and is 1 ft. deep per level. It is possible to cause floors in underground passages to collapse into the area below if the thickness is covered in the spell's area.

At the end of the duration, the effected area becomes fine sand and dirt.

Material components: A small amount of water and sand.

Quill Skin

Transmutation

Level: Drd 1

Components: V

Casting time: 1 standard action

Range: Personal

Target: You

Duration: 2 rounds/level (D)

Hundreds of thin pointed quills instantly erupt from your skin. The quills effectively serve as armor spikes and you are treated as if you are proficient with them. These quills cover the majority your body and do not harm you, hinder movement or any other actions. The quills sprout out of natural and leather armor but remain harmless under other types. The quills are fine enough as not to cause damage to clothing or other items worn.

Creatures swallowing you immediately take 3d6 points of damage each round while you remain swallowed.

Radiance

Transmutation [Fire]

Level: Clr 2, Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Area: 5-ft. radius emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None and Reflex half; see text

Spell Resistance: No

You sheathe your body in glowing yellowish-orange fire. This does not harm you or any objects or items in your possession. The fire sheds light in a 10-ft. radius. Creatures coming within 5 feet of you or touching you (or creatures you touch) take 1d6 points of fire damage. A successful Reflex save halves the damage.

Rainbow Spear

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Rainbow-colored shortspear

Duration: See text

Saving Throw: See text

Spell Resistance: See text

You focus energy to create a shortspear of a specific color and effect that is thrown as a ranged touch attack. The caster must choose what color to make the spear with each color having a different special effect. The caster can create one spear for every 5 caster levels (maximum 4 spears) but can only throw one spear per round. Spears must be used within 10 rounds of their creation and can only be used by the caster. A successful hit deals 1d6 points of piercing damage plus the following special effects:

Color	Effect
Red	1d4 + 1/caster level (max +20) points of fire damage (Reflex save for half)
Orange	1d8 + 1/2 caster levels (max +10) points of acid damage (Reflex save for half)
Yellow	Slowed as per the <i>slow</i> spell (Will save negates)

Green	Poisoned, initial and secondary damage 1d6 Con (Fortitude save negates)
Blue	1d4 + 1/caster level (max +20) points of electricity damage (Reflex save for half)
Indigo	Stunned for 1d4 rounds (Will save negates)
Violet	1d8 + 1/ two caster levels (max +10) points of sonic damage (Reflex save for half)

Rainbow Staff

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Target: Rainbow-colored staff

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: See text

You conjure a shimmering, ever shifting, rainbow-colored staff of energy. Each attack with the staff is made as a touch attack and deals 1d6 points of bludgeoning damage along with the damage based on the color of the staff conjured. The staff changes colors each round so additional effects and damage will likely vary from round to round.

1d8 Color	Effect
1-2 Red	2d6 points of fire damage (Reflex save for half)
3 Orange	2d8 points of acid damage (Reflex save for half)
4 Yellow	Slowed as per the <i>slow</i> spell for 2 rounds (Will save negates)
5 Green	Poisoned; initial and secondary damage 1d4 Con (Fortitude save negates)
6 Blue	2d6 points of electricity damage (Reflex save for half)
7 Indigo	Stunned for 1d4 rounds (Will save negates)
8 Violet	2d8 points of sonic damage (Reflex save for half)

Raise Island

Conjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 5 rounds

Range: Up to 300 yards from caster, see text

Area: 50 square feet/level

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

You conjure an island of bare stone upon the completion of this spell. The island can only appear on saltwater. It floats on the surface for the duration of the spell, but cannot be moved.

Material component: a piece of granite thrown into the sea.

Raise Shipwreck

Evocation (Force)

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 3 rounds

Range: 100 ft./level

Area: 1 ship

Duration: 20 minutes/level (D)

Saving Throw: None

Spell Resistance: No

A powerful tool for those who make their homes on the high seas, this spell allows the you to cause any sunken ship to rise from the seabed at a speed of 10 ft. You can only raise a single ship, but that ship may be of any size. The distance the ship rises is limited to 100 ft. per experience level of the caster. Furthermore, the caster must be able to see the wreckage to raise it. In other words, he can't cause a shipwreck to rise while he remains on the surface; he must be down there in the depths, within sight of the heap, to make the spell function properly. Once on the surface, the wreck floats for the spell's duration, before sinking again.

Random Pain

Transmutation

Level: Clr 3

Components: V, S, DF, F

Casting Time: 1 standard action

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



Raise Shipwreck

Target: One melee weapon

Duration: 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Random pain warps the fabric of cause and effect around a single weapon. This spell affects only a melee weapon not natural weapons or missile weapons of any kind. On a successful hit with the affected weapon, it deals damage normally but not to the target of the attack. Rather, damage is dealt to the wielder or to one of his companions (including any additional effects such as extra damage from a critical hit, fire or cold damage, and so on). The DM randomly determines who is affected by this weapon. No damage is dealt (to anyone) if the weapon misses on an attack roll.

This spell targets and affects a weapon, not the wielder, so the wielder can simply discard the weapon for the duration of this spell and avoid the effects of *random causality*.

Focus: The weapon to be affected.

Ravaging Fire

Evocation (Earth, Fire)

Level: Drd 9

Components: V, S, DF, XP

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: moving 100-ft.-radius cloud of fire and rock

Duration: 1 round/level (D)

Saving Throw: Special, see text

Spell Resistance: No

Your anger and rage call down a rain of burning rocks and magma over a massive area of land. The burning rocks rise and fall in a rolling cloud of ash and fire crushing and burning everything in their wake. The cloud covers a 100-ft.-radius that moves at a speed of 20 ft./round in a direction of your choice. Used by angry or evil druids, this spell can completely erase entire townships or sections of forest from existence.

Living creatures in the area of effect suffer 10d6 points of fire damage from the awesome heat (Fortitude save for half) as well as 8d6 points of bludgeoning damage from the crush-

ing rocks (Reflex save for half). Wild animals that see the cloud approaching flee at their top rate of speed. Structures in the area of effect suffer 8d6 points of bludgeoning damage per round and anything flammable is incinerated by the heat of the partially molten stones constantly striking everything in the area. Those actually surviving an attack of this magnitude swear that the very earth began to burn.

When the spell ends, cooling rubble and ash are all that is left behind. The dark black scar in the earth cannot support life for another 1d4 years unless someone makes the effort to magically revive the area.

XP Cost: 2,500 XP of your own life force must be drawn out to invoke the dark powers required.

Ray of Desiccation

Necromancy

Level: Drd 5, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You fire a desiccating ray that drains the water from a target on a successful ranged touch attack roll. The target takes a 1d6+1/2 levels (max 1d6+5) penalty to their Constitution score. This penalty is not stackable so a creature cannot be affected more than once. A target that has their Constitution reduced to 0 is killed. Creatures with the aquatic or water subtype are particularly susceptible, taking a 1d6+1/level (max. 1d6+10) penalty to their Constitution score.

Material Component: A small bit of sponge.

Ray of Paralysis

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to fire a crackling ray of negative energy at a single target. You must succeed on a ranged touch attack to strike. The subject is paralyzed for 1d6+4 rounds if it fails a Fortitude save.

Material Component: A pinch of earth from a ghoul's lair or a bit of flesh from a ghoul.

Reduce Nausea

Conjuration (Healing)

Level: Clr 1, Pal 1

Components: V, S, DF, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Reduce nausea lessens a nausea effect on the creature touched, changing the effect to sickened and cutting the duration of the remaining effect in half. Therefore, a

creature nauseated for 10 rounds that receives this spell, is no longer nauseated, only sickened for 5 rounds. This spell has no effect on a sickened creature.

Material Component: A few crushed feverfew leaves.

Regenerate Plant Life

Conjuration (Healing)

Level: Drd 2, Plant 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One Medium or larger plant or all small plants in a 25 ft. radius

Duration: 5 rounds/level

Saving Throw: None

Spell Resistance: No

This spell grants plants the ability to regenerate previous damage. The spell can affect one Medium or Large plant, or the caster can imbue all plants of Small or smaller size in a 25-ft.-radius. Plants affected by the spell are cured of all diseases and infestations and gain the supernatural ability to regenerate 5 hitpoints per round. This spell works on all living plant life, whether animated or not, however, the spell ends if the plant moves, attacks, or is damaged.

Reinstate Spell

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

This spell reinstates any spell or spell-like effect whose duration has expired within the last round. Only a single spell or spell-like effect up to 4th level can be reinstated. The reinstated spell has a new duration and effect as if the spell had been newly cast. Spells and effects with a duration of instantaneous cannot be reinstated.

Because *dispel magic* and related spells cause a spell's duration to expire prematurely, *dispelled* spells can be reinstated through the use of this spell.

Reinstate Spell, Greater

Transmutation

Level: Sor/Wiz 7

As *reinstate spell*, but you can reinstate up to one spell or spell-like effect per three caster levels, and the maximum level of spell that can be reinstated is 6th.

Remember Seas

Divination

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Ship's wheel

Duration: see text

Saving Throw: None

Spell Resistance: No

You cast this spell on the ship's wheel to make it "memorize" the course you follow for the next 1 hour/caster level. The journey instilled in the wheel's "memory" remains until either replaced by a new journey or dispelled. At any future trip through this area, the wheel does not require guidance. Upon command it steers itself to any point stored in its "memory." If it passes beyond the bounds of its recorded journey, it immediately drifts aimlessly until correctly piloted. A ship's wheel can only hold one journey in its "memory" at a time.

Remove Nausea

Conjuration (Healing)

Level: Clr 3, Pal 3

Components: V, S, DF, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove nausea removes any sickened or nausea effect from the creature touched.

Material Component: Crushed feverfew leaves and clove buds that have been boiled in water.

Resistance to Fear

Abjuration

Level: Clr 0, Drd 0 Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action



Rimeshatter

Range: Touch
Target: Creature touched
Duration: 1 minute
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains a +2 morale bonus against fear effects for 1 minute. If the subject is under the influence of a *fear* effect when receiving this spell, he can immediately attempt a save to break the effect. If the save fails, this spell has no effect.

Resonant Imbalance

Evocation
Level: Brd 3
Components: V, M
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

You use your voice to create a disturbing cone of sound, extending outward from you in whatever direction you face. Creatures caught within the area of effect must succeed at a Fortitude save or be nauseated for 1d4+1 rounds. Nause-

ated creatures are unable to attack, cast spells, or do anything beyond single move actions or free actions.

Material Component: A small paper cone the bard yells through.

Restraining Order

Abjuration
Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One medium or smaller creature
Duration: 1 round/level (see text)
Saving Throw: Will negates
Spell Resistance: Yes

This spell creates a protective aura that causes the target to become incapable of approaching you or attacking you. The creature targeted must stay at least 10 ft. away from you for the duration of this spell.

If the caster moves closer than 10 ft. to the target, or makes any sort of attack on any other creature, the spell ends.

Focus: A wooden sphere.

Revelation Field

Abjuration
Level: Brd 6, Clr 6, Drd 7, Sor/Wiz 6

Components: V, S, DF
Casting Time: 1 round
Range: 0
Area: 40-ft.-radius emanation from caster
Duration: 1 minute per level [D]
Saving Throw: None
Spell Resistance: Yes

You temporarily suppress illusions, invisibility spells (including *improved invisibility*), or non-instantaneous shapechange spells (including those created by supernatural abilities) within the field. The spells are still in effect, just magically suppressed. A creature with *improved invisibility* appears within the spell, but disappears again if it moves out of the area. If you target a creature that used a supernatural ability or spell of higher level than revelation field to create the effect, you must check to suppress the power or ability as if casting a *dispel magic*. You become aware of the general location of a creature that resists your spell, but you learn nothing about the spell or ability that was not suppressed. For example, an invisible stalker resists. You now know which square the monster is in, but you are still subject to the mischance if you attack it, and you don't know what is there or how it became invisible.

Righteous Conviction

Abjuration

Level: Pal 2

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You are immune to mind-affecting spells and spell-like abilities, provided they come from an evil source, including, but not limited to, *confusion*, *geas*, *charm person*, a harpy's song, etc. Furthermore, you receive a +2 enhancement bonus to Will saves against similar effects from non-evil sources for the duration of the spell.

Rimeshatter

Evocation (cold)

Level: Drd 9, Sor/Wiz 9

Components: V

Casting Time: 1 standard action

Range: Long 400 ft. + 40 ft./level

Area: 20-ft.-radius radius burst

Duration: Instantaneous

Saving Throw: Fort half

Spell Resistance: Yes

At your command, bitter cold that freezes the blood and chills flesh like being dropped into liquid nitrogen envelops the area, coating everyone and everything with a thick layer of frost. Anything in the area takes 1d6 points of cold damage/caster level and 1d6 points of Constitution damage/10 caster levels (Fortitude save for half). Any creature brought to -10 hp (or object brought to 0 hp) by this spell cracks and shatters into pieces.

Rooted in Place

Transmutation

Level: Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Your touch forces a creature sprout tree-like roots anchoring them to the spot. Once anchored, the creature has a -4 armor class penalty, a -4 attack penalty, and its base speed drops to zero.

Cutting the roots inflicts 1d6 points of damage to the creature and takes 1 round per leg. Attempting to cut a root provokes an Attack of Opportunity.

Rot to the Core

Transmutation

Level: Sor/Wiz 8, Torment 9*

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Touching a victim, the caster makes the inner body of the target into a bright orange pulp instantly killing him. Immediately thereafter the victim's body breaks open with liquid and sporespewing out of every orifice. These spores form a cloud 20 feet in diameter. Anyone caught in this in the area must succeed on a DC 20 Fortitude save or take 2d6 points of Constitution damage. Even if the Fortitude save is successful, a creature takes 3d6 points of damage as she fights off the attack.

Material Component: Pumpkin seeds and a bit of mold.



Rot to the Core

Sacred Watch

Abjuration

Level: Clr 1, Guardian 1*

Components: V, S, DF

Casting Time: 1 round

Range: Touch

Target: One living creature touched

Duration: 1 day/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

Sacred watch allows you to become instantly aware when the subject of this spell is in danger. Distance is not a factor and the spell even works across multiple planes and dimensions. You receive a mental image of the subject, including the surrounding area when danger is present.

Note: This spell does not tell you where the subject is; only that he is in danger.

Sanctified Reverie of Arms

Transmutation

Level: Blk 1, Pal 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1d4 rounds + 1 round/level

Saving Throw: None

Spell Resistance: No

You combine your religious meditations with your combat skills to greatly enhance your fighting ability. While in this trance, you gain one additional melee attack per round at your highest normal attack bonus. You must be able to chant while in your *reverie*, so conditions that would hamper this (*silence*, underwater, etc) prevent you from utilizing the spell.

This extra attack provided by this spell does not stack with the extra attack provided by the *haste* spell.

Sand Blast

Evocation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: Cone

Duration: Instantaneous

Save: Fortitude half

Spell Resistance: Yes

By casting *sand blast*, you cause a cone of powerful, hot sand to erupt from your hand, moving outward with the force of a scorching desert wind. Small flames such as torches are automatically extinguished. Anyone within the cone of stinging sand must make a Fortitude save or have the moisture sucked from their bodies and take 4d6 points of damage. A successful save reduces this damage to 2d6. Furthermore, creatures who fail their save are considered dazed for 1d4 rounds.

Scalding Sea

Evocation (Air/Water)

Level: Air 5*, Sor/Wiz 4, Water 4*

Components: V, S

Casting Time: 1 standard action

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

Area: 50-ft.-radius

Duration: 3 rounds

Saving Throw: Reflex half

Spell Resistance: Yes

You draw a cloud of super-heated steam from the surface of the water. As it rises it deals an initial 1d6 points of damage to anything within its area of effect. The second round, the steam inflicts 2d6 points of damage, and 3d6 on the third and final round, after which the gout of steam dissipates immediately. The radius of this spell is large enough to encompass an entire ship so it is usually used to attack ships, as it has a chance to cause damage to every sailor onboard. Sailors below decks in a ship sailing through the steam take no damage, but all exposed sailors do.

Scent Mask

Abjuration

Level: Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One touched creature/level

Duration: 10 min./level

Saving Throw: Yes (harmless) or Fortitude negates; see text

Spell Resistance: Yes (harmless) or Yes; see text

This spell conceals any odors emanating from the subject thereby

making it impossible to detect using the scent ability. Creatures with the scent ability do not gain the bonus to Survival checks for scent when tracking a creature protected by *scent mask*.

If this spell is cast on a creature with an odor-based special attack, such as a troglodyte, the creature's special attack is negated for 10 minutes if it fails a Fortitude saving throw.

Arcane Material Component: A scentless flower.

Scintillating Doom

Evocation

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

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

Effect: Mobile energy field in a 20 foot cube

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

A field of shimmering, scintillating energy of brilliant colors springs into being at the coordinate designated by you. All those inside the energy field are treated as if they have been subjected to a *prismatic spray* spell, including both the blindness and the random color strike effect (see below).

Every round as a standard action, you may move the *scintillating doom* up to 30 feet. Alternately, you may set the spell to move in a set direction at up to 30 feet per round until you again redirect it or the spell ends. You can only redirect the field if it is within the spell's maximum range and you have line of effect to it.

Any creature moving within the area of the spell is immediately subjected the following effects. First, creatures with 8 HD or less are immediately blinded for 2d4 rounds. Second, creatures are randomly effected by one color of the scintillating lights with effects determined on the table below. A creature can only be affected by this spell a maximum of once per round.

Id8	Color	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (death, Fortitude partial, 1d6 Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane (Will negates)
7	Violet	Sent to another plane (Will negates)
8		Blindness (Will negates) and roll again

Scorching

Evocation

Level: Clr/Drd 7, Sor/Wiz 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium 100 ft + 10 ft./level

Area: 40 ft. radius burst

Duration: one round

Saving Throw: None

Spell Resistance: Yes

The air where you point boils with intense heat waves. The sudden increase in temperature causes 1d6/caster level points of non-lethal damage to everyone in the area (max 10d6).

Share Spell Resistance

Transmutation

Level: Blk 4, Pal 4

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Paladin's mount or Blackguard's fiendish servant

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You are able to share your mount's (or fiendish servant's) spell resistance, if any, for the duration of the spell. You must remain within 5 ft. of your mount or servant to retain the benefit, moving further away ends the spell. The spell resistance gained is equal to that of the mount or servant and overlaps with (thus does not stack with) spell resistance provided by items, special abilities, extraordinary abilities and class abilities.

Shattering Cry

Evocation (sonic)

Level: Brd 5, Wiz/Sor 5

Components: V, M

Casting Time: 1 standard action

Range: 50 ft.

Effect: Cone shaped burst

Duration: Instantaneous

Saving Throw: Fort half

Spell Resistance: Yes

You utter a powerful, magically-enhanced tone that travels in a cone-shaped burst from your mouth. The sound does 1d6 sonic damage/caster level (max 10d6), and ignores 1 point of Hardness per 2 caster levels (max 5). Exposed potions and non-magical items made of glass, crystal or similar brittle materials in the area of effect failing their saving throw are shattered.

Material Component: A small piece of crystal worth 25 gp.

Shield of Crackling Fire

Evocation (Fire, electricity)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes; see text

You surround yourself with magical dark red flames coursing with bright sparks of electricity. The arcing flames act as a protective shield against fire and lightning attacks, granting fire and lightning resistance 20 (this overlaps and does not stack with *protection from fire*, *protection from lightning* or similar magic). They damage creatures that attack you in melee. The flames also illuminate a 10 ft. radius around you.

When you are touched or attacked with a natural or a handheld melee weapon, if the strike hits, the attacker deals damage normally, but takes 1d4/caster level fire damage (max 10d4, Fortitude save for half). At the same time, there is an electrical discharge. The attacker must make a Reflex save equal to the spell DC or be pushed back 5 feet as if Bull Rushed. (Size Huge or greater creatures aren't affected by the discharge.) If a creature

has spell resistance, it rolls once and applies the result to both effects. Any weapon with a 10 ft or greater reach does not subject its wielder to the damage or discharge effect.

Shield Open Flame

Abjuration

Level: Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

Target: One small flame

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

You shield a single small flame no larger than a torch from being extinguished by non-magical gusts of wind (including tornado- and hurricane-like gusts of wind). Magical wind (such as that produced by a *gust of wind* spell) extinguishes the flame normally and ends this spell.

Shock Touch

Evocation [Electricity]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Your successful melee touch attack deals 1d4 points of electricity damage. When delivering the jolt, you gain a +1 bonus on attack rolls if the opponent is wearing metal armor (or if the opponent is constructed of metal).

Signal Flare

Evocation

Level: Drd 1, Rgr 1, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: 120 ft. radius or 1 creature (see below)

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

The signal flare creates a burst of brilliant light that shoots forth from your hand. The light slowly falls to the

ground (10 ft./round). The light is as bright as full daylight in a 60 ft. radius, and dim light for an additional 60 ft. beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. If you aim the light to burst directly at a single creature, that creature takes 1d4 points of fire damage unless it makes a successful Reflex save. The flare may ignite combustible substances if fired directly at them.

Silent Hunter

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You create a buffering field of energy around the subject granting a +10 enhancement bonus on Move Silently checks. The enhancement bonus increases to +20 at caster level 6th, and to +30 (the maximum) at caster level 10th.

Silver Lance

Conjuration

Level: Drd 2, Sor/Wiz 2

Components: M, S, V

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You conjure a lance of silver and launch it at a single target as a ranged touch attack dealing 4d4 points of piercing damage. The silver forms a thin sheen over the target's skin after it strikes. This coating dissipates after one full round. Although there are other spells that can deal more damage, creatures with silver damage reduction take normal damage from weapons during the round that the thin sheen of silver covers their skin as the silver fills in wounds made on their body before they can instantly heal.

Silver Shield

Abjuration

Level: Pal 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Area: Living creatures within a 20-foot emanation

Duration: 10 minutes/level (see text)

Saving Throw: None

Spell Resistance: No

You call upon your divine power to help protect innocents. You may only use this spell when defending, rescuing or otherwise going to the aid of an innocent (fallen comrades who can't defend themselves count as innocents). A silvery field of force surrounds you and any friends, allies or innocents who may fit within the area, granting a +5 divine bonus to AC. This includes a paladin's mount. Those who leave the spell's area lose the bonus, but if they reenter it, they gain it again. Anyone that makes an attack, or casts an aggressive spell loses the protection granted by this spell. Once the innocent is out of immediate danger (i.e. there are no visible foes or threats in the area), the spell ends.

Skull Bomb

Necromancy (evil)

Level: Cleric 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Area: 20-ft-radius blast

Duration: Instantaneous, see text

Save: None for creature struck, Reflex half

Spell resist: Yes

You imbue a skull or other large bone with destructive negative energy that is released on impact with a creature or the ground. You may throw the bomb as a ranged touch attack with a 20 ft. range increment. On impact it releases a burst of negative energy doing 1d4+1d4/2 levels (max 10d4) negative energy damage against living creatures, or an equal amount of bonus hitpoints for undead. The negative energy clings to living victims making it impossible to heal this damage with anything less than a heal (or greater) spell for 24 hours. After 24 hours the negative energy aura fades and normal curative spells function.

A creature struck directly receives no saving throw, but creatures within the area of effect can make a Reflex save for half damage. If you miss the creature with your ranged attack the bomb lands in a random direction as a grenade and still explodes doing damage to the area. Consult the *Throw Splash Weapon* section of *Chapter 8: Combat* in the *PHB* to determine where the bomb lands.

You may use throw the bomb immediately after creating it, or you may hold it and wait for as long as 1 round/level before using it. If you are still holding the bomb at the end of this period of time it explodes in your hand.

Material component: skull or large bone.

Sleep of Power

Transmutation

Level: Sor/Wiz 7

Components: V, S, XP

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Special (see text)

Saving Throw: None (harmless)

Spell Resistance: None (harmless)

This spell must be cast in the round directly after you have cast another spell with a non-permanent and non-instantaneous duration. At the completion of the spell, you fall into a deep coma-like sleep. Your body functions cease and you do not grow older. You are unaware of your surroundings and devoid of your senses. You are considered helpless while under the effects of this spell.

The purpose of this sleep is to extend the duration of the spell cast directly before *sleep of power*. The first spell lasts as long as you are in a coma. You set the conditions for when you want to wake up; the first spell then ends. The conditions you set must be clear, although they can be general. If complicated or convoluted conditions are described, the spell may be miscast and you may never wake up again. The first spell is empowered by the slow leeching of your own life-force (represented by an XP loss).

For example, you cast a *prismatic wall*, which normally lasts for 10 minutes per



Slimeball

caster level. In the following round, you cast *sleep of power* with the condition to wake up when the seventh wall of the *prismatic wall* is destroyed. You fall into a coma for days, years or even centuries. When the seventh *prismatic wall* is destroyed, you wake up.

If you are successfully attacked, you wake up, and the associated spell ends immediately.

XP Cost: 1 XP per day you spend in your coma-like state. If the caster is reduced to 0 XP as a result of this spell, he dies, and the associated spell ends. Note that this XP drain is an exception to the rule prohibiting a caster from casting a spell that would reduce his level.

Slimeball

Evocation [Acid, Fire]
Level: Sor/Wiz 4, Slime 7
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft. radius spread
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Throwing a ball of gunk, goop or other protoplasmic material at a target, the caster causes a ball of slime to

explode in all directions. The slime is not alive but has the heat and consistency of molten lead. The *slimeball* does 1d6 points of fire damage per caster level (maximum 10d6). Each round after the first, up to 1 round per five caster levels (maximum 4 rounds at caster level 20th), the slimeball begins to eat through armor, clothes and flesh dealing 3d6 points of acid damage to armor, clothing, and the affected creature. A successful Reflex save halves the initial damage and avoids the secondary damage.

Material Component: A bit of ooze or other protoplasmic material.

Slime Bucket

Conjuration (Creation)
Level: Clr 5, Slime 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (10 ft. diameter, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You conjure a glop of slime 40 ft. above the intended area that then

falls. Anyone in the area takes 1d6 points of cold damage per caster level (max 15d6) as the slime coats anyone in the area. The cold is created by the slime drawing heat away from everything in the area, after which it becomes inert. The slime is unable to freeze water surfaces and sinks slowly if cast over water.

Slur

Transmutation
Level: Clr 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You temporarily alter the target's throat and mouth in minor ways that cause their speech to become garbled and twisted making him very hard to understand. A creature attempting to discern the subject's words must make a successful DC 20 Intelligence check. A spellcaster affected by this spell must succeed on a Spellcraft check (DC 12 + one-half your caster level + your relevant ability score

modifier) any time he attempts to cast a spell with a verbal component. If the check fails, the spell fizzles away just as if it had been cast. The target can resist these minor changes on a successful Fortitude save.

Smart Arrow

Transmutation

Level: Rgr 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: 1 arrow or bolt/2 caster levels

Duration: 1 round/caster level (see text)

Saving Throw: None

Spell Resistance: No

You can fire an arrow or bolt at a target out of your line of sight or who has cover with no penalty. You must have seen the target within 2 rounds of firing the projectile, but the arrow moves around obstacles, corners, trees etc. or over walls etc. to strike at the target. When using an arrow that the spell has been cast on, you choose a target within range of your weapon and make your attack roll as if they were in line of sight and had no cover. The arrow does not count as magical to overcome damage resistance, unless it is cast upon a magic arrow or fired from a magical bow. You can enchant 1 arrow for every 2 caster levels and these arrows remain enchanted for 1 round/caster level or until fired.

Material Component: A piece of wire wrapped around the shaft of the arrow.

Snake Charm

Enchantment (Charm) [Mind-Affecting]

Level: Clr 2, Drd 2, Rgr 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Target: One or more snakes, no two of which can be more than 30 ft. apart

Duration: One hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *charm person* or *charm animal*, except that it only affects snakes. This spell affects a number of snakes whose combined HD do not exceed twice your level. If

there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD. Unfortunately, this spell only affects snakes of the animal type. Snake-like creatures (such as magical beasts, aberrations, outsiders, and so on) cannot be affected by this spell.

Snakes to Sticks

Transmutation

Level: Clr 4, Drd 4, Serpent [Good/Evil] 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Target: 1d4 snakes plus 1 snake/level

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

By means of this spell, you change 1d4 Small or Medium snakes plus one per caster level (maximum 1d4+20) into Small or Medium sticks, (snakes under 4 feet long become Small sticks, and snakes over 4 feet long become Medium sticks). This spell affects only snakes of the animal type. Snake-like creatures (such as magical beasts, aberrations, outsiders, and so on) cannot be affected by this spell.

Snakes to sticks dispels and counters *sticks to snakes*.

Sneeze

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

By placing your hand, palm-side up, near your mouth and blowing gently across it, you cause the target to suffer fits of sneezing if it fails its Will save. The subject suffers a -4 penalty on attack rolls, checks, and saves while sneezing. After the spell ends, the subject can act normally.

Material Component: A pinch of pepper.

Song of Vengeance

Abjuration

Level: Brd 5

Components: V, M

Casting Time: 1 standard action

Range: Personal

Area: 30 ft. radius

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You sing a song that expresses the pain you feel in a very potent fashion. For the duration of this spell, whenever an enemy successfully strikes you during combat, all enemies within 30 feet of you take the same amount of damage. The damage sustained by your enemies is subdual damage that may render them unconscious. Once unconscious, they no longer suffer the effects of the spell. Creatures that cannot hear, or that are immune to sonic damage are also immune to this spell. The damage is considered sonic damage for the purposes of energy resistance or similar spells.

Material Component: Invoking the spell consumes a ruby of at least 50 gp value.

Sonic Shield

Abjuration

Level: Brd 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell allows you to shape sound in such a way as to make attacks against you less effective. You essentially use your voice to vibrate the air around you into a sonic shield that confers a +2 deflection bonus to your AC. This bonus increases by 1 for every four caster levels you have beyond 4th (+3 at 8th level, +4 at 12th level) to a maximum bonus of +5. This spell may be used at the same time as your other vocal abilities, but situations that deny you the use of your voice (underwater, magical silence, etc) also negate this spell.

Soul Shatter

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You touch the subject while uttering the words to this spell and send a wave of negative energy coursing through its body that tears at its soul. The subject takes 1d6 points of Charisma drain. If the subject makes its Fortitude save, the drain is actually ability damage (that can be healed normally or magically).

Material Component: Dirt from the ground where a murder-born (see the **Tome of Horrors II**) was destroyed or powdered gems totaling 300 gp.

Soul Strike

Necromancy

Level: Clr 8, Sor/Wiz 7

Components: V, S, DF/M

Casting Time: 1 standard action

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

Area: 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You create a burst of negative energy in the designated area. Any living creature caught in the area takes 1d6 points of damage per caster level (maximum 20d6). A creature slain by this spell cannot be returned to life by a *raise dead* spell. *Resurrection*, *true resurrection*, *wish*, and *miracle* work normally however.

Arcane Material Component: The heart of a humanoid killed within the past week.

Sound Worm

Enchantment

Level: Brd 3

Components: S, V

Casting Time: 1 standard action

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

Target: 1 or more spell-casters

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

You utter an arcane rhyme that disrupts a spell-caster's ability to keep control over the complex process and concentration required to cast spells, not unlike shouting out random numbers while someone is trying to count. You can affect a single spell-user (who receives no saving throw) plus an additional spell-user for every 4 caster levels you have (max 4), provided they are within 30 feet of your primary target. Your secondary targets may attempt a Will save to negate. Affected spell-users must succeed at a Concentration check opposed by your Perform check each time they attempt to cast a spell for the duration.

Spark

Evocation [Electricity]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You fire a small bolt of electricity from your fingertips at your target. You must succeed on a ranged touch attack to damage your target. The bolt deals 1d3 points of electricity damage.

Speak with Objects

Divination

Level: Clr 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

You can comprehend and communicate telepathically with objects, including animated objects and constructs. You are able to ask questions and receive answers from objects. An inanimate object's sense of its surroundings is limited, so it won't be able to give or recognize detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make animated objects or constructs any more friendly or cooperative than normal. Furthermore, they are likely to make inane comments. If an animated object or construct is friendly toward the caster, it may do some favor or service for the caster (as determined by the DM).

Spectral Sail

Evocation (Force)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Area: See text

Duration: 3 hours/level

Saving Throw: None

Spell Resistance: No

You create a shimmering sail of magical energy to take the place of a lost or damaged sail to help keep a ship on course. The *spectral sail* attaches itself to the yardarm indicated by the caster and performs precisely like a standard sail. It is made of magical force energy and is able to withstand even the strongest winds but damage from almost any source disrupts the woven plane of energy and ends the spell. *Material component:* a small swatch of canvas.

Speed Undead

Necromancy

Level: Clr 2

Components: V, S, DF, M

Casting Time: 1 standard action

Range: Touch

Targets: One skeleton or zombie/level

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants an undead skeleton or zombie a +2 bonus to its Dexterity score and Reflex saves and increases an affected creature's base land speed by 10 feet. Further, an affected zombie's single actions only special quality is suppressed while this spell is in effect, thus allowing it to move and attack normally.

Material Component: Three drops of water, sinew from a mammal, and a drop of quicksilver.

Spell Kill

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You fire a silvery ray of energy toward the target in an effort to wipe away a spellcaster's prepared spells or spell slots. You must make a successful ranged touch attack to strike. While a non-spellcaster feels nothing more than a tingling sensation, against a spellcaster the ray negates a number of prepared spell levels (or spell slots in the case of bards and sorcerers) equal to one-half your caster level. You choose a combination of spell levels (or slots) to be depleted. The DM determines the specific spells (if prepared) that are lost. For example, a 9th-level caster can deplete a total of 4 spell levels. She can choose to deplete one 4th-level spell, or two 2nd-level spells, or one 3rd- and one 1st-level spell, etc.

Lost spells (or slots) can be regained normally.

Spell Legs

Universal

Level: Asn 4, Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Area/Effect: Spell effect already created

Duration: Concentration up to 1 round/level

Saving Throw: Special, see text

Spell Resistance: Special, see text

You usurp control of a spell with an ongoing effect such as a *fog cloud*, *stinking cloud* or *darkness* spell and can move it at a rate of 20 ft. round as a move equivalent action. After casting this spell at the effect in question you must make a Knowledge (arcana) check with a DC value determined by the level of the caster that created the spell (DC 10 + caster level of effect). If you cast the spell yourself

you automatically succeed. A successful check allows you to direct the movement of the spell effect as a move equivalent action. Spell effects that cannot be cast into certain areas or locations cannot be moved into those locations with *spell legs*.

If the spell is under control of a spellcaster already, such as a flaming sphere, you must first make the above check, and then make a Concentration check opposed by the Concentration check of the caster presently in control of the spell. If both checks succeed you wrest control of the spell away from the original caster and can turn the spell against them.

When the spell effect is moved over a target creature, that creature must make any saving throws the spell effect permits to avoid its effects. The saving throw, and spell effects, are those of the originally cast spell. If the creature has spell resistance a caster level check is made using the original caster's level.

You can't usurp control of any spell effect above 3rd-level and the original caster can still dismiss any spell that can be dismissed.

Spellcaster's Refusal

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 round

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

Area: One 20-ft. cube/level

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create an invisible barrier that wards a point of entry (hallway, doorway, window, or the like) against spellcasters and prevents them from passing through the area. Non-spellcasters, creatures with spell-like abilities (but not those that can specifically replicate spells such as nymphs), and spellcasters you designate, may freely pass through the barrier. Spellcasters (including bards, paladins, and rangers that are of sufficient level to cast spells and creatures such as the nymph that replicate spells) are blocked from passing through the barrier.

You can divide the area of effect among multiple points of entry so long as the total area affected does not exceed your limit. You must be able to see each point of entry to be warded when you cast this spell.

The barrier does not prevent ranged attacks, ranged spells, or dimensional travel (such as *teleport*, *dimension door*, and so on) by anyone, including a blocked spellcaster. The invisible barrier is impervious to physical or magical attacks (except for effects that *dispel* it). A *disintegrate* spell instantly destroys the barrier and ends this spell.

Arcane Material Component: A pinch of dust from a spellcaster's tomb or burial site and a pinch of powdered chrysolite.

Spellchain Grounding

Abjuration

Level: Clr 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level (D)

This spell creates an invisible aura around you that attracts secondary effects of chain-type spells, such as *chain lightning* or *prismatic chain*. Anytime you are within range of a secondary beam or effect from such a spell, all such secondary beams automatically arc to you and are negated. This spell does not prevent damage to you if you are the primary target of such an effect, though it does prevent any secondary beams from then arcing out from you and striking others.

Material Component: An iron nail.

Spilling of Blood

Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You channel negative energy into the target causing a gaping wound to open on its body and gush blood each round. Each round this spell is in effect, the target takes 1 point of Constitution damage. A successful Fortitude save negates the Con damage for that round only. A new save must be made each round. A successful Heal check (DC 10 + 1/2 your caster level + your relevant ability score modifier) slows the spilling of blood to 1 point of Con damage every other round for the remainder of the duration.

Material Component: A few drops of blood.

Spiritual Trance

Divination

Level: Clr 1

Components: V, S

Casting Time: 1 round

Range: 100 ft.

Area: 100-ft.-spread, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You place yourself in a trance (you cannot move, speak, or take any action and are considered helpless) that allows you to sense magical creatures (any creature with spell-like or supernatural abilities) or permanent magical effects in the area (the presence of magic affecting an area, not magic items). Each round you are in the trance, you can detect the presence of any spirit (a creature with the spirit subtype), incorporeal creature, or permanent magical effect. This spell does not allow you to communicate with a creature in the area.

Spiritbreaker

Abjuration

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 3 rounds; see text

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

Target: One outsider

Duration: See text

Saving Throw: None

Spell Resistance: Yes; see text

Spiritbreaker allows you to inflict wracking pains on an outsider, usually in order to exact a service from

it. If the creature refuses and you continue the spell, it is eventually condemned to its plane of origin. This spell is often used in combination with the various *binding* spells.

In order to cast this spell, you must have a specially prepared document that contains the outsider's true name; otherwise, the spell automatically fails. You can start and pause the reading at any time, so long as a number of rounds equal to your caster level has not elapsed since the spell was started. You can end the casting at any time by simply not finishing the reading of the document.

When you begin reading the document, the subject feels great discomfort and is rooted to the spot (unable to move from its location by either normal or magical means). The creature can escape in this round by pitting its spell resistance against your caster level check. If it succeeds, the creature is still powerless to attack you, but can move normally (including retreating to its home plane unless magically held or contained in such a way that it cannot escape; such as by any of the *planar binding* spells).

During the second round of reading, the subject feels great pain course through its body; it is robbed of one-quarter of its total hit points (no save).

At the beginning of the third round of reading, the subject is in immense pain and loses one-half of its current hit points (no save). At the end of the third round, the creature is condemned to its home plane—where it remains confined (unable to be summoned to your plane and unable to leave its own plane) and in torture for a number of years equal to your caster level. (From this point forward, said creature is your sworn enemy. Note, this confinement/condemnation does not prevent the creature from sending its minions and servitors to deal with you.)

Focus: The specially prepared document (described above) must contain the true name of the outsider to be affected. The document

itself costs 1,000 gp for the paper or parchment, special pens, and other materials. The ink used to scribe the document must be made from powdered rubies (totaling at least 5,000 gp) and the blood of a vrock, marilith, hezrou, or glabrezu.

Note: An outsider's true name is not easy to come by. Many (particularly in the case of demons) have more than one name they go by and some do not even know their own true name. No outsider will ever voluntarily reveal its true name to anyone, especially a spellcaster from the Material Plane.

Squeaking Floor Alarm

Transmutation

Level: Clr 3

Components: V, S, DF, M

Casting Time: 1 standard action

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

Area: One section of ground or floor 10 ft./level by 10 ft./level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell causes a surface such as a floor or section of ground to squeak loudly when stepped on or touched. The noise generated by the *squeaking floor* can be heard clearly in a 100-foot radius regardless of any barriers. The affected surface must be solid (not liquid or gas or other such substances), but can be made of wood, earth, stone, dirt, and so on; material matters not, but it must be solid.

A creature attempting to move quietly across the affected area takes a –20 circumstance penalty on Move Silently checks. Flying over the affected area does not trigger the spell.

Material Component: A rusty hinge.

Starlight

Evocation [Light]

Level: Drd 2

Components: V, S, DF, M

Casting Time: 1 standard action

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

Effect: Dim light and shadowy illumination in a 60-ft.-radius area

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You illuminate an area with light equivalent to that given off by a clear night sky filled with stars. Such light does not provide bright illumination, only shadowy illumination. (See the section on Vision and Light in the *PHB* for more information.) A creature in the area has concealment relative to a character viewing it. A creature in the area can make a Hide check to conceal itself.

Starlight counters and dispels any darkness spell (one with the darkness descriptor) of an equal or lower level.

Material Component: Several stalks from an amaryllis.

Steal Breath

Necromancy

Level: Clr 6

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

You literally “take the subject’s breath away” by stealing the air from

its lungs. The target can go without breathing for a number of rounds equal to twice its Constitution. Each round thereafter, the subject must make a Constitution check (DC 10, +1 per previous check) to continue doing so. If the subject fails a Constitution check, it falls unconscious (0 hp). On the next round, the subject drops to –1 hit points and is dying. On the third round, the subject suffocates and dies.

A creature that is unable to breathe is also unable to speak and cannot cast spells with a verbal component or communicate verbally with others.

The target can break the spell by first making a successful Constitution check using spell’s save DC followed by a successful Fortitude save. Attempting to fill one’s lungs in this manner is a full-round action that draws an attack of opportunity.

Steam Bolt

Evocation [Fire]

Level: Drd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You cause a superheated cloud of steam to strike an opponent. The steam does 1d6 points of damage per caster level (10d6 maximum) to any single creature it strikes. Anyone struck by the cloud is coated with a thin film of water as the steam scalds them.

Steam cloud

Conjuration (Fire)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Fort half

Spell Resistance: No

You call up a billowing cloud of superheated air that rolls across the ground toward an enemy. The steam cloud deals 1d4 points of damage per caster level (10d4 maximum) to creatures that remain in the cloudbank. Anyone within the cloudbank is also treated as if they are within a *fog cloud*.



Snakes to Sticks

The steam cloud moves away from you at 10 ft. per round. Figure out the cloud's new spread each round based on its new point of origin, which is 10 ft. farther away from the point of origin where you cast the spell. A strong wind, or *gust of wind* spell, forces the cloud to dissipate in 2 rounds.

Stench of Death

Necromancy

Level: Drd 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: Object or creature

Duration: 10 min./level

Saving Throw: Fort negates

Spell Resistance: Yes

You cause a pungent odor to arise around you. The smell drives away wild animals that come into range (although familiars or animal companions can remain on a successful Fort save). Creatures that rely on the Scent ability must also make the Fort save to remain in the area. This spell reliably keeps most normal animals, and even magical beasts, away from an area but it has the drawback of attracting carrion eating creatures from great distances.

Sticks to Snakes

Transmutation

Level: Clr 4, Drd 4, Serpent [Good/Evil] 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Target: 1d4 sticks plus 1 stick/level

Duration: 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

By means of this spell, you change 1d4 sticks plus one per caster level (maximum 1d4+20) into Small or Medium poisonous vipers, depending on the size of the wood used (sticks under 4 feet long become Small vipers, and sticks over 4 feet long become Medium vipers). Sticks or wood of a magical nature, or those larger than 6 feet long, cannot be affected by this spell. If a target stick is held or carried by someone other than the caster when this spell is cast, the item receives a Fortitude

save just as if the person holding the stick was making the saving throw.

The snakes have the abilities and statistics of a standard Small or Medium viper (see the MM). The snakes do not attack you, and seek to attack your opponents to the best of their ability. You can direct a snake as if by telepathy not to attack, to attack particular enemies, or to perform other actions. When reduced to 0 or less hit points, a snake reverts to its original (undamaged) stick form.

Sticks to snakes dispels and counters snakes to sticks.

Storm of Vitriol

Evocation (acid)

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: one mile

Area: 100 foot radius

Duration: Instantaneous

Saving Throw: Fort half

Spell Resistance: [Yes/No]

You blast a large area with burning droplets of vitriol, corroding and dissolving anything in the area. This spell does 1d6/level acid damage (max 15d6) and 1d6/2 levels unnamed damage (max 10d6) (Fortitude save for half damage). Anyone who takes damage from the vitriol must make a second Fortitude save (same as the spell DC) or take 1d3 points of temporary Dexterity damage from the poisonous fumes. Creatures that do not breathe (such as undead) or which are immune to acid are immune to the secondary effect.

Strength of the Earth

Transmutation [Earth]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell imbues a single object of Large or smaller size with a hardness of 6 or less with the essence of the earth. This increases the object's hardness by +5, its Break DC by +5, and doubles its hit points.

Material Component: A pinch of powdered adamantite worth 200 gp.

Striking Likeness

Illusion [Shadow]

Level: Bard 5

Components: V, S, M, F

Casting Time: See text

Range: 0 ft.

Effect: One semi-real object

Duration: 1 day

Saving Throw: None

Spell Resistance: No

Casting the spell takes as long as it does to craft the painting, determined per the normal rules for the Craft skill, except that the goal is the price of the item being painted (not the painting), raw materials costs are replaced with the material components, each check is DC 20 and represents one minute's work instead of one week's, and each check gives progress in gold pieces as opposed to silver pieces. For example, Leonard wishes to use this spell to produce a working model of a marble statue from his sketch. The statue's final value would be 4,000 gp, and he has a Craft (painting) modifier of +15. Taking 10, he 'produces' 500 gp of progress per minute, and thus finishes the painting (and casting the spell) in 8 minutes, using 40 gp worth of paints and pigments in the process.

Once the painting is completed, the object springs in to being from the canvas. For one day, it functions as though it really were what it represents (except for a curious tendency to leave paint stains on anything it touches), but then it molders in to formless shadows and color and is no more.

This spell cannot create magic items. Items created by this spell cannot be used as spell components, but they can be used as spell foci.

Material Components: Paint or other pigments equal in value to 1/100th the price of the final item.

Focus: A paintbrush made of phoenix feathers, worth 2,000 gp, with which the painting is done.

Subdual Ray

Evocation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creatures
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

A ray of whitish-gray energy projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of non-lethal damage +1 point per caster level (maximum +10). Creatures that are immune to non-lethal damage (such as constructs) do not take any damage from this ray.

Material Component: A glove.

Summon Animals

Conjuration (Summoning)
Level: Beast 5*, Clr 6, Drd 5
Components: V, S
Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons a number of normal animals (including giant-sized or dire) that fight for you. You can't summon more HD of animals than twice your caster level with a single casting of this spell. The animals appear where you designate and act immediately, on your turn. They attack opponents to the best of their ability. If you can communicate with the creatures, you can direct them not to attack, to attack particular enemies, or to perform other actions.

Animals cannot be summoned into an environment that cannot support them. You choose what kind of animals to summon, and you can change that choice each time you cast the spell.

Summon Dust Devil

Conjuration (Calling)
Level: Clr 2, Drd 2
Components: V, S, DF
Casting Time: 3 rounds
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One called elemental of 2 HD
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

By casting this spell, you summon a dust devil from the Elemental Plane of Air. You can communicate with the creature (it speaks Common) and direct it to attack, not attack, or to perform special actions. If you and the dust devil move more than 30 feet apart, the creature is automatically dispelled and returns to its home plane.

The dust devil cannot be summoned into an environment that cannot support it. Likewise, the dust devil cannot attack creatures native

Dust Devil: CR 2; SZ M Elemental [Air]; HD 2d8+2; hp 11; Init +3; Spd fly 100 ft. (perfect); AC 16 (+3 Dex, +3 natural), touch 13, flat-footed 13; BAB/Grp +1/+1; Atk whirlwind (see text); Full Atk whirlwind (see text); SA air mastery, whirlwind; SQ darkvision (60 ft.), elemental traits; AL N; SV Fort +1, Ref +6, Will +0; Str 12, Dex 17, Con 12, Int 4, Wis 11, Cha 11.

Skills: Listen +2, Spot +3. *Feats:* Flyby Attack, Weapon Finesse (b).

SA—*Air Mastery (Ex):* Airborne creatures take a –1 penalty on attack and damage rolls against a dust devil.

SA—*Whirlwind (Su):* A dust devil's natural form is that of a whirlwind, 5 feet wide at the base, 10 feet wide at the top, and 15 feet tall. A dust devil can move through the air or along a surface at its fly speed.

Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

An affected creature must succeed on a DC 12 Reflex save when it comes into contact with the dust devil or take 1d4 points of damage. A creature one or more size categories smaller than the dust devil must also succeed on a second DC 12 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d4 points of damage each round. A creature that can fly is allowed a DC 12 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. It always ejects trapped creatures before returning to its home plane.

If the dust devil's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

to a plane different from yours. If the dust devil attacks a creature with innate spell resistance (not spell resistance gained from a magic item, spell, or spell-like ability), it deals normal damage if it hits, but is automatically dispelled after it attacks.

Summon Hellhounds

Conjuration (Calling) [Evil]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 round

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

Effect: Three or more hellhounds, no two of which can be more than 30 ft. apart; see text

Duration: One week or one year (D); see text

Saving Throw: None

Spell Resistance: No

This spell summons 1d4+2 hellhounds. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for one week unless you dismiss them. If the hellhounds are created only for guard duty, however, the duration of the spell is one year. In this case, the hellhounds can only be ordered to guard a specific site or location. Hellhounds summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

Material Component: A bit of bat dung, and a pinch of dirt from one of the planes of Hell or a few drops of blood from a devil.

Summon Shadow

Conjuration (Summoning) [Evil]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 round

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

Effect: One or more shadows, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You can summon 1 shadow for every three caster levels (maximum 6 shadows at 18th level). Shadows

Summoning Undead

As with all spells, the DM should have final control over what types of undead can be summoned and how easily they can be controlled. Other spells and abilities should be taken into account when determining whether or not these spells are allowed in your game. The DM, and players, should keep several things in mind; first, many undead have profound weaknesses that others can take advantage of, second, undead that are summoned can be successfully turned or rebuked by opposing clerics. A summoner is advised to dismiss the spell quickly if the undead they summon are rebuked and controlled by an evil cleric.

Summoned undead that create spawn of any sort when killing a creature do not have control of the created spawn, nor does the caster summoning them. Wise casters know of this potential drawback and choose the undead summoned with caution.

appear where you designate and act immediately, on your turn. They attack your opponents to the best of their ability. If you can communicate with them, you can direct them not to attack, to attack particular enemies, or to perform other actions. Summoned shadows can be turned or rebuked, and even redirected toward you if successfully rebuked.

A summoned shadow cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Shadows created by summoned shadows act independently and are not under your control.

See the MM for details of the shadow.

Material Component: A bit of smoky quartz.

Summon Undead I

Conjuration (Summoning) [see text]

Level: Clr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 round

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

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons an undead creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you

can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Undead table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned undead cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water undead, it is a spell of that type.

Arcane Focus: A small (not necessarily lit) candle and a bit of flesh or hair from a corpse.

Summon Undead II

Conjuration (Summoning) [see text for *summon undead I*]

Level: Clr 2, Sor/Wiz 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Undead

1st Level

Ghoul
Shadow, lesser*
Shadow rat, common*
Skeleton, human warrior
Skeleton, owlbear
Skeleton, wolf
Zombie, brine*
Zombie, human commoner
Zombie, juju, Tiny*
Zombie, kobold
Zombie, spellgorged (CR 1/2–1)**
Zombie, troglodyte

2nd Level

Allip
Cadaver**
Ghast
Ghoul-stirge*
Poltergeist*
Shadow
Skeleton, troll
Wight
Wolf, ghoul*
Zombie, bugbear
Zombie, juju, Small*
Zombie, ogre
Zombie, spellgorged (CR 1–2)**

3rd Level

Coffer corpse*
Hanged man**
Hoar spirit**
Huecuva*
Shadow rat, dire*
Skeleton, chimera
Skulleton*

Wolf, shadow*
Wraith
Zombie, juju, Medium*
Zombie, minotaur
Zombie, spellgorged (CR 2–3)**
Zombie, wyvern
Zombie, umber hulk

4th Level

Barrow wight*
Bleeding horror (CR 4–5)*
Bloody bones*
Draug*
Grave risen**
Haunt*
Mummy
Mummy of the deep*
Skeleton, ettin
Spectre
Vampire Spawn
Zombie, juju, Large*
Zombie, gray render
Zombie, spellgorged (CR 3–4)**

5th Level

Bleeding horror (CR 5–6)*
Bog mummy*
Fear guard**
Fire phantom**
Murder crow**
Skeleton, advanced megaraptor
Skeleton, black**
Zombie, spellgorged (CR 5–6)**

6th Level

Bhuta*
Bleeding horror (CR 6–7)*
Darnoc*

Demiurge*
Dread wraith
Ghost (CR 5–8)
Murder-born**
Skeleton, cloud giant
Undead ooze*
Vampire (CR 5–8)
Zombie, spellgorged (CR 6–7)**

7th Level

Apparition*
Bleeding horror (CR 7–8)*
Bleeding horror minotaur*
Bodak
Cinder ghoul**
Ghost (CR 6–9)
Greater Shadow
Mohrg
Troll, spectral*
Vampire (CR 6–9)

8th Level

Bleeding horror (CR 8–9)*
Ghost (CR 7–10)
Skeleton, young adult red dragon
Vampire (CR 7–10)
Vampiric ooze*
Zombie, juju, Huge*

9th Level

Bleeding horror (CR 9–10)*
Crucifixion spirit**
Devourer
Ghost (CR 8–11)
Lich (11 HD)
Phantasm**
Red jester**
Vampire (CR 8–11)

* Monster detailed in the **Tome of Horrors** by **Necromancer Games**.

** Monster detailed in the **Tome of Horrors 2** by **Necromancer Games**.

Summon Undead III

Conjuration (Summoning) [see text for *summon undead I*]

Level: Clr 3, Sor/Wiz 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one undead from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Undead IV

Conjuration (Summoning) [see text for *summon undead I*]

Level: Clr 4, Sor/Wiz 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Undead V

Conjuration (Summoning) [see text for *summon undead I*]

Level: Clr 5, Sor/Wiz 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except that you can sum-

mon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Undead VI

Conjuration (Summoning) [see text for *summon undead I*]

Level: Clr 6, Sor/Wiz 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

This spell functions like *summon undead I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.



Summon Undead IV

Summon Undead VII

Conjuration (Summoning) [see text for *summon undead I*]

Level: Clr 7, Sor/Wiz 7

This spell functions like *summon undead I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Undead VIII

Conjuration (Summoning) [see text for *summon undead I*]

Level: Clr 8, Sor/Wiz 8

This spell functions like *summon undead I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Undead IX

Conjuration (Summoning) [see text for *summon undead I*]

Level: Clr 9, Sor/Wiz 9

This spell functions like *summon undead I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Swim

Transmutation

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The subject gains a +10 enhancement bonus on Swim checks. The enhancement bonus increases to +20 at caster level 6th, and to +30 (the maximum) at caster level 10th.

Material Component: A few scales from a fish.

Swirling Leaves

Abjuration

Level: Rgr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You surround yourself with swirling leaves making it difficult for an opponent to hit you with ranged attacks or melee weapons. All attacks against you suffer a 20% miss chance.

Symbol of Discord

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *symbol of death*, except that all creatures with an Intelligence score of 3 or higher within 60 feet who fail a Will save immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts 10 minutes per caster level. This version is a mind-affecting spell.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Hopelessness

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *symbol of death*, except that all creatures within the radius must attempt Will saves. If the rune is carefully engraved on a surface, the save DC increases by 4. If the save fails, the creature suffers from hopelessness for 3d4x10 minutes and submits to simple demands from foes, such as to surrender or get out. If no foes are present to make demands, there is a 25% chance that a hopeless creature proves unable to take any action except hold its ground. If the creature remains free to act, there is a 25% chance it retreats from the rune

at normal speed. In either case, the creature can defend normally if attacked. Once triggered, the symbol lasts 10 minutes per caster level. This version is a mind-affecting spell.

Material Component: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Synaptic Disturbance

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You create a disruption in the nerve cells of the target creature causing them to misfire and send false impulses to the victim's brain each time it takes an action. During the duration of the spell, each time the target creature makes or decides on an action it must succeed at a Will save to avoid taking 1d6 points of damage. Spell casters suffer even more horribly, the pain induced forces a both a successful Will save and a successful Concentration check (DC 20+ spell level) in order to cast a spell.

Taunt

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard

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

Targets: One or more creatures, whose total HD do not exceed twice your caster level.

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You call out insults and challenges that irritate and enrage creatures nearby forcing them to direct all of their attacks at you. You can affect a number of creatures whose total combined HD do not exceed twice your caster level. Creatures failing a Will save move toward you at their normal speed, foregoing any ranged attacks and spells, to engage you in melee combat. Mindless creatures and creatures with an Intelligence score less than 3 are immune to the effects of this spell.

When you cast this spell, you choose the type (humanoid, magical beast, monstrous humanoid, and so on) of creature to be affected. Only one type can be affected by a single *taunt* spell. Hit Dice that are not sufficient to affect a creature, or "extra" Hit Dice left over (if there are not enough creatures of one type to affect) are wasted.

For example, Cyrel, a 6th-level wizard, casts *taunt* at a group of 3

gnolls (2 HD each) and 2 minotaurs (6 HD each). He can affect a total of 12 HD worth of creatures. Thus, he can choose to affect either both minotaurs (12 HD total) or all 3 gnolls (6 HD total). If he chooses the gnolls, he affects all 6 HD; the remaining 6 HD he could affect is wasted (since there are no more humanoids to be affected).

Multiple *taunt* spells overlap, they do not stack. If a creature is affected by more than one *taunt*, when the first wears off, it moves and directs its attacks at the caster of the *taunt* spell still in effect.

Teleport Other

Conjuration [Teleportation]

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You direct magical energies at a single creature up to size Large that is within 30 feet in an effort to teleport the target to a specific location up to 100 miles away per caster level. The caster must be very familiar with the teleport destination. Any attempt to teleport a target into a solid object, underwater, or to a location not firmly known to the caster results in automatic failure. While this spell can't be used to directly injure a target, it

can certainly remove a specific target from battle.

Thicken

Transmutation

Level: Drd 0, Clr 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object Touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Once this spell is cast you are able to manipulate small objects made from organic materials such as wood, wool, linen, etc. You can increase, or even decrease, their thickness and strength. For example, you are able to thicken a woolen shirt into a warm winter proof covering or a change a thin hemp rope into a hardy cord capable of withstanding a Medium creature's weight.

The object you wish to manipulate can't have a volume greater than 1 cubic foot and must be made of organic material. You can increase, or decrease, the hardness and hp possessed by the item by 10% per caster level (max 50%). This spell won't work on metal armor or weapons because they are not made of organic materials. While you couldn't increase the AC value of a suit of leather armor, you could alter its ability to withstand damage for a short period of time. Objects that already have some form of enchant-



Taunt

ment or magical nature cannot be affected by this spell.

Thorn Snare

Conjuration (Creation)

Level: Clr 2, Drd 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Thorn thicket 5 ft./level radius

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

A thicket of thorns rises from the ground to snag at enemies trying to pass. Movement through the thorny patch is halved as branches are cut or moved aside. Anyone attempting normal movement must succeed at a Reflex save or take 1d6 points of damage from the briar patch and be slowed to 5 ft. of movement per round while in the thicket.

Time Acceleration

Illusion (Phantasm)

Level: Sor/Wiz 7, Time 6*

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: One 10-ft. cube

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

The spell affects the minds and bodies of those entering the area into believing the passage of time is much faster than normal. Every 10 minutes spent in the area seems like a full hour; every hour is equal to six hours; four hours is equal to one day. While in the area, a creature must eat, sleep, etc. according to the faster passage of time. Spells cast or in effect in the area follow the accelerated passage of time. Likewise, creatures in the area rest, heal, and recover lost spells at an accelerated rate.

Time acceleration dispels and counters *time deceleration*.

Time Deceleration

Illusion (Phantasm)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: One 10-ft. cube

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

The spell affects the minds and bodies of those entering the area into believing the passage of time is much slower than normal. Every 10 minutes spent in the area seems like a round; every hour is equal to 10 minutes; one day seems like four hours. While in the area, a creature must eat, sleep, etc. according to the slower passage of time. Spells cast or in effect in the area follow the decelerated passage of time. Likewise, creatures in the area rest, heal, and recover lost spells at a decelerated rate.

Time deceleration dispels and counters *time acceleration*.

Torrent

Evocation [Water]

Level: Clr 6, Drd 5

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You create a blast of water, originating at your hands and extending outward in a cone. A creature struck takes 1d6 points of nonlethal damage per caster level (maximum 10d6). Additionally, treat the blast of water attack as a bull rush with a +12 on the Strength roll (+6 for Strength 22, +4 size, and +2 for charging, which it always gets). The torrent always moves with the opponent to push that target back the full distance allowed, and it has no speed limit.

Material Component: A small glass cone and a few drops of sea water.

Touch of Madness

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates, see text

Spell Resistance: Yes

If the target fails a Will saving throw, its Wisdom score drops to 1. The affected creature is unable to use Wisdom-based skills or cast spells (if the subject's relevant casting ability score is Wisdom). The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effect of *touch of madness*. A creature that can cast divine spells, such as a paladin or cleric, takes a –4 penalty on its saving throw.

Material Component: A handful of coal dust and a bit of broken glass or quartz.

Track Magic

Divination

Level: Rgr 4

Components: V, S, F

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: Yes (harmless)

Spell Resistance: Yes (harmless)

You give yourself the ability to see traces of magic. You may follow the

trail of any creature that has active (or continuous) spells, magic items or spell-like abilities. You must still make Survival checks and have the Track feat to attempt to trail someone in this fashion. Instead of weather affecting your ability to follow, discharges of magic in an area have the same effect as rain on the magical tracks. The spell lets you see a faint, glowing trail, but you cannot tell what type of magic creates it. For every three active items/spells/abilities, you gain a +1 circumstance bonus to the Track check. This spell does not help you track via magic used to conceal or alter normal tracks, such as *trackless step* or *dust of tracelessness*, but it would still give you a chance to track other active magic in the possession of someone using those magics to avoid being tracked.

Focus: A rare wooden dowsing rod enchanted with special oils and components worth 250 gp.



Torrent

Transform Boulder to Pebble

Transmutation

Level: Drd 4, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

Range: 50 ft.

Targets: One boulder/level, all of which must be no larger than a 10-ft. cube

Area: Boulders within a 50-ft.-radius spread, centered on you

Duration: Permanent; see text (D)

Saving Throw: None (object)

Spell Resistance: No (object)

This spell enables you to change one boulder per caster level into a miniscule pebble no larger than 1-inch in size. Each boulder to be affected must be within a 50-ft.-radius around you, and none can be larger than a 10-ft. cube. Boulders that are transmuted remain that way until dispelled and each radiates magic if detected for.

This spell has no effect on creatures constructed of stone, nor can it be used to alter statues, gemstones, or other such items.

Focus: The boulder(s) to be affected.

Transform Pebble to Boulder

Transmutation

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One pebble, plus 1/3 levels

Duration: Instantaneous

Saving Throw: None (object)

Spell Resistance: No (object)

This spell enables you to change a single pebble (a small rock no larger than 1-inch in size) that you hurl at an opponent into a boulder (in mid-flight) that deals damage as if hurled by a hill giant (2d6+7 points of damage). You are considered proficient with the pebble and must make a successful ranged attack to hit. The pebble has a range increment of 20 ft. You must throw the pebble for the spell to take effect. The spell does not affect a pebble thrown by any other creature.

For every three caster levels, you can throw and change one additional pebble. You can only throw one per round and all affected pebbles must be thrown in consecutive rounds (one right after the other) or the spell ends.

This spell has no effect on creatures constructed of stone.

Focus: The pebble(s) to be affected.

Transmute Dust to Water

Transmutation [Water]

Level: Drd 6, Sor/Wiz 6

Components: V, S, DF/M

Casting Time: 1 standard action

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

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: No

This spell transforms an area of dust or dirt into wholesome, fresh, drinkable water. Magical dust or earth cannot be affected by this spell. The depth of the water created cannot exceed 10 ft. A creature unable to swim in the area sinks to the bottom and follows all rules for submersion in water. Creatures large enough to walk on the bottom can wade through the area at one-half their normal speed.

This spell does not work on rock, stone, or the like and has no effect on creatures formed of earth (such as earth elementals).

The water remains until a successful *dispel magic* or *transmute water to dust* spell restores its substance—but not necessarily its form. Evaporation turns the water to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Arcane Material Component: A handful of dust, a seashell, and a pinch of diamond dust (worth at least 500 gp).

Transmute Gold to Steel

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: Touch

Area: up to 1 lb. per level

Duration: Permanent

Saving Throw: None (See Text)

Spell Resistance: No

The idea that some would want to change gold into steel is unthinkable to most, but this spell has very potent powers when used in conjunction with other spells or in the creation of magic items. Soft, easily worked gold can be shaped into complex forms or razor thin blades and then turned into the highest grade steel with a simple spell. The steel created by the spell is automatically free from any flaws or imperfections and is ready for immediate enchantment. It also holds enchantments better and longer than less pure forms of steel. *Transmute gold to steel* can only be used on inanimate objects that have been prepared specifically for this purpose so there is no saving throw and magic resistance does not apply.

Transmute Water to Acid

Transmutation [Acid]

Level: Drd 5, Sor/Wiz 5

Components: V, S, DF/M

Casting Time: 1 standard action

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

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None and Will negates and Fortitude half; see text

Spell Resistance: No and Yes; see text

This spell transforms a volume of normal or magical water into an equal volume of highly corrosive acid. Any creature touching this acid takes 1d6 points of damage per round of exposure. If the acid is consumed, the victim takes 10d6 points of damage and must make a successful Fortitude save (DC 15 + your relevant ability score modifier) or take 2d4 points of Constitution damage. One minute later the victim must make a second save (same DC) or take another 2d4 points of Constitution damage.

Magical liquids (including potions) can be affected by this spell and lose their magical properties if transmuted. Potions and other magical waters re-

ceive a save against this spell's effect. Artifacts cannot be affected.

This spell cannot be used to change water that a creature has already consumed or ingested.

If targeted against a water-based creature (one with the water subtype), the creature takes 1d6 points of damage per caster level (maximum 15d6). A successful Fortitude save halves the damage.

Only *dispel magic*, *limited wish*, *wish*, *miracle*, or similar magic can restore waters transmuted by this spell.

Arcane Material Component: A few drops of acid and water.

Transmute Water to Dust

Transmutation [Earth]

Level: Drd 6, Sor/Wiz 6

Components: V, S, DF/M

Casting Time: 1 standard action

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

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent

Saving Throw: None or Fortitude partial; see text

Spell Resistance: No

This spell transforms normal water into fine dust. Any creature in the water is allowed a Reflex save to escape before the area is turned to dust (though only creatures that require water for survival, such as fish, suffer any ill effects from the dust).

If the body of water targeted is larger than the area affected by this spell, the remaining water simply pours into the affected area mixing with the dust and causing a silt-like mud to form on the surface in the area.

If targeted against a water-based creature (one with the water subtype) of Huge or smaller size, the spell kills the creature if it fails a Fortitude saving throw. Even if the save succeeds, the creature takes 1d6 points of damage per caster level (maximum 15d6).

Transmute water to dust counters and dispels *transmute dust to water*.

Arcane Material Component: A bit of seashell and powdered diamond (worth at least 500 gp).

Transparent Steel

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: Touch

Area: up to 10 lb. per level

Duration: Permanent

Saving Throw: None (See Text)

Spell Resistance: No

This interesting spell is used to create entire blocks of transparent steel. Used centuries ago to create windows impervious to breakage or attack, the spell requires only the purest of starting materials. Steel products not made with the utmost of care (Craft check DC 20) fail to take the enchantment properly. The costs of the spell, and its limited use, generally meant a craftsman could make a product out of gold and then use *transmute gold to steel* before using *transparent steel*. This undoubtedly increased costs considerably, but the end product was always the hardest steel and almost completely transparent. Blocks of transparent steel used as windows have been discovered in the ruins of some ancient castles, and some windows still exist in some areas. In rare cases, some individuals have been discovered with transparent, razor-sharp weapons that are virtually undetectable, even with a *detect invisibility* spell.

Treacherous Blow

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Personal or touch

Target: You or living creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

Using this spell grants you (or the creature you touch) the ability to sneak attack an opponent as a rogue equal to your caster level. The conditions of a sneak attack must still be met (opponent must be denied Dexterity bonus to AC or must be flanking the target, and ranged sneak attacks are only effective within 30 feet).

Tree Ladder

Transmutation

Level: Drd 1, Rgr 1, Sor/Wiz 1

Weapons of Transparent Steel

Weapons made of transparent steel usually have a visible hilt for the wielder. Opponents do not know the exact length or shape of the weapon, giving attacks with a transparent weapon a +1 circumstance bonus to attack rolls. Individuals with a Weapon Focus feat spent on the appropriate weapon type receive a +2 circumstance bonus to attack rolls and a +2 bonus to AC through an increased ability to parry with the transparent weapon. These bonuses only apply to combat with creatures that are able to see the wielder. They do not apply to sneak attacks, attacks against blind or blinded creatures, or similar situations. Transparency of a weapon is considered a +1 bonus with respect to cost of creation and enchantment (see the *DMG*) and all transparent weapons discovered to date have additional enhancement bonuses.

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One tree

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

Easy-to-climb, ladder-like handholds grow from the bark of a living tree, allowing quick access into the upper branches of a tree (Climb DC 5). The handholds are natural growths, but are sturdy enough to support a Medium creature. The growths sink back into the tree when the spell ends. If used on a sentient tree, the target gets a Will save to resist the effect.

Tremor Sense

Abjuration/Divination

Level: Drd 2, Ranger 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal
Duration: Five rounds/level
Saving Throw: None
Spell Resistance: No

You gain the supernatural ability of Tremor Sense and can detect all moving creatures in contact with the ground within a 30 ft. radius. This provides you with a +10 bonus to Spot checks versus creatures hiding or moving on the ground and effectively negates *invisibility* for any moving creature. Flying or motionless creatures cannot be detected through the use of this spell but creatures tunneling underground are easily detected.

Trip

Transmutation
Level: Drd 2
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: One vine or similar object, 5 ft. long/level (see text)
Duration: 1 min./level
Saving Throw: None (see text)
Spell Resistance: No

This spell allows you to magically animate a length of rope or vine, a pole, stick, or other such object up to 5 feet long per caster level in order to trip an unsuspecting opponent. This spell causes the affected object to rise slightly off the ground whenever a living creature moves into a space occupied by the object. Treat this as a trip attack with a +5 bonus on the Strength check (+5 for Strength 20). An opponent that succeeds at its opposed check cannot react to trip the animated rope, vine, pole, or object affected by this spell. A creature failing its opposed roll falls prone and is stunned for 1 round. A running creature takes 1d6 points of nonlethal damage and is stunned for one additional round if it fails its opposed roll.

The affected object takes on a translucent form and is likely to be overlooked (DC 25 Spot check to notice it).

Focus: A length of vine, rope, a pole, or stick, at least 5 feet long.

Tune of Passage

Evocation
Level: Brd 2

Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: 1 lock per caster level
Duration: 1 minute
Saving Throw: Personal
Spell Resistance: No

You gain the ability to manipulate locks by humming at a special frequency. This enables you to use a Perform skill check against a lock's Open Lock DC value. If you succeed you unlock the lock. Note that this does not deactivate any traps and it cannot be used at a distance. You must be standing within 5 ft. of the lock you are attempting to open. You can open up to 1 lock per level with this spell, within the duration of the spell. It takes just as long for you to get the proper harmonics as it would for a rogue to use their Open Locks skill.

Turn to Ooze

Transmutation
Level: Sor/Wiz 7, Slime 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

An unearthly pink light spring from your palms causing the target and all possessions to turn into a puddle of harmless ooze. You must succeed at a ranged touch attack. A creature that makes a successful Fortitude save is only partially affected. The creature takes 4d6 points of damage instead of liquefying. Only the first creature struck can be affected.

Twig Torture

Necromancy (Evil)
Level: Clr 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 round
Range: 1 mile
Target: 1 creature
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

You form a crude representation of a humanoid from dead twigs. Something belonging to the target must be incorporated

into the twig being. If the spell succeeds, the caster is able to inflict pain upon the target by breaking individual twigs of the caricature. You inflict pain on the victim by breaking or burning pieces of the twig figure. You can do a total of 1d6/level (max 10d6) points of damage to the victim and you can split this damage up over time. For example, a 10th-level cleric could do 1d6 points of damage with one break, followed by 5d6 points of damage on the next break, etc. until she deals a total of 10d6 points of damage. You can spread this damage out over a period of hours if you wish, or inflict it all at once. The first time you break a twig the victim gets a Will save, if the save is successful the link between the twig figure and the victim is broken and damage to the figure does not harm the target. Once you have done maximum damage to the target, or if the target made their saving throw, the figure is destroyed and worthless.

Material Component: Personal effect of target, twine left outside during a full moon.

Twitch

Enchantment (compulsion) [mind effecting]
Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 5 rounds
Saving Throw: Will negates
Spell Resistance: Yes

You cause a target to lose precise control over their finger movements. While this doesn't cause problems holding weapons for combat, spellcasters suffer a 20% chance of miscasting and losing any spell with a somatic component. The target also suffers a -4 circumstance penalty to Disable Device, Open Lock, Use Magic Device, and Use Rope skill checks. A successful Will save negates all spell effects.

*Undead Alteration*

Unchained Melody

Transmutation

Level: Brd 1

Components: V

Casting Time: 1 standard action

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

Area: 20 ft. radius

Duration: 1 round

Saving Throw: None

Spell Resistance: No

You weaken bonds providing all within a 20 ft. radius a +5 circumstance bonus on Escape Artist checks.

Unchained Melody, Greater

Transmutation

Level: Brd 4

Components: V

Casting Time: 1 standard action

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

Target: 1 lock or chain

Duration: Instantaneous (see text)

Saving Throw: None

Spell Resistance: No

You target one lock or chain with this spell. If the target is a lock, the

spell causes the locking mechanism to malfunction and open as if unlocked. If the target is a chain, it caused a link to pull open, allowing the chain to be broken or pulled apart. The effect occurs as soon as the spell is cast, but the lock can be relocked or the chain link fixed, which would negate the effects of the spell.

Undead Alteration

Illusion

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: Undead equal to 1 HD/caster level

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

You alter the form of an undead creature to make it look like a skeleton or zombie. The undead creature is cloaked with an illusionary form of a skeleton or zombie (your choice). This is normally used to fool others into thinking a more powerful undead

such as a ghost, or even a vampire, is a lowly skeleton or zombie. Anyone interacting with the creature(s) cloaked by this spell, or attempting a turning check, is permitted a Will save to disbelieve the new form. **Material Component:** Three drops of water, sinew from a mammal, and a drop of quicksilver.

Undertow

Evocation (Force)

Level: Sor/Wiz 2, Water 3

Components: V, S

Casting Time: 1 standard action

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

Area: 10-ft. radius/level

Duration: 3 rounds/level.

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a powerful undertow that pulls any swimmer failing a Fortitude save beneath the surface of the water to a depth of 10 ft. Every round thereafter, until the spell's duration elapses, the victim is permitted a DC 18 Strength check or a DC 20 Swim check to break free of

the *undertow*. Remember, a submerged creature can hold its breath for a number of rounds equal to twice its Constitution score. Thereafter, it must succeed on a Fortitude save (DC 10+1 per round) or start to drown. Drowning PCs are reduced to 0 hp in the second round, and then to -10 on the third unless they get to air.

Undetectable Charm

Abjuration

Level: Brd 2,Clr 2,Pal 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature or object

Duration: 24 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

An *undetectable charm* spell conceals any charm, compulsion, or enchantment effect of an object or a creature from all forms of detection (such as by a *detect charm* spell).

Undulating Earth

Evocation (Earth)

Level: Drd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: 60 ft. cone

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

By exerting control over the elements you send a powerful wave through the ground to knock your opponents off their feet. You reach down to touch the ground with your hand driving a wave of force through the earth that travels away from you in a 60 ft. cone. Creatures failing a Reflex save are knocked prone while those that succeed remain on their feet and are unaffected. The quick wave undulates through the ground only to lose power and have the earth return to normal in an instant. Trees and other plants that take root are unaffected but all other creatures in the area are.

Unfettered Steed

Transmutation

Level: Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Your mount touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

For the duration of the spell, your mount does not suffer an armor check penalty if wearing light or medium barding, nor is its speed decreased. If your caster level is 5th or higher, this applies to heavy barding as well.

Unholy Ice Axe

Conjuration (cold)

Level: Blk 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You call an axe formed of unholy evil cold to your hands. This acts as a +3 *returning throwing axe* that can only be wielded by the caster. Damage from the unholy axe bypasses the DR of all good-aligned outsiders. For all others the axe is considered magic and evil. A successful hit from the axe inflicts 3d6 points of physical damage and 3d8 points of unholy cold damage. While wielding the axe you gain resistance to fire and cold 15 and are surrounded with a magic circle against good.

Unluck

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: 40 ft.

Target: One living creature

Duration: 1d6+2 rounds (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You surround one creature with a fluctuating pattern of chaos. Each time the creature makes an attack roll, damage roll, skill or ability check, or saving throw, he must roll twice, taking the worst of the two rolls.

Material Component: A broken mirror or a crushed 4-leaf clover.

Unseen Attendant

Conjuration (Creation)

Level: Brd 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Effect: Cleans and grooms person touched

Duration: 1 minute/2 caster levels

Saving Throw: None

Spell Resistance: Yes

You create an invisible, shapeless, mindless creature that quickly grooms you or a creature touched, straightening clothing, brushing hair, freshening breath, cleaning dirt from boots, cleaning off dirt and grime, etc. and generally making you more presentable.

Material Component: A bit of soap and a brush or comb

Unstoppable Tracker

Divination

Level: Rgr 3

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You magically enhance your ability to Track to such an extent that no negative modifiers apply to your Survival check. This spell forces you to keep in motion while tracking, if you stop moving the spell ends. You gain no bonuses to your Survival checks while tracking, you simply do not suffer from any negative modifiers. If the creature or person you are tracking used magical means such as *pass without trace* to cover their trail this spell negates their magic allowing you to track them normally. You can maintain this spell for 1 hour/level (max 8 hours) so long as you continue moving and focusing on Tracking. If you stop to rest or for combat the spell immediately ends.

Material component: a sliver of clear quartz that is crushed into powder and placed beneath the eyes.

Unyielding Durability

Transmutation

Level: Sor/Wiz 5

Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 1 min./level
Saving Throw: None or Will negates (harmless)
Spell Resistance: No

This spell enchants an item so that it cannot be broken by any mortal means. The object, which can weigh no more than 1 pound per caster level, is immune to damage or breakage from any source, though it is not immune to magic effects that transform its basic nature, such as *polymorph any object*.

If the object is subjected to a *disintegrate* effect, the object remains undamaged but the *unyielding durability* spell ends.

Material Component: 500 gp of refined adamantine.

Vengeful Environs

Transmutation

Level: Drd 5, Rgr 4
Components: V, S
Casting Time: 1 round
Range: Medium (100ft. + 10ft./level)
Area: 40 ft. radius spread
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You cause every plant, bug, and animal within the spell's radius to lash out against your enemies. Anyone within the radius takes 2d6 points of damage plus 1 point per caster level. This acts similar to a swarm attack with every small insect, animal and plant in the area inflicting a small portion of the damage. Spell casting in the area is almost impossible, requiring a Concentration check (DC 10 + damage dealt + spell level) to cast a spell. Individual melee and missile attacks against the affected area are useless, but area attacks (*fireball*, etc) can do enough damage to disrupt the spell in at least part of the area. Consider the "swarm" created to have 20 hp per 5 ft. square and a possible saving throw of +0 against area damage. Once these hp are exceeded the small plants, insects, and animals in that 5 ft. square are destroyed.

Vigor

Conjuration (Healing)
Level: Clr 3, Pal 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Vigor frees each affected creature from the effects of fatigue (whether normal or magical in nature). If the subject is exhausted (whether normal

or magical, such as that created by *waves of exhaustion* or *ray of exhaustion*), the exhaustion is changed to fatigue. This spell has no effect on a spellcaster's ability to prepare spells; they must still rest and prepare spells normally.

Vigor, Improved

Conjuration (Healing)
Level: Clr 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Improved vigor functions as *vigor*, except that it removes both fatigue and exhaustion from each creature in the area.

Vines of Binding

Conjuration (plant)
Level: Drd 4, Plant 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Multiple targets with in 30-ft.-radius.
Target: One target/level
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: No

Vines shoot forth from your finger tips entwining targeted creatures. One vine per level (max 10) springs from your fingers to twist and wrap around a creature. Each vine is 30 ft. long and may entangle a large or smaller creature. Anyone failing a Reflex save is wrapped up tightly in the vines and falls to the ground prone and helpless. Vines that miss their target fall harmlessly to the ground. The vines created by this spell wither and fall to dust in 2d4 minutes.

The vines are not attached to your hands or the ground. Multiple vines

may entwine a single creature, but only one saving throw is required to dodge the vines. An entangled creature can break free with a DC 20 Strength check or a DC 25 Escape Artist check for each vine.

The vines have AC 15, 10 hit points, and hardness 4.

Voice of Confession

Enchantment
Level: Brd 4
Components: V, S, F
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature
Duration: See Description
Saving Throw: Will partial
Spell Resistance: Yes

You are able to use your voice to compel a creature to answer your questions truthfully and completely. You may ask one question per level. The victim receives a Will save against each question and may not be asked about the same subject again unless the question is cleverly worded enough as to make it seem different (DC 15 Bluff check). Although you can't know for certain if the subject is resisting the spell, you receive a +10 circumstance bonus to Sense Motive checks to determine whether or not the target is telling the truth. The target of the spell answers questions truthfully, but does not volunteer any additional pertinent information. For instance, a question such as, "did you steal the jewels?" elicits just a "yes" answer but not additional information such as, "Yes, they are in the lockbox under my bed at the Green Harpy Inn, and look out for the poison needle trap." Only one individual may be questioned per spell.

Focus: A shiny gold coin or pocketwatch.

Voice of Memories

Enchantment [Mind-Affecting]

Level: Brd 5

Components: V, S

Casting Time: 1 round

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

Target: One humanoid creature

Duration: Special

Saving Throw: Will negates

Spell Resistance: Yes

You weave magic into your voice or music as you begin hypnotizing your target. If the target fails their Will save their subconscious mind comes under your influence. You have a period of 3 minutes to instill false memories, or cause the target to forget painful experiences. New memories are somewhat fragmented; yet the target's own mind fills them in actually making the spell more effective over time. New memories that go far against anything the target has ever experienced allow a second Will save to reject the "memory" as nothing but a dream.

This spell can be used to set up a "patsy" to take the blame for a crime, or it can be used to help erase and ease painful memories to help an individual begin to move back into normal life after a horrible trauma. You receive no information about memories already contained in the target's mind, you need to be familiar with the character's background already before attempting to erase memories or add new memories.

A special trauma or careful examination of one's past can offer another

Will save to reject new memories or overcome a block to recalling erased memories. Normal healing spells cannot overcome the memories created by this spell but a *limited wish*, *wish*, *miracle* or similar magic instantly return the target to normal. Hypnosis or other spells of the mind also stand a chance of identifying the changed memories (DM option).

Volley Spell

Abjuration

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature touched

Duration: 1 hour/level or until discharged; see text

Saving Throw: Will negates (harmless) and see text

Spell Resistance: Yes (harmless) and see text

This spell allows the recipient to turn (or *volley*) a single spell that targets it back upon the original caster. Range, duration, saving throw, and so on are unchanged. The original caster receives a save against the *volleyed* spell. If the save succeeds, the spell again flies toward the original target. If the target again succeeds on its save, the spell once again volleys back to the original caster. The spell continues *volleying* back and forth until either creature fails its save or until the spell has *volleyed* a number of times equal to twice the spell's level. A creature that fails its

save is affected normally by the original spell and the *volley* spell ends.

For example, a character protected by this spell is targeted by a *lightning bolt*. When the protected character is struck, the *lightning bolt* bounces back to the original caster who must make a Reflex save. If the save succeeds, it takes no damage and the spell again flies toward the original target. That character must succeed on another Reflex save to reflect the spell. If successful, the spell bounces again toward the original caster. This continues for three full exchanges (6 bounces) or until the character protected by this spell or the original caster fails a save.

Note: This spell reflects area spells or spells that target more than one creature. In such a case, only the portion that affects the creature protected by this spell is *volleyed*; creatures or additional targets are affected normally.

Additionally, if an area or multiple-target spell is *volleyed*, only the original caster, and not those around him, is affected by this spell. Likewise, if the original caster saves and the spell *volleys*, only the warded character is affected if it fails its save (those around it are not affected again by the spell).

Material Component: A bit of bent willow (or other flexible wood), wrapped with specially prepared strands of gut.

Wall of Blood

Evocation

Level: Blk 4

Components: V, S, M

Casting Time: 1 standard action

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

Area: wall whose area is up to one 5 ft sq/2 levels

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: No

Blood pours from your hands, forming into a heaving, queasy crimson mass. The *wall of blood* is a flat, vertical barrier that appears where you designate, however it must be brought

into existence with the lower edge touching a flat surface of the same size or larger. The wall shape must be a flat plane, but the edges can conform to fit the space it's created in if smaller than the area.

The wall is one inch thick per caster level. Because it is liquid, it does not have any hit points. Objects and creatures can pass through it. The wall gives concealment to those behind it (20% miss chance). Anyone passing through it becomes coated with thick, slippery, cloying fluid. They must make a Reflex saving throw against the spell's DC or

drop any held items. The smell and taste are also virtually impossible to ignore. Any creature with a discernable anatomy (i.e. subject to critical hits) must make a Fortitude save or they become nauseated for the next round.

The nauseating affect of this spell typically does not affect creatures (such as fiends or demons) that enjoy the taste of blood.

Material Component: A bloody rag.

Wall of Water

Evocation [Water]

Level: Sor/Wiz 3



Wall of Blood

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Curtain of water whose area is up to one 5-ft. square/level, or hemisphere of water with a radius of up to 3 ft. + 1 ft./level

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

An immobile curtain of water springs into existence in the area you designate. The wall need not be anchored on its sides, but it must touch the ground. Depending on the material component used, the wall can be composed of saltwater, freshwater, or brackish water. A *wall of water* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

The wall is immune to damage of all kinds, and is unaffected by most spells (*dispel magic* still affects it). *Disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *Mord's disjunction* spell. *Control water* destroys a single 5-ft. section of the wall.

Creatures on one side of the *wall of water* have total concealment (see the *PHB* for rules on concealment) from creatures on the other side. Ranged attacks made through the wall suffer a -2 penalty on attack and damage rolls. Spells can be cast successfully through the wall though it blocks vision and any spell that requires the caster to see his targets fails.

Creatures can move through the wall at their normal movement rate without harm. Fire creatures or those with a weakness to water take 1d4 points of damage per 2 caster levels (maximum 10d4).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 ft. + 1 ft. per caster level. The *hemisphere* functions as the curtain, but it does not deal damage to fire creatures that go through a breach.

Material Component: A vial of saltwater, freshwater, or brackish water, depending on the type of wall you wish to form.

Warrior's Touch

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You bestow a warrior's touch to the creature you touch granting them a Base Attack Bonus equal to their total HD or levels in place of their normal BAB. The target also gains a +2 bonus to all Fortitude saves and a +4 enhancement bonus to their Constitution. Fighters, paladins, rangers or others with a BAB equal to their HD or level receive only the bonus to Fortitude saves and the enhancement bonus to their Constitution.

Water Double

Conjuration

Level: Sor/Wiz 3

Components: V, F

Casting Time: 1 standard action

Range: Touch

Area: A single body of liquid

Duration: See text; 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes; see text

By touching a body of liquid ranging in size from a goblet to an ocean, you cause the liquid to form an exact duplicate of the first living creature to cast a reflection in the affected liquid. The liquid holds the spell until triggered and does not evaporate.

When a creature casts a reflection on the liquid, an exact double rises in the same round. The double is the same size as the one who cast the reflection unless the volume of liquid prevents this. For example, if the affected liquid is contained in a goblet, then the double will only be about 6 inches tall. Once animated, the double remains for 1 round per caster level (maximum 10 rounds). The *water double* has a base speed equal to twice that of the creature it resembles. It cannot use any of the target's equipment, spells, or special abilities. The *water double*, being amorphous, can flow through cracks and small openings.

The *water double* attempts to touch the creature it resembles. It must succeed at a melee touch attack to do

so. Its attack bonus is equal to your caster level + your Intelligence or Charisma modifier (for wizards or sorcerers). If the touch succeeds, the victim must make a successful Reflex save (DC 13 + your relevant caster ability score). If the save succeeds, the *water double* dies. If the save fails, the liquid quickly spreads across the creature's body, engulfing it in a thin, liquid film. The film constricts the creature dealing 1d6 points of damage each round until the spell expires, is dispelled, or the film is destroyed. The film is AC 15 and has hit points equal to the creature it resembles. Attacking the film with spells or weapons deals an equal amount of damage to the creature engulfed.

Spells that manipulate water such as *control water* or *transmute water to dust* instantly kills the *water double* and ends the spell.

Weaken Outsider Will

Enchantment (Compulsion) [Mind-Affecting] [see text]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Target: One extraplanar creature

Duration: 3 rounds

Saving Throw: None

Spell Resistance: Yes

Using this spell, the caster attempts to force compliance from an oppositely aligned extraplanar creature. In most cases, the creature is bound in a *magic circle* or restrained by a *planar binding* spell so it cannot attack the caster while the spell is cast.

During the round *weaken outsider will* is cast, the target creature feels uneasy and suffers a -2 morale penalty to saves against mind-influencing effects.

In the next round, the creature becomes nervous; the affected creature suffers a -4 morale penalty to saves against mind-influencing effects. (This penalty replaces, and does not stack with, the penalty from the previous round.)

The following round, the creature feels a dull pain slowly envelope its body; the affected creature suffers a -6 morale penalty to saves against

mind-influencing effects. (This penalty replaces, and does not stack with, the penalty from the previous round.)

The creature suffers a -6 morale penalty to saves against mind-affecting spells cast by the caster of the *weaken outsider will* spell for a period of 30 minutes after the end of the spell.

If the caster is interrupted or distracted during the casting of *weaken outsider will* and fails a Concentration check, the target creature can automatically *dominate* the caster (as per the *dominate person* spell) who does not get a save to negate the domination.

Note: When you use *weaken outsider will* to force compliance from chaotic creature, it is a lawful spell; forcing compliance from an evil creature, a good spell; forcing compliance from a lawful creature, a chaotic spell; and forcing compliance from a good creature, an evil spell.

Weapon of Retribution

Transmutation

Level: Pal 3

Components: V, S, DF

Casting time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 10 min. or until discharged (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You call upon your deity to imbue a melee weapon with power to seek justice against a single evil opponent. The opponent must have aggrieved you or one of your allies. The weapon gains the ability to strike a single devastating blow to the specified enemy. The subject's name need not be known. This bonus only applies to the intended target chosen at the time of casting. You gain a +1 morale bonus to attack and damage per level of caster (maximum of +20) with the weapon chosen. This bonus only applies to the melee weapon focused on at the time of casting. The bonus applies only once and is expended whether the first attack roll is successful or not and is not multiplied by a critical hit. You can use your smite evil ability in addition to this bonus to create a truly devastating blow against your evil opponent.

The effect must be used within 10 minutes or it fades from the weapon. If the weapon leaves your hand the effect fades immediately.

Wind Speak

Evocation

Level: Drd 1, Rgr 1

Components: V

Casting Time: 1 standard action

Range: Long (400 ft. + 10 ft./level)

Target: Familiar creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You are able to whisper a short non-magical message of 1 word/level into a breeze and have it carried a distance away. Both you and your target must be outdoors at the casting of the spell, if so, the message is brought to the target's ears. The target must be able to understand the language you speak. You must know the creature you are sending the message to by name and must have met them in person at least once.

Wings of Heaven

Transmutation

Level: Pal 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Paladin's mount

Duration: 10 minutes/level

Saving Throw: Will Negates (Harmless)

Spell Resistance: Yes

You cause your called mount to sprout wings like a pegasus and gain the ability to fly. The mount has a fly speed of 120 ft. with average maneuverability.

Material Component: Wing feather of a large flying creature

Wither Limb

Necromancy [Evil]

Level: Clr 7, Drd 9

Components: V, S, DF

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous and permanent; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

You choose one member (arm or leg) that *withers* and ceases functioning im-

mediately. In 2d8 rounds, the withered member drops from the opponent's body and crumbles to dust. A withered leg causes an opponent to fall prone and slows its movement to 5 ft. per round. A withered arm might inhibit the creature's attack or defence if it loses its "sword arm" or "shield arm." Anything a creature is holding when an arm is *withered* is dropped. A spellcaster who loses an arm must succeed on a Spellcraft check (DC 10 + level of the spell attempted) any time it attempts to cast a spell with a somatic component. If the check fails, the spell fizzles and fails to take effect (the caster loses it or the slot for the day just as if it had been cast).

Wither limb counters *regenerate* and is countered by *regenerate*.

Woodland Shriek

Abjuration

Level: Drd 1

Components: V, S, M

Casting Time: 1 standard action

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

Area: 20-ft.-radius emanation centered on inanimate trees and bushes

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You imbue plants and bushes in an area to shriek wildly if a Small or larger creature enters the warded area. The shrieking plants are audible up to a mile away. This alarm warning is rather non-specific and can often be triggered by animals, such as deer, that would normally be considered harmless. Once a *shriek* has been triggered the spell ends.

Invisible, ethereal, or astral creatures do not trigger the shriek.

The spell fails if cast on a sentient plant.

Wound Reading

Divination

Level: Clr 2, Drd 2, Rgr 2

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

By touching the wounds on a subject a mental image of what inflicted

the injury appears in your mind (another person, a monster, trap, self-inflicted wound, and so on). If the subject did not see its attacker, you divine no information using this spell.

Wyvern Guard

Conjuration (Creation)

Level: Clr 2

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Creates one wyvern-like creature

Duration: 8 hours and 1 round/level; see text

Saving Throw: None and Fortitude negates; see text

Spell Resistance: No and Yes; see text

Wyvern guard creates a bank of swirling, nearly insubstantial haze that quickly takes the shape of a wyvern. This spell is typically used to guard a particular area against interlopers or trespassers. The *wyvern* created is Huge, and has a reach of 10 feet. The *wyvern* is immobile and does not leave the area it occupies. Any living creature that comes within 10 feet of it is attacked. The *wyvern* has an attack bonus equal to your caster level + your Wisdom modifier, +3 for its Dexterity score (16), -2 for being Huge. On a successful attack, an opponent struck must succeed on a Fortitude save or be paralyzed for 1 round for each caster level you possess (maximum of 6 rounds). If the *wyvern* succeeds on its attack roll (whether it paralyzes an opponent or not), this spell ends and the *wyvern* dissipates. (Note, a paralyzed creature remains paralyzed for 1 round per caster level or until healed even after the *wyvern guard* ends.) If the *wyvern's* attack roll misses, the *wyvern guard* remains in place, and the *wyvern* can attack again in the next round. Attacks or spells (including area spells) directed at the *wyvern* do not harm it. The *wyvern guard* can be dispelled normally.

This spell lasts 8 hours unless dispelled or discharged (when the *wyvern* makes a successful attack roll).

In areas of bright light the *wyvern* is clearly visible; in twilight, it takes a DC 20 Spot check to notice it at distances of 30 ft. or greater; in darkness, it takes a DC 30 Spot check to notice it at distances of 30 ft. or greater.

Xenophobic Rage

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 8, Sor/Wiz 7

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: 1 Medium or smaller humanoid/4 levels

Duration: 1 hour/level (see text)

Saving Throw: Will partial (see text)

Spell Resistance: Yes

You sow chaos by drawing upon the secret fears of the target(s) to make them instantly aggressive to anyone not of their own race. Elves won't attack elves, but they do attack the nearest dwarf, halfling, gnome, or human without pause. You give the target an "us against them" mentality where anyone of their own race is "us" and every other creature is "them" and deserving of a deep-seated feeling of hatred and rage. The targets use all of their skills to the best of their ability to destroy their enemies (which basically include anyone not of their own race).

This potent enchantment lasts for up to 1 hour/level and cannot be removed with a *dispel magic*. A *break enchantment*, *heal*, *limited wish*, *wish*, *miracle*, or similar magic must be used to bring the spell to an early end. Those targets fortunate enough to make their Will saves are still affected as if by a *confusion* spell for 1 round/level.

Yellow Smoke

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: No

Yellow smoke creates a bank of fog similar to that created by *stinking cloud*, except that the vapors are sickening. Living creatures in the cloud become

sickened. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each sickened character.) A sickened character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Yellow smoke can be made permanent with a *permanency* spell. A permanent *yellow smoke* dispersed by wind reforms in 10 minutes.

Material Component: The crushed petals of a carrion flower.

Zatmenye's Coat of Arms

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1d4 rounds + 1 round/level

Save: None

You cast this spell upon your cloak or cape, at which time the garment flashes with light and fourteen magical swords appear in a fanned array along its width. You may select any one blade and remove it from the garment to use in standard melee combat. The exact power of the weapon depends on the caster's level. All fourteen blades always appear, regardless of the caster's level, though a 1st-level caster only has access to the first and weakest blade, while a 2nd-level caster has access to the first two blades, et cetera, all the way to a caster of 14th level, who may select from any of the fourteen blades he desires.

If you are not proficient with the particular type of weapon you select from the garment, you suffer the usual penalties in combat. You may use a partial action to

discard a chosen blade and select another at any time during the spell's duration, as long as you're of sufficient level to use the desired weapon; a discarded blade vanishes and may not be used until the spell is cast again. Any weapon that leaves your hand vanishes in the same manner making it impossible to pass one of these weapons to an ally. The following is a list of the garment's advancement in regards to caster level.

Zatmenye's Combat Mind

Divination

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Save: No

Spell Resistance: No

Combat mind is a limited form of telepathy used during a combat situation, allowing the caster to read the thoughts of his opponent in order to anticipate his moves. Unlike *detect thoughts*, *combat mind* does not relay your opponent's surface thoughts but rather his more subtle subconscious thoughts that take over during combat. As all swordsmen can attest, conscious thought during a battle only results in hesitation and ultimately defeat, therefore one relies instead upon actions ingrained in the subconscious portions of the mind. This spell grants you the foreknowledge of your opponent's upcoming attacks and defenses. This spell gives you that split-second edge that may just save your life.

Because you anticipate your opponent's moves before he makes them, you receive a +1 bonus to your AC in melee combat for the duration of the spell. This bonus increases proportionally to the distance that separates you from your opponent, as you have more time to react after

Level	Type and Name	Attack/Dmg Bonus (Special)
1	<i>dagger of parrying</i>	+1 (+4 to hit on attempts to disarm or strike opponent's weapon)
2	<i>short sword of the mariner</i>	+1 (+1d6 damage vs. aquatic creatures)
3	<i>short sword of purity</i>	+1 (+1d6 damage vs. lycanthropes)
4	<i>falchion of speed</i>	+1 (+4 on initiative rolls)
5	<i>rapier of chivalry</i>	+1 (+4 when defending unarmed member of opposite sex ¹)
6	<i>rapier of wounding</i>	+1 (victim bleeds as per a <i>weapon of wounding</i> in the <i>DMG</i>)
7	<i>longsword of frostbite</i>	+2 (+1d6 damage vs. fire-based creatures)
8	<i>bastard sword of scorching</i>	+2 (+1d6 damage vs. regenerating creatures)
9	<i>scimitar of the sun</i>	+2 (shines with <i>daylight</i> , +1d6 damage vs. undead)
10	<i>dagger of the magi</i>	+3 (+1d6 damage vs. fighters)
11	<i>scimitar of sand</i>	+3 (<i>sand blast</i> , 1/day [see spell description above].)
12	<i>longsword of the sea</i>	+3 (may fight underwater without combat penalties ²)
13	<i>greatsword of war</i>	+4 (+1d6 if used in mass combat ³)
14	<i>short sword of severing</i>	+4 (critical hit severs head as per vorpal weapon in the <i>DMG</i>)

Notes to Table

1. The DM remains the final arbiter, but usually the subject in need of defense must be unarmed and in obvious danger from an attacker.
2. You never suffer negative modifiers to your attack rolls when fighting in water, whether you are partially or wholly submerged.
3. The DM decides what constitutes mass combat, but it is always a clash between opposing armies, town militias, or other groups of paid soldiers, rather than a group of PCs fighting a gang of orcs.

“reading” the incoming attack. Against ranged attacks of up to 10 feet away, you receive a +2 AC bonus. This applies to the attacks from

a single opponent only. From distances between 11 and 20 feet, the AC bonus increases to +3. Between 21 and 30 feet, the bonus reaches its maximum of +4.

Zatmenye's Tracer

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action



Zephyr of Death

Range: Personal
Target: You
Duration: 1 round/level
Save: Will negates
Spell Resistance: No

This spell causes your melee weapon to leave a blinding “tracer” of itself as it is swung, appearing as a brightly glowing corona that trails wisps of crackling light. The tracer leaves an afterimage of your weapon in the air, making it harder for your opponent to discern your weapon’s location at any one time and resulting in a +2 attack bonus for you for the spell’s duration. Furthermore, your opponent cannot use the Dodge feat against you, as he is unable to judge accurately your weapon’s movements. A successful Will save means that your opponent keeps his wits about him, and the spell has no effect.

Zephyr of Death

Necromancy (Evil) [Fear, Mind-Affecting]
Level: Sor/Wiz 8
Components: V
Casting Time: 1 standard action
Range: 100 ft.
Area/Targets: Living creatures within a 100 ft. cone

Saving Throw: Will negates
Spell Resistance: Yes

You send a light breeze past your hated enemies. Whispers and taunts of death and mayhem carried quietly on the breeze send such horrible images into their minds that the weak-willed are driven to their own deaths by their secret fears. The breeze extends from your mouth in a cone to a maximum distance of 100 ft. before losing its power. You are able to extend your mental power to slay as many as 1d4 HD of creatures per caster level, with creatures above 10 HD being immune to your manipulations. The closest creatures are affected first, with all creatures allowed a Will save to resist the effects. Undead creatures and outsiders are immune to this spell.

Zone of Ablation

Abjuration
Level: Blk 4, Pal 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

You surround yourself with a barely-perceptible shimmering field that reduces damage from most physical sources. All variable dice of damage from purely physical sources, such as weapon attacks and falling, is minimized to 1 per die. This includes damage from critical hits and sneak attacks, but does not include damage from special effects, such as poison or energy effects. It also does not affect variable effects that do not cause direct hit point loss, such as ability score damage or drain.

Zone of Metamagic Minimization

Abjuration
Level: Clr 7, Sor/Wiz 8
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation
Duration: 1 round/level (D)

This spell generates a dim purple-hued glowing field of energy at a fixed point in space. Within this glow, all variable damage caused directly by spells and spell-like effects is minimized. The spell does not reduce damage from effects that inflict damage indirectly, such as damage from conjured weapons and summoned creatures.

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Corpse Caster

Necromancer's manipulate, create, or destroy life and life forces. While the main focus of necromancy is the dead, the corpse caster takes it to another level entirely, using the deceased, or portions of such creatures to fuel his spells and personal abilities, eventually learning to cast his magic through specially prepared corpses.

Wizards (necromancers) and necromantic priests (particularly those who worship Orcus) tend to easily and willingly follow the path of the corpse caster. Other classes rarely take up the fight and become corpse casters. Some classes, like paladins, completely disdain corpse casters and the evilness they bring into the world.

Corpse casters tend to be loners, haunting abandoned castles, mausoleums, cemeteries, and other such areas. Regardless of where a corpse caster makes his home, ready access to fresh corpses is a must, so most tend to lair near cemeteries, crematoriums, and burial mounds.

Hit Die: d4

Requirements

To qualify to become a corpse caster, a character must meet the following criteria.

Alignment: Any evil.

Skills: Knowledge (religion) 3 ranks, Knowledge (arcana) 3 ranks.

Spellcasting: Ability to cast 3rd level spells, three of which must be necromancy spells and one of which must be *animate dead*.

Class Skills

The corpse caster's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (anatomy) (Int), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the corpse caster prestige class.

Weapon and Armor Proficiency: A corpse caster gains no additional proficiency with any weapon or armor.

Bond with Corpse (Su): At 9th level, the corpse caster can employ a ritual that bonds a portion of his life force to that of a specially prepared corpse. The bonding ritual takes 6 hours to complete and requires 1,000 gp in raw materials (consisting of special perfumes, herbs, and so on). Once the ritual is completed, the caster is bound with that corpse. The corpse caster can only be bonded with a single corpse at any given time.

The next time the corpse caster suffers damage (hit point damage, ability damage or drain, or energy drain), the damage he would take is instead transferred from him to the corpse and he suffers no effects of the attack (i.e., he does not suffer any damage, ability damage or ability drain, or negative levels from an energy drain attack). The corpse has a number of hit points equal to one-half the corpse caster's total hit points. At 0 or less hit points, the corpse is destroyed and disintegrates into a pile of dust. Damage dealt to the bonded corpse cannot be healed or repaired.

Hit point damage transfers on a 1-to-1 basis (i.e., for every point of damage the caster would normally take, an equal amount is transferred to the bonded corpse). Ability damage or drain transfers to the corpse on a 1-to-2 point basis (for every 1 point of ability damage or drain the caster would normally take, the bonded corpse takes 2 points of damage). Energy drain transfers to the corpse on a 1-to-4 point basis (for every negative level dealt to the caster, the corpse takes 4 points of damage).

The corpse caster and his bonded corpse must always be within 100 feet of each other per caster level (total of his corpse caster class levels plus all other spellcasting class levels) or else the bond is broken. Should the bonded corpse be

The Corpse Caster

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Corpse component	+1 level of existing class
2nd	+1	+3	+0	+3	Corpse casting I, stench	+1 level of existing class
3rd	+1	+3	+1	+3	Spell from the grave	+1 level of existing class
4th	+2	+4	+1	+4	Death knell	+1 level of existing class
5th	+2	+4	+1	+4	Corpse casting II	+1 level of existing class
6th	+3	+5	+2	+5	Corpse walk	+1 level of existing class
7th	+3	+5	+2	+5	Essence of the dead	+1 level of existing class
8th	+4	+6	+2	+6	Corpse casting III	+1 level of existing class
9th	+4	+6	+3	+6	Bond with corpse	+1 level of existing class
10th	+5	+7	+3	+7	Corpse casting IV	+1 level of existing class

attacked directly (with weapons, natural attacks, unarmed, or with spells), it can take 30 points of damage before the bond is broken and the corpse is destroyed. Destroying a corpse in this fashion causes the corpse caster to gain 2d4 negative levels (just as if he'd been struck by an *enervation* spell). The corpse caster does not get a saving throw to avoid the negative levels, but 24 hours later he must make a DC 20 Fortitude save for each negative level to avoid permanent level drain.

Corpse Casting (Su): Once per day, beginning at 2nd level, a corpse caster can cast any 1st-level spell through a single corpse within 100 feet + 10 feet per corpse caster class level. The corpse caster does not have to see the corpse but must know its general location. A spell cast using this ability cannot have a range of Personal or Touch. When the spell is cast, it takes effect just as if the corpse caster had cast it. A spell cast using this ability counts toward the corpse caster's daily allotment of spells.

At 5th level, a corpse caster can cast spells of 2nd level or lower through a corpse. At 8th level, he can cast spells of 3rd level or lower through a corpse, and finally, at 10th level, a corpse caster can cast spells of 4th level or lower through a corpse.

Corpse Component (Ex): At 1st level, a corpse caster can substitute a portion of a corpse for the material component(s) needed to fuel his spells. The corpse's HD/level (when it was alive) determines the total value of material components that can be replaced as shown on the table below. Where a portion of the corpse is required, the corpse caster must be touching or holding that portion during the casting of the spell. A portion is defined as any part of a corpse, be it skin, internal organs, and so on. Blood, hair, and fingernails, cannot be used as a portion. Where an entire corpse is required, the corpse caster must remain within 30 feet of the corpse during the casting.

Component Cost (in gp)	Hit Dice of Corpse	Portion Required
0 – 50	1	portion
51 – 300	3	portion
301 – 750	5	portion
751 – 1,000	7	portion
1,001 – 3,000	9	entire corpse
3,001 – 5,000	11	entire corpse
5,001 – 9,000	13	entire corpse
9,001 – 15,000	15	entire corpse
15,001 +	17	entire corpse

Corpse Walk (Sp): At 6th level, once per day, a corpse caster gains the ability to move from one corpse to another (similar to the ability to move from tree to tree as by the *tree stride* spell) as a standard action. The caster simply steps into a corpse and vanishes, only to emerge from another corpse somewhere else on



the same plane of existence. Both corpses must be large enough to accommodate the caster or else the corpse walk fails. The corpse caster cannot designate a particular corpse as his exit unless he has a portion of that corpse in his possession. There is no maximum range for this ability, other than both corpses must be on the same plane. If the corpse caster emerges from a corpse into a solid space (such as the ground if he emerges from a buried corpse), the corpse caster is shunted aside to the first open space and takes 2d6 points of damage.

Death Knell (Sp): At 4th level, a corpse caster gains the ability to cast *death knell* once per day. His caster level equals his corpse caster class levels plus any other spellcasting class levels he possesses.

Essence of the Dead (Su): At 7th level, once per day, a corpse caster can devour a portion of a corpse thereby gaining an enhancement bonus to his Strength, Dexterity, or Constitution. The corpse caster chooses the ability to enhance when he eats from the corpse, and the exact bonus gained is dependent on the level/HD of the corpse. The enhancement bonus lasts for one hour for every three corpse caster class levels.

HD/Level	Enhancement Bonus
1-5	+2
6-10	+4
11+	+6

Spell from the Grave (Ex): At 3rd level, a corpse caster gains the ability to store a single spell of 3rd level or lower in a corpse. This ability functions similar to the Brew Potion feat using an alternate medium. All rules, XP costs, material costs, and so on that apply to the Brew Potion feat apply to this ability.

A spell is triggered by the first creature to touch the spell-laden corpse. The spell takes full effect on the creature, just as if the corpse caster had cast it.

Stench (Ex): Because of his constant interaction with corpses, at 2nd level, the corpse caster begins to exude a carrion stench from his body. All living creatures in a 10-foot radius spread become sickened for a number of rounds equal to 2 + the corpse

caster's class levels. A successful Fortitude save (DC 10 + the corpse caster's class levels + his Constitution modifier) negates the sickened effect. A creature that makes a successful save is unaffected by the stench of that corpse caster for one day.

Mirror Mage

Mirror mages are specialized casters (most often arcane casters) that have developed the unique art of seeing a spell or effect in action and then being able to replicate that effect any time within the next 24 hours (this is known as mirroring a spell). Mirror mages are quite rare and most tend to be loners though they do enjoy the company of other spellcasters (whose spells they can eventually learn to mirror).

Mirror mages tend to be either sorcerers or wizards (and characters without any sort of arcane casting ability cannot ever hope to gain levels in this class). Cleric/wizards and cleric/sorcerers sometimes follow the path of the mirror mage. Other classes (though the occasional fighter/sorcerer or fighter/wizard may follow this path) rarely take levels in this class.

Mirror mages tend to operate with other casters, particularly other arcane casters. They often form small bands or even guilds making their home base within the confines of a castle or tower, and most always near populated areas.

Hit Die: d4

Requirements

To qualify to become a mirror mage, a character must meet the following criteria.

Skills: Knowledge (arcana) 10 ranks, Spellcraft 10 ranks.

Feats: Any two metamagic feats.

Spellcasting: Ability to cast arcane spells of 4th level or higher.

Class Skills

The mirror mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the mirror mage prestige class.

Weapon and Armor Proficiency: A mirror mage gains no additional proficiency in any weapons or armor.

Mirror Magic (Scroll) (Su): At 1st level, a mirror mage begins the art of mirror-casting (that is, replicating a spell or spell effect he has seen or encountered recently). At 1st level, a mirror mage can, while casting a spell from an arcane scroll, burn the components of the spell into his mind. This is called "mirroring a spell". The spell does not have to be a spell the caster knows; it simply must be an arcane spell.

In order to successfully mirror a spell, the mirror mage must lose a prepared spell (or slot) of the same spell level or higher. Once the spell is mirrored into his mind, the mirror mage can cast the spell at any time (just as if he had prepared it) within the next one day. The spell takes effect with a caster level equal to the mage's total caster level (mirror mage class levels plus all other arcane caster class levels).

A mirror mage cannot mirror divine spells unless he has levels in a divine spellcasting class. A mirror mage with class levels in a divine spellcasting class can mirror a divine spell using the rules above (caster level equals mirror mage class levels plus all other divine caster class levels).

Mirror Magic (Potion) (Su): At 2nd level, a mirror mage can mirror any spell from a potion he has consumed within the last one minute. This follows the same rules as above for mirror magic (scroll).

Mirror Magic (Wand) (Su): At 3rd level, a mirror mage can mirror any spell from a wand. This follows the same rules as above for mirror magic (scroll).

Mirror Divine (Su): At 4th level, a mirror caster can attempt to mirror a divine spell from a scroll, potion, or wand, even if he doesn't have any class levels in a divine spellcasting class. To do so, the mirror mage must succeed on an Intelligence check (DC 12 + divine spell level). If the check succeeds, the mirror mage mirrors the spell and stores it in his mind (as per the rules given under mirror magic above). If the check fails, the mirror mage cannot mirror the spell but still loses the spell he would've sacrificed had his check succeeded. A mirror mage that successfully mirrors a divine spell casts it as an arcane spell with a caster level

The Mirror Mage

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Mirror magic (scroll)	+1 level of existing class
2nd	+1	+0	+0	+3	Mirror magic (potion)	+1 level of existing class
3rd	+1	+1	+1	+3	Mirror magic (wand)	+1 level of existing class
4th	+2	+1	+1	+4	Mirror divine	+1 level of existing class
5th	+2	+1	+1	+4	Mirror caster	+1 level of existing class

equal to his mirror mage class levels plus all other arcane caster class levels. A mirror mage is not required to have a holy/unholy symbol when mirror-casting a divine spell as an arcane spell.

Note, a mirror mage with classes in a divine spellcasting class does not have to make this check.

Mirror Caster (Su): At 5th level, the mirror mage's most potent ability allows him to mirror any spell he sees another spellcaster use (whether the caster is divine or arcane). To do so, the mirror mage must have a clear line of sight to the

caster and must spend one round studying the caster as he casts a spell. Afterwards, the mirror mage can mirror the spell he just witnessed using the rules above (given under mirror magic [scroll]). If the spell requires a material component of 500 gp or greater value, the mirror mage must have that component in order to cast the spell. A divine spell mirrored in this manner functions as an arcane if the mirror mage doesn't have any levels in a divine spellcasting class. A mirror mage is not required to have a holy/unholy symbol when mirror-casting a divine spell as an arcane spell.

Spellfilcher

Spellfilchers are a unique and rare form of thief who have perfected the art of stealing magic; not that contained within museums or treasure chambers, but that contained within the mind of a spellcaster. For this talent, spellfilchers are often sought after and hired by those who can afford them and put their unique talent to (good or bad) use.

Spellfilchers are always some combination of rogue. As a matter of fact, no character without at least three levels of rogue can become a spellfilcher. Fighter/rogues, cleric/rogues, and sorcerer/rogues usually take up the mantle of the spellfilcher. Most other classes do not.

Spellfilchers are found just about anywhere people are. They know that given their unique talent, their services are often in high demand, and most spellfilchers have no qualms about selling their services to the highest bidder.

Hit Die: d6

Requirements

To qualify to become a spellfilcher, a character must meet the following criteria.

Skills: Search 8 ranks, Disable Device 8 ranks, Knowledge (arcana) 2 ranks, Spellcraft 2 ranks.

Abilities: Trapfinding, trap sense +1.

Class Skills

The spellfilcher's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Concentration (Con), Decipher Script (Int), Disable Device

(Dex), Disguise (Cha), Forgery (Dex), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha), Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the spellfilcher prestige class.

Weapon and Armor Proficiency: The spellfilcher gains no additional proficiency with any weapon or armor and shield.

Sense Magic Trap (Ex): At 1st level, a spellfilcher gains a +2 bonus on Search and Disable Device checks when used to locate or disarm magic or spell-laden traps. This bonus rises to +3 at 3rd level, to +4 at 6th level, and to +5 at 9th level.

Spell Attunement (Sp): At 1st level, a spellfilcher can *detect magic* and *read magic* once per day as the spells of the same name with a caster level equal to her spellfilcher class level. As the spellfilcher increases in level, she gains more uses per day of this ability.

Filch Spell (Su): At 2nd level, a spellfilcher can spend a full round studying the mind of any spellcaster within 30 feet. By making a successful Search check (DC 12 + one-half the target's caster level), the spellfilcher can identify all 1st-level spells the target caster has prepared. This ability does not work on those that do not prepare spells (such as bards and sorcerers). As the spellfilcher increases in level, she can identify higher level spells.

The Spellfilcher

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Spell attunement 1/day, sense magic trap +2
2nd	+1	+0	+3	+3	Filch spell (1st level)
3rd	+2	+1	+3	+3	Sense magic trap +3
4th	+3	+1	+4	+4	Spell attunement 2/day
5th	+3	+1	+4	+4	Filch spell (2nd–4th level)
6th	+4	+2	+5	+5	Sense magic trap +4
7th	+5	+2	+5	+5	Spell attunement 3/day
8th	+6	+2	+6	+6	Filch spell (5th–7th level)
9th	+6	+3	+6	+6	Sense magic trap +5
10th	+7	+3	+7	+7	Spell attunement 4/day, filch spell (8th–9th level)

If she moves within 5 feet of the caster, she can, by succeeding at a melee touch attack, touch the caster and in the same round by making a successful Disable Device check (DC 10 + spell level + one-half the target spellcaster's class level), remove (filch) a single 1st-level spell from the caster's mind and store it in a gemstone whose total value is at least 100 gp. If she succeeded at her Search check (above) she can select the filched spell; otherwise the DM determines the exact spell stolen. A stolen spell is wiped from a caster's mind just as if he or she had cast that spell.

The gemstone holds the spell until it is cast, the gem is shattered, or *dispel magic* is cast on it, after which it crumbles to dust. A spellcaster can detect the presence of a spell in the gem by touching the stone and making a successful Spellcraft check (DC 10 + level of the spell contained in the gem).

Only a spellcaster or a spellfilcher can release a stored spell. The spell released takes effect at a caster level equal to that of the original caster (the one the spell was filched from). A spellcaster must be able to cast the type of spell contained in the gem (either divine or arcane) or the spell fails and the gem crumbles. A spellfilcher can release the spell (regardless of the type of magic it is) but must make a successful Intelligence check (DC 10 + level of the spell) or else the spell fails and the gem crumbles to dust. If the spellfilcher has levels in either a divine or arcane class, he follows the rules for spellcasters above.

As the spellfilcher increases in level, he gains the ability to filch higher level spells. The gem to contain a spell must have a value of at least 100 gp per spell level. A gem can only contain a single spell. A spellfilcher can only carry at one time a number of spell-laden gems equal to or less than his Intelligence bonus +3.





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