

Wizard		Spell Level								Wizard		Spell Level								
Level	1	2	3	4	5	6	7	8	9	Level	1	2	3	4	5	6	7	8	9	
1	1	—	—	—	—	—	—	—	—	11	4	4	4	3	3	—	—	—	—	
2	2	—	—	—	—	—	—	—	—	12	4	4	4	4	1	—	—	—	—	
3	2	1	—	—	—	—	—	—	—	13	5	5	5	4	4	2	—	—	—	
4	3	2	—	—	—	—	—	—	—	14	5	5	5	4	4	2	1	—	—	
5	4	2	1	—	—	—	—	—	—	15	5	5	5	5	5	2	1	—	—	
6	4	2	2	—	—	—	—	—	—	16	5	5	5	5	5	3	2	1	—	
7	4	3	2	1	—	—	—	—	—	17	5	5	5	5	5	3	3	2	—	
8	4	3	3	2	—	—	—	—	—	18	5	5	5	5	5	3	3	2	1	
9	4	3	3	2	1	—	—	—	—	19	5	5	5	5	5	3	3	3	1	
10	4	4	3	2	2	—	—	—	—	20	5	5	5	5	5	4	3	3	2	

# Spell Books

The standard amount of time required to prepare a spell book is 1 to 2 days of work per level of the spell being entered.

A Standard spell book costs 50 gp per page, while a Traveling spell book costs 100 gp per page.

A Standard spell book can contain no more than 100 pages, a Traveling spell book can contain no more than 50 pages, and ordinary, nonmagical scrolls can contain no more than 25 pages. All of these include any pages with protective wards on them.

Each spell that is copied into a spell book or scroll requires one page per level

of the spell, plus an additional 0 to 5 (1d6 - 1) pages.

## Minimum/Maximum Spells per Book

Level	Standard	Scroll	Travelling
1st	16-100	4-25	8-50
2nd	14-50	3-12	7-25
3rd	12-33	3-8	6-16
4th	11-25	2-6	5-12
5th	10-20	2-5	5-10
6th	9-16	2-4	4-8
7th	8-14	2-3	4-7
8th	7-12	1-3	3-6
9th	7-11	1-2	3-5

# Wizards' Spells, Level I

- |                            |                    |
|----------------------------|--------------------|
| 1 Affect Normal Fires      | 18 Erase           |
| 2 Alarm                    | 19 Feather Fall    |
| 3 Armor                    | 20 Find Familiar   |
| 4 Audible Glamor           | 21 Fireburst       |
| 5 Burning Hands            | 22 Fist of Stone   |
| 6 Cantrip                  | 23 Friends         |
| 7 Change Self              | 24 Gaze Reflection |
| 8 Charm Person             | 25 Grease          |
| 9 Chill Touch              | 26 Hold Portal     |
| 10 Color Spray             | 27 Hornung's Guess |
| 11 Comprehend Languages    | 28 Hypnotism       |
| 12 Confuse Languages       | 29 Identify        |
| 13 Conjure Spell Component | 30 Jump            |
| 14 Dancing Lights          | 31 Lasting Breath  |
| 15 Detect Magic            | 32 Light           |
| 16 Detect Undead           | 33 Magic Missile   |
| 17 Enlarge                 | 34 Mending         |

- 35 Message
- 36 Metamorphose Liquids
- 37 Mount
- 38 Murdock's Feathery Flyer
- 39 Nahal's Reckless Dweomer
- 40 Nystul's Magical Aura
- 41 Patternweave
- 42 Phantasmal Force
- 43 Protection from Evil
- 44 Protection from Good
- 45 Read Magic
- 46 Reduce
- 47 Shield
- 48 Shocking Grasp
- 49 Sleep
- 50 Spider Climb
- 51 Spook
- 52 Taunt
- 53 Tensor's Floating Disc
- 54 Unseen Servant
- 55 Ventriloquism
- 56 Wall of Fog
- 57 Wizard Mark



## Wizards' Spells, Level II

- |                        |                                |
|------------------------|--------------------------------|
| 1 Alter Self           | 18 Glitterdust                 |
| 2 Bind                 | 19 Hypnotic Pattern            |
| 3 Blindness            | 20 Improved Phantasmal Force   |
| 4 Blur                 | 21 Insatiable Thirst           |
| 5 Continual Darkness   | 22 Invisibility                |
| 6 Continual Light      | 23 Irritation                  |
| 7 Darkness, 15' Radius | 24 Knock                       |
| 8 Deafness             | 25 Know Alignment              |
| 9 Deeppockets          | 26 Leomund's Trap              |
| 10 Detect Evil         | 27 Levitate                    |
| 11 Detect Good         | 28 Locate Object               |
| 12 Detect Invisibility | 29 Lock                        |
| 13 ESP                 | 30 Magic Mouth                 |
| 14 Flaming Sphere      | 31 Maximillian's Earthen Grasp |
| 15 Fog Cloud           | 32 Melf's Acid Arrow           |
| 16 Fool's Gold         | 33 Mirror Image                |
| 17 Forget              | 34 Misdirection                |

35 Nahal's Nonsensical Nullifier  
36 Obscure Object  
37 Past Life  
38 Protection from Cantrips  
39 Protection from Paralysis  
40 Pyrotechnics  
41 Ray of Enfeeblement  
42 Ride the Wind  
43 Rope Trick  
44 Scare  
45 Sense Shifting  
46 Shatter  
47 Spectral Hand  
48 Stinking Cloud  
49 Strength  
50 Summon Swarm

51 Tasha's Uncontrollable  
Hideous Laughter  
52 Undetectable Alignment  
53 Web  
54 Whispering Wind  
55 Wizard Lock

## Wizards' Spells, Level III

- |                                  |                                |
|----------------------------------|--------------------------------|
| 1 Air Breathing                  | 18 Fly                         |
| 2 Alacrity                       | 19 Fool's Speech               |
| 3 Alamir's Fundamental Breakdown | 20 Gust of Wind                |
| 4 Alternate Reality              | 21 Haste                       |
| 5 Augmentation I                 | 22 Hold Person                 |
| 6 Babble                         | 23 Hold Undead                 |
| 7 Blink                          | 24 Illusionary Script          |
| 8 Clairaudience                  | 25 Infravision                 |
| 9 Clairvoyance                   | 26 Invisibility, 10' Radius    |
| 10 Delude                        | 27 Item                        |
| 11 Dispel Magic                  | 28 Leomund's Tiny Hut          |
| 12 Explosive Runes               | 29 Lightning Bolt              |
| 13 Far Reaching I                | 30 Lorloveim's Creeping Shadow |
| 14 Feign Death                   | 31 Maximillian's Stony Grasp   |
| 15 Fireball                      | 32 Melf's Minute Meteors       |
| 16 Fireflow                      | 33 Minor Malison               |
| 17 Flame Arrow                   | 34 Monster Summoning I         |

35 Non-Detection  
36 Phantom Steed  
37 Protection from Evil, 10' Radius  
38 Protection from Good, 10' Radius  
39 Protection from Normal Missiles  
40 Secret Page  
41 Sepia Snake Sigil  
42 Slow  
43 Spectral Force  
44 Spirit Armor  
45 Squaring the Circle  
46 Suggestion  
47 Tongues  
48 Vampiric Touch  
49 Water Breathing  
50 Watery Double

51 Wind Wall  
52 Wizard Sight  
53 Wraithform

## Wizards' Spells, Level IV

- |                            |                                   |
|----------------------------|-----------------------------------|
| 1 Bestow Curse             | 18 Fire Shield                    |
| 2 Charm Monster            | 19 Fire Trap                      |
| 3 Confusion                | 20 Fumble                         |
| 4 Contagion                | 21 Greater Malison                |
| 5 Detect Scrying           | 22 Hallucinatory Terrain          |
| 6 Dig                      | 23 Ice Storm                      |
| 7 Dilation                 | 24 Illusionary Wall               |
| 8 Dimension Door           | 25 Leomund's Secure Shelter       |
| 9 Divination Enhancement   | 26 Locate Creature                |
| 10 Emotion                 | 27 Magic Mirror                   |
| 11 Enchanted Weapon        | 28 Mask of Death                  |
| 12 Enervation              | 29 Massmorph                      |
| 13 Evard's Black Tentacles | 30 Minor Creation                 |
| 14 Extension I             | 31 Minor Globe of Invulnerability |
| 15 Far Reaching II         | 32 Minor Spell Turning            |
| 16 Fear                    | 33 Monster Summoning II           |
| 17 Fire Charm              | 34 Mordenkainen's Celerity        |

35 Otiluke's Resilient Sphere  
36 Phantasmal Killer  
37 Plant Growth  
38 Polymorph Other  
39 Polymorph Self  
40 Rainbow Pattern  
41 Rary's Mnemonic Enhancer  
42 Remove Curse  
43 Shadow Monsters  
44 Shout  
45 Solid Fog  
46 Stoneskin  
47 Summon Lycanthrope  
48 There/Not There  
49 Thunder Staff  
50 Turn Boulder to Pebble

51 Turn Pebble to Boulder  
52 Unluck  
53 Vacancy  
54 Wall of Fire  
55 Wall of Ice  
56 Wizard Eye

## Wizards' Spells, Level VI

- |                               |                                       |
|-------------------------------|---------------------------------------|
| 1 Anti-Magic Shell            | 18 Eyebite                            |
| 2 Augmentation II             | 19 Flesh to Stone                     |
| 3 Bigby's Forceful Hand       | 20 Forest's Fiery Constrictor         |
| 4 Bloodstone's Spectral Steed | 21 Geas                               |
| 5 Chain Lightning             | 22 Glassee                            |
| 6 Claws of the Umber Hulk     | 23 Globe of Invulnerability           |
| 7 Conjure Animals             | 24 Guards and Wards                   |
| 8 Contingency                 | 25 Invisible Stalker                  |
| 9 Control Weather             | 26 Legend Lore                        |
| 10 Death Fog                  | 27 Lorloveim's Shadowy Transformation |
| 11 Death Spell                | 28 Lower Water                        |
| 12 Demi-Shadow Magic          | 29 Mass Suggestion                    |
| 13 Dilation                   | 30 Mirage Arcana                      |
| 14 Disintegrate               | 31 Mislead                            |
| 15 Enchant an Item            | 32 Monster Summoning IV               |
| 16 Ensnarement                | 33 Mordenkainen's Lucubration         |
| 17 Extension III              | 34 Move Earth                         |

35 Otiluke's Freezing Sphere  
36 Part Water  
37 Permanent Illusion  
38 Programmed Illusion  
39 Project Image  
40 Raise Water  
41 Reincarnation  
42 Repulsion  
43 Shades  
44 Stone to Flesh  
45 Tensor's Transformation  
46 Transmute Dust to Water  
47 Transmute Water to Dust  
48 True Seeing  
49 Veil  
50 Wildshield

51 Wildstrike



## Wizards' Spells, Level V

- |                            |                                     |
|----------------------------|-------------------------------------|
| 1 Advanced Illusion        | 18 Extension II                     |
| 2 Airy Water               | 19 Fabricate                        |
| 3 Animal Growth            | 20 False Vision                     |
| 4 Animate Dead             | 21 Far Reaching III                 |
| 5 Attraction               | 22 Feeblemind                       |
| 6 Avoidance                | 23 Hold Monster                     |
| 7 Bigby's Interposing Hand | 24 Khazid's Procurement             |
| 8 Chaos                    | 25 Leomund's Lamentable Belaborment |
| 9 Cloudkill                | 26 Leomund's Secret Chest           |
| 10 Cone of Cold            | 27 Lower Resistance                 |
| 11 Conjure Elemental       | 28 Magic Jar                        |
| 12 Contact Other Plane     | 29 Magic Staff                      |
| 13 Demi-Shadow Monsters    | 30 Major Creation                   |
| 14 Dismissal               | 31 Mind Fog                         |
| 15 Distance Distortion     | 32 Monster Summoning III            |
| 16 Domination              | 33 Mordenkainen's Faithful Hound    |
| 17 Dream                   | 34 Nightmare                        |

35 Passwall  
36 Safeguarding  
37 Seeming  
38 Sending  
39 Shadow Door  
40 Shadow Magic  
41 Shrink Animal  
42 Stone Shape  
43 Summon Shadow  
44 Telekinesis  
45 Teleport  
46 Transmute Mud to Rock  
47 Transmute Rock to Mud  
48 Von Gasik's Refusal  
49 Vortex  
50 Wall of Force

51 Wall of Iron  
52 Wall of Stone  
53 Waveform

## Wizards' Spells, Level VII

- |                                  |                                       |
|----------------------------------|---------------------------------------|
| 1 Acid Storm                     | 18 Monster Summoning V                |
| 2 Banishment                     | 19 Mordenkainen's Magnificent Mansion |
| 3 Bigby's Grasping Hand          | 20 Mordenkainen's Sword               |
| 4 Bloodstone's Frightful Joining | 21 Phase Door                         |
| 5 Charm Plants                   | 22 Power Word, Stun                   |
| 6 Control Undead                 | 23 Prismatic Spray                    |
| 7 Delayed Blast Fireball         | 24 Reverse Gravity                    |
| 8 Drawmij's Instant Summons      | 25 Sequester                          |
| 9 Duo-Dimension                  | 26 Shadowcat                          |
| 10 Finger of Death               | 27 Shadow Walk                        |
| 11 Forcecage                     | 28 Simulacrum                         |
| 12 Hatch the Stone from the Egg  | 29 Spell Shape                        |
| 13 Hornung's Surge Selector      | 30 Spell Turning                      |
| 14 Intensify Summoning           | 31 Statue                             |
| 15 Limited Wish                  | 32 Steal Enchantment                  |
| 16 Malek-Keth's Flame Fist       | 33 Suffocate                          |
| 17 Mass Invisibility             | 34 Teleport Without Error             |

35 Vanish

36 Vision

## Wizards' Spells, Level VIII

- |    |                                |    |                           |
|----|--------------------------------|----|---------------------------|
| 1  | Abi-Dalzim's Horrid Wilting    | 18 | Otto's Irresistable Dance |
| 2  | Airboat                        | 19 | Permanency                |
| 3  | Antipathy-Sympathy             | 20 | Polymorph Any Object      |
| 4  | Bigby's Clenched Fist          | 21 | Power Word, Blind         |
| 5  | Binding                        | 22 | Prismatic Wall            |
| 6  | Clone                          | 23 | Screen                    |
| 7  | Demand                         | 24 | Serten's Spell Immunity   |
| 8  | Glassteel                      | 25 | Sink                      |
| 9  | Gunther's Kaleidoscopic Strike | 26 | Symbol                    |
| 10 | Homunculus Shield              | 27 | Trap the Soul             |
| 11 | Hornung's Random Dispatcher    | 28 | Wildzone                  |
| 12 | Incendiary Cloud               |    |                           |
| 13 | Mass Charm                     |    |                           |
| 14 | Maze                           |    |                           |
| 15 | Mind Blank                     |    |                           |
| 16 | Monster Summoning VI           |    |                           |
| 17 | Otiluke's Telekinetic Sphere   |    |                           |

## Wizards' Spells, Level IX

- |                               |                           |
|-------------------------------|---------------------------|
| 1 Astral Spell                | 16 Power Word, Kill       |
| 2 Bigby's Crushing Hand       | 17 Prismatic Sphere       |
| 3 Chain Contingency           | 18 Shape Change           |
| 4 Crystalbrittle              | 19 Stabilize              |
| 5 Elemental Aura              | 20 Succor                 |
| 6 Energy Drain                | 21 Temporal Reinstatement |
| 7 Estate Transference         | 22 Temporal Stasis        |
| 8 Foresight                   | 23 Time Stop              |
| 9 Freedom                     | 24 Wail of the Banshee    |
| 10 Gate                       | 25 Weird                  |
| 11 Glorious Transmutation     | 26 Wildfire               |
| 12 Imprisonment               | 27 Wildwind               |
| 13 Meteor Swarm               | 28 Wish                   |
| 14 Monster Summoning VII      |                           |
| 15 Mordenkainen's Disjunction |                           |

# Affect Normal Fires

Alteration  
Level: 1  
Range: 5 yards/level  
Components: V, S  
Duration: 2 rounds/level  
Casting Time: 1  
Area of Effect: 10-foot radius  
Saving Throw: None  
Reference: *PHB*, page 131



This spell enables the wizard to cause nonmagical fires—from as small as a torch or lantern to as large as the area of effect—to reduce in size and brightness to become mere coals, or increase in light to become as bright as full daylight and increase illumination to double the normal radius. Note that this does not affect either fuel consumption or damage caused by the fire. The caster can affect any or all fires in the spell's area. He can alter their intensities with a single gesture as long as the spell is in effect. The spell lasts until the caster cancels it, all fuel is burned, or the duration expires. The caster can also extinguish all flames in the area, which expends the spell immediately. The spell does not affect fire elementals or similar creatures.



# Alarm

Abjuration, Evocation

Level: 1

Range: 10 yards

Components: V, S, M

Duration: 4 hours + 1/2  
hour/level

Casting Time: 1 round

Area of Effect: Up to a 20-foot  
cube

Saving Throw: None

Reference: *PHB*, page 131



When an *alarm* spell is cast, the wizard causes a selected area to react to the presence of any creature larger than a normal rat—anything larger than about one-half cubic foot in volume or more than about three pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any creature enters the warded area, touches it, or otherwise contacts it without speaking a password established by the caster, the *alarm* spell lets out a loud ringing that can be heard clearly within a

60-foot radius. (Reduce the radius by 10 feet for each interposing door and by 20 feet for each substantial interposing wall.) The sound lasts for one round and then ceases. Ethereal or astrally projected creatures do not trigger an alarm, but flying or levitating creatures, invisible creatures, or incorporeal or gaseous creatures do. The caster can dismiss the *alarm* with a single word.

The material components of this spell are a tiny bell and a piece of very fine silver wire.

## Armor

Conjuration  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 1 round  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 131



By means of this spell, the wizard creates a magical field of force that serves as if it were scale mail armor (AC 6). The spell has no effect on a person already armored, or a creature with Armor Class 6 or better. It is not cumulative with the *shield* spell, but it is cumulative with Dexterity and, in the case of warrior/wizards, with the shield bonus. The *armor* spell does not hinder movement, adds no weight or encumbrance, and does not prevent spell casting. It lasts until successfully dispelled or until the wearer sustains cumulative damage totaling greater than 8 points plus 1 point per level of the caster. (It is important to note that the ar-

mor does *not* absorb this damage. The armor merely grants an AC of 6; the wearer still suffers full damage from any successful attacks.) Thus, the wearer might take 8 points from an attack, then several minutes later sustain an additional 1 point of damage. Unless the spell were cast by a wizard of 2nd level or higher, it would be dispelled at this time. Until it is dispelled, the *armor* spell grants the wearer full benefits of the armor class gained.

The material component is a piece of finely cured leather that has been blessed by a priest.

## Audible Glamer

Illusion/Phantasm

Level: 1  
Range: 60 yards + 10  
yards/level  
Components: V, S, M  
Duration: 3 rounds/level  
Casting Time: 1  
Area of Effect: Hearing range  
Saving Throw: Special  
Reference: *PHB*, page 131



When the *audible glamor* spell is cast, the wizard causes a volume of sound to arise, at whatever distance he desires (within range), and seem to recede, approach, or remain at a fixed place as desired. The volume of sound created, however, is directly related to the level of the spellcaster. The volume is based upon the lowest level at which the spell can be cast, 1st level. The noise of the *audible glamor* at this level is that of four men, maximum. Each additional experience level of the wizard adds a like volume, so that at 2nd level the wizard can have the spell cause sound equal to that of eight men. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The auditory illusion created by an *audible glamor* spell can be virtually any

type of sound, but the relative volume must be commensurate with the level of the wizard casting the spell. A horde of rats running and squeaking is about the same volume as eight men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men.

A character stating that he does not believe the sound receives a saving throw, and if it succeeds, the character then hears a faint and obviously false sound, emanating from the caster's direction. Note that this spell can enhance the effectiveness of the *phantasmal force* spell.

The material component of the spell is a bit of wool or a small lump of wax.

## Burning Hands

Alteration  
Level: 1  
Range: 0  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1  
Area of Effect: The caster  
Saving Throw:  $\frac{1}{2}$   
Reference: *PHB*, page 131



When the wizard casts this spell, a jet of searing flame shoots from his fingertips. His hands must be held so as to send forth a fan-like sheet of flames: the wizard's thumbs must touch each other and fingers must be spread. The burning hands send out flame jets five feet in length, in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of flames suffers 1d3 points of damage, plus 2 points for each level of experience of the spellcaster, to a maximum of 1d3 + 20 points of fire damage. Those successfully saving vs. spell receive half damage. Flammable materials touched by the fire burn (e.g., cloth, paper, parchment, thin wood, etc.). Such materials can be extinguished in the next round if no other action is taken.



## Cantrip

All Schools

Level:

1

Range:

10 feet

Components:

V, S

Casting Time:

1

Area of Effect:

Special

Saving Throw:

None

Reference:

*PHB*, pages 131-2



Cantrips are minor spells studied by wizards during their apprenticeship, regardless of school. The *cantrip* spell is a practice method for the apprentice, teaching him how to tap minute amounts of magical energy. Once cast, the *cantrip* spell enables the caster to create minor magical effects for the duration of the spell. So minor are these effects that they have severe limitations. They are completely unable to cause a loss of hit points, they cannot disrupt the concentration of spellcasters, and they can only create small, obviously magical materials. Furthermore, materials created by a cantrip are extremely fragile and cannot be used as tools of any sort. Lastly, a cantrip lacks the

power to duplicate any other spell effects.

Whatever manifestation the cantrip takes, it remains in effect only as long as the wizard concentrates. Wizards typically use cantrips to impress common folk, amuse children, and to brighten dreary lives. Common tricks with cantrips include tinkling of ethereal music, brightening faded flowers, glowing balls that float over the caster's hand, puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and little whirlwinds to sweep dust under rugs. Combined with the *unseen servant* spell, these are tools to make housekeeping and entertaining more simple for the wizard.

# Change Self

Illusion/Phantasm

Level: 1

Range: 0

Components: V, S

Duration: 2d6 rounds + 2  
rounds/level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

Reference: *PHB*, page 132



This spell enables the wizard to alter the appearance of his form—including clothing and equipment—to appear one foot shorter or taller; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster cannot duplicate a specific individual. The spell does not provide the abilities or mannerisms of the chosen form. The duration of the spell is 2d6 rounds plus 2 additional rounds per level of experience of the spellcaster. The DM may allow a saving throw for disbelief under certain circumstances; for example, the caster acts in a manner obviously inconsistent with his chosen role. The spell does not alter the perceived tactile (*i.e.*, touch) properties of the caster or his equipment, and the ruse can be discovered in this way.

## Charm Person

Enchantment/Charm

Level: 1  
Range: 120 yards  
Components: V, S  
Duration: Special  
Casting Time: 1  
Area of Effect: One person  
Saving Throw: Negates  
Reference: *PHB*, page 132



This spell affects any single person it is cast upon. The person receives a saving throw vs. spell to avoid the effect, with adjustment due to Wisdom. If the person receives damage from the caster's group in the same round that the *charm* spell is cast, an additional +1 per point of damage received is added to the victim's saving throw.

If the spell recipient fails his saving throw, he regards the caster as a trusted friend. The spell does not enable the caster to control the charmed creature as if it were an automaton.

The duration of the spell is a function of the charmed person's Intelligence, shown on the table. If the caster harms, or attempts to harm the charmed person by some overt action, or if a *dispel magic* spell is success-

fully cast upon the person, the *charm* spell is broken.

Note that the subject has full memory of the events that took place while he was charmed.

<b>Intelligence Score</b>	<b>Period Between Checks</b>
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17	3 days
18	2 days
19 or more	1 day

## Chill Touch

Necromancy

Level: 1

Range: 0

Components: V, S

Duration: 3 rounds + 1  
round/level

Casting Time: 1

Area of Effect: The caster

Saving Throw: Negates

Reference: *PHB*, page 132



When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the lifeforce of any living creature upon which the wizard makes a successful melee attack. The creature touched must roll a successful saving throw vs. spell or take 1d4 points of damage and lose 1 point of Strength. If the save is successful, the creature remains unharmed. Creatures not rated for Strength suffer a -1 penalty to their attack rolls for every other successful touch. Lost Strength returns at the rate of 1 point per hour. Damage must be cured magically or healed naturally.

This spell has a special effect on undead creatures. Undead touched by the caster suffer no damage or Strength loss, but must successfully save vs. spell or flee for 1d4 rounds plus 1 round per level of the caster.



## Color Spray

Alteration

Level: 1

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 1

Area of Effect: 5-foot × 20-foot ×  
20-foot wedge

Saving Throw: Special

Reference: *PHB*, page 132



Upon casting this spell, the wizard causes a vivid, fan-shaped spray of clashing colors to spring forth from his hand. From one to six creatures (1d6) within the area will be affected in order of increasing distance from the wizard. All creatures above the level of the spellcaster and all those of 6th level or 6 Hit Dice or more are entitled to a saving throw vs. spell. Blind or unseeing creatures are not affected by the spell.

Creatures not allowed or failing saving throws, and whose Hit Dice or levels are

less than or equal to the spellcaster's level, are struck unconscious for 2d4 rounds; those with Hit Dice or levels 1 or 2 greater than the wizard's level are blinded for 1d4 rounds; and those with Hit Dice or levels 3 or more greater than the spellcaster are stunned (reeling and unable to think or act coherently) for one round.

The material components of this spell are a pinch each of powder or sand that is colored red, yellow and blue.

# Comprehend Languages

Alteration  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: 5 rounds/level  
Casting Time: 1 round  
Area of Effect: One speaking creature or written object  
Saving Throw: None  
Reference: *PHB*, page 133



When this spell is cast, the wizard is able understand the spoken words of a creature or read an otherwise incomprehensible written message (such as writing in another language). In either case, the wizard must touch the creature or the writing. Note that the ability to read does not necessarily impart understanding of the material, nor does the spell enable the caster to speak or write an unknown language. Written material can be read at a rate of one page or equivalent per round. Magical writing cannot be read,

other than to know it is magical, but the spell is often useful when deciphering treasure maps. This spell can be foiled by certain warding magic (e.g., the 3rd-level *secret page* and *illusionary script* spells) and does not reveal messages concealed in otherwise normal text.

The material components of this spell are a pinch of soot and a few grains of salt. The reverse, *confuse languages*, cancels a *comprehend languages* spell or renders a writing or a creature's speech incomprehensible.

# Confuse Languages

Alteration  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: 5 rounds/level  
Casting Time: 1 round  
Area of Effect: One speaking creature or written object  
Saving Throw: None  
Reference: *PHB*, page 133



This spell is the reverse of the *comprehend languages* spell, and will cancel that spell when cast. Otherwise, it renders writing or a creature's speech incomprehensible for five rounds per level of the caster. The wizard must touch the creature or the writing in order to cast this spell.

The material components of this spell are a pinch of soot and a few grains of salt. The reverse, *confuse languages*, cancels a *comprehend languages* spell or renders a writing or a creature's speech incomprehensible.

## Conjure Spell Component

Conjuration/Summoning

Level: 1

Range: 1 mile/level

Components: V, S

Duration: 1 round

Casting Time: 1

Area of Effect: Three  
components/level

Saving Throw: None

Reference: *TOM*, page 17



When this spell is cast, the wizard teleports desired items directly to his hand. The objects must be naturally occurring components for spells the wizard knows, and they must be within spell range. The components must be items commonly found in the area.

If the components lie underground or underwater at a depth greater than 10 feet, they cannot be conjured.

The spell will not cause the appearance of components whose value exceeds 1 gp. Components cannot be manmade or altered from their natural state (coins, jewelry, cut or crushed gems, mirrors, etc.), nor can they be taken from someone else's possession.

A single *conjure spell component* spell

will summon three components per level of the caster. They may be three different components or multiples of a single component.

Attempts to conjure an animal's body parts (such as bat fur) produce unpredictable results. Roll on the table below.

<b>D4 Roll</b>	<b>Result</b>
1	Desired component appears.
2	Component does not appear.
3	Creature teleported to the caster.
4	Caster teleported to the creature.

Only animals with Intelligence scores of 1-4 can be affected by this spell. Humanoids and fantastic animals cannot be affected.



# Dancing Lights

Alteration

Level: 1

Range: 40 yards + 10  
yards/level

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 133



When a *dancing lights* spell is cast, the wizard creates, at his option, from one to four lights that resemble either torches and lanterns (and cast that amount of light), glowing spheres of light (such as evidenced by will o' wisps), or one faintly glowing, vaguely manlike shape, somewhat similar to that of a creature from the elemental plane of Fire. The dancing lights move as the spellcaster desires, forward or back, straight or turning corners, without concentration upon such movement by the wizard. The spell cannot be used to cause blindness (see the 1st-level *light* spell), and will wink out if the range or duration is exceeded.

The material component of this spell is either a bit of phosphorus or wychwood, or a glowworm.

# Detect Magic

Divination

Level: 1

Range: 0

Components: V, S

Duration: 2 rounds/level

Casting Time: 1

Area of Effect: 10-foot path, 60  
feet long

Saving Throw: None

Reference: *PHB*, page 133



When the *detect magic* spell is cast, the wizard detects magical radiations in a path 10 feet wide and up to 60 feet long, in the direction he is facing. The intensity of the magic can be determined (dim, faint, moderate, strong, overwhelming), and the wizard has a 10% chance per level to recognize if a certain type of magic (alteration, conjuration, etc.) is present. The caster can turn, scanning a 60-degree arc per round. A stone wall of one-foot or more thickness, solid metal of but one-inch thickness, or a yard or more of solid wood blocks the spell. Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker radiations. Note that this spell does not reveal the presence of good or evil, or reveal alignment. Other-planar creatures are not necessarily magical.

# Detect Undead

Divination, Necromancy

Level: 1

Range: 0

Components: V, S, M

Duration: 3 turns

Casting Time: 1 round

Area of Effect: 60 feet + 10  
feet/level

Saving Throw: None

Reference: *PHB*, page 133



This spell enables the caster to detect all undead creatures out to the range of the spell. The area of effect extends in a path 10 feet wide and 60 feet long (plus 10 feet longer per level of the wizard), in the direction the caster is facing. Scanning a direction requires one round, and the caster must be motionless. While the spell indicates direction, it does not give specific location or distance. It detects undead through walls and obstacles but is blocked by one foot of solid stone, one yard of wood or loose earth, or a thin coating of metal. The spell does not indicate the type of undead detected, only that undead are present.

The component for this spell is a bit of earth from a grave.

## Enlarge

Alteration  
Level: 1  
Range: 5 yards/level  
Components: V, S, M  
Duration: 5 rounds/level  
Casting Time: 1  
Area of Effect: One creature or  
object  
Saving Throw: Negates  
Reference: *PHB*, pages 133-4



This spell causes instant growth of a creature or object, increasing both size and weight. It can be cast only upon a single creature (or a symbiotic or community entity) or upon a single object that does not exceed 10 cubic feet in volume per caster level. The object or creature must be seen to be affected. It grows by up to 10% per level of experience of the wizard, increasing height, width, and weight.

All equipment worn or carried by a creature is enlarged by the spell. Unwilling victims are entitled to a saving throw vs. spell. A successful saving throw means the spell fails. If insufficient room is available for the desired growth, the creature or object will attain the maximum possible size, bursting

weak enclosures in the process, but it is constrained without harm by stronger materials.

Magical properties are not increased by this spell. Weight, mass, and strength are affected, though. Thus, a table blocking a door would be heavier and more effective, a hurled stone would have more mass (and cause more damage), chains would be more massive, doors thicker, a thin line turned to a sizable, longer rope, and so on. A creature's hit points, Armor Class, and attack rolls do not change, but damage rolls increase proportionately with size. Bonuses due to Strength, class, and magic are not altered.

The material component of this spell is a pinch of powdered iron.



## Erase

Alteration  
Level: 1  
Range: 30 yards  
Components: V, S  
Duration: Permanent  
Casting Time: 1  
Area of Effect: 1 scroll or 2 pages  
Saving Throw: Special  
Reference: *PHB*, page 134



The *erase* spell removes writings of either magical or mundane nature from a scroll or one or two pages of paper, parchment, or similar surfaces. It removes *explosive runes, glyphs of warding, sepia snake sigils, and wizard marks*, but it does not remove *illusory script* or *symbols*. Nonmagical writings are automatically erased if the caster is touching them, otherwise the chance for success is 90%. Magical writings must be touched and are only 30% likely to be erased, plus 5% per caster level, to a maximum of 90% (e.g., 35% for a 1st-level caster, 40% for a 2nd-level caster, etc.).

# Feather Fall

Alteration  
Level: 1  
Range: 10 yards/level  
Components: V  
Duration: 1 round/level  
Casting Time: 1  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 134



When this spell is cast, the creature(s) or object(s) affected immediately assumes the mass of a piece of down. Rate of falling is instantly changed to a mere two feet per second (120 feet per round), and no damage is incurred upon landing when the spell is in effect. However, when the spell duration ceases, normal rate of fall occurs. The spell can be cast upon the wizard or some other creature or object up to the maximum range and lasts for one round for each level of the wizard. The *feather fall* affects one or more objects or creatures in a 10-foot cube, as

long as the maximum weight of the creatures or objects does not exceed a combined total of 200 pounds, plus 200 pounds per level of the spellcaster.

For example, a 2nd-level wizard has a range of 20 yards, a duration of 2 rounds, a weight maximum of 600 pounds when casting the spell. The spell works only upon free-falling, flying, or propelled objects (such as missiles). It will not affect a sword blow or a charging creature. Note that the spell can be effectively combined with *gust of wind* and similar spells.

## Find Familiar

Conjuration/Summoning

Level: 1  
Range: 1 mile/level  
Components: V, S, M  
Duration: Special  
Casting Time: 2d12 hours  
Area of Effect: One familiar  
Saving Throw: Special  
Reference: *PHB*, page 134



A wizard can only have one familiar, and has no control over what sort of creature will answer the summoning, or if any at all will come.

The power of the conjuration is such that it can be attempted but once per year. At such time as the wizard decides to find a familiar, he must load a brass brazier with charcoal. When this is burning well, add 1,000 gp worth of incense and herbs. The spell incantation is then begun and must be continued until the familiar comes or the casting time is finished. The DM secretly determines all results. Note that this spell only summons a familiar; most familiars are not inherently magical, nor does a *dispel magic* spell send them away.

There are many effects that a familiar has

on the summoning wizard. To fully learn about all of these, it is necessary to consult the spell reference in the appropriate game book.

#### **D20 Roll**

1-5: Cat, black

6-7: Crow

8-9: Hawk

10-11: Owl

12-13: Toad

14-15: Weasel

16-20: No familiar available within spell range

#### **Sensory Powers**

vision & hearing

vision

vision

vision & hearing

vision

hearing & smell

The DM can substitute other small animals suitable to the area.

# Fire Burst

Alteration, Evocation

Level:

1

Range:

5 yards/level

Components:

V, S

Duration:

Instantaneous

Casting Time:

1

Area of Effect:

One 10-foot-radius  
circle

Saving Throw:

Negates

Reference:

*TOM*, page 17



When this spell is cast upon a nonmagical fire (such as a campfire, lantern, or candle), it causes the fire to flash and shoot arrows of flame. All creatures within 10 feet of the fire source suffer 1 point of damage per level of the caster (maximum of 10 points). Victims who roll a saving throw successfully suffer no damage.



## Fist of Stone

### Alteration

Level:	1
Range:	0
Components:	V, S
Duration:	1 round/level
Casting Time:	1
Area of Effect:	The caster's hand
Saving Throw:	None
Reference:	<i>TOM</i> , page 17



Upon completion of this spell, one of the caster's hands (his choice) turns to stone. It is flexible and can be used to punch, smash, or crush objects and opponents as if the wizard had Strength of 18/00. Combat bonuses for Strength do not apply if the caster uses any weapon other than his fist.

While the spell is in effect, the wizard cannot cast spells requiring somatic components.

## Friends

Enchantment/Charm

Level: 1

Range: 0

Components: V, S, M

Duration: 1d4 rounds + 1  
round/level

Casting Time: 1

Area of Effect: 60-foot radius

Saving Throw: Special

Reference: *PHB*, page 134



A *friends* spell causes the wizard to temporarily gain 2d4 points of Charisma. Intelligent creatures within the area of effect at the time the spell is cast must make immediate reaction checks based on the character's new Charisma. Those with favorable reactions tend to be very impressed with the spellcaster and make an effort to be his friends and help him, as appropriate to the situation: officious bureaucrats might decide to become helpful; surly gate guards

might wax informative; attacking orcs might spare the caster's life, taking him captive instead. When the spell wears off, the creatures realize that they have been influenced, and their reactions are determined by the DM.

The components for this spell are chalk (or white flour), lampblack (or soot), and vermilion applied to the face before casting the spell.

## Gaze Reflection

Alteration

Level: 1

Range: 0

Components: V, S

Duration: 2 rounds + 1  
round/level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 135



The *gaze reflection* spell creates a shimmering mirror-like area of air before the wizard that moves with him. Any gaze attack, such as that of a basilisk, the *eyes of charming*, a vampire's gaze, the 6th-level *eyebite* spell, and so on, will be reflected back upon the gazer when the gazer tries to make eye contact with the spellcaster (the spellcaster suffers no effects from the gaze attack). Such creatures receive a saving throw vs. their own gaze effect. The spell does not affect vision or lighting and is not effective against creatures whose effect comes from being gazed upon (such as a medusa). Only active gaze attacks are blocked by this spell.

## Grease

Conjuration

Level: 1

Range: 10 yards

Components: V, S, M

Duration: 3 rounds + 1  
round/level

Casting Time: 1

Area of Effect: 10-foot × 10-foot  
square area

Saving Throw: Special

Reference: *PHB*, page 135



A *grease* spell covers a material surface with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must successfully save vs. spell or slip, skid, and fall. Those who successfully save can reach the nearest non-greased surface by the end of the round. Those who remain in the area are allowed a saving throw each round until they escape the area. The DM should adjust saving throws by circumstance; for example, a creature charging down an incline that is suddenly *greased* has little chance to avoid the effect, but its ability to exit the affected area is almost assured! The spell can also be used to create a greasy coating on an

item—a rope, ladder rungs, weapon handle, etc. Material objects not in use are always affected by this spell, while creatures wielding or employing items receive a saving throw vs. spell to avoid the effect. If the initial saving throw is failed, the creature immediately drops the item. A saving throw must be made each round a creature attempts to use a *greased* item or pick up a dropped item. Dropped items usually require at least a round to recover. The caster can end the effect with a single utterance; otherwise it lasts for three rounds plus one round per level.

The material component of the spell is a bit of pork rind or butter.



# Hold Portal

Alteration

Level: 1  
Range: 20 yards/level  
Components: V  
Duration: 1 round/level  
Casting Time: 1  
Area of Effect: 20 square feet/level  
Saving Throw: None  
Reference: *PHB*, page 135



This spell magically bars a door, gate, or valve of wood, metal, or stone. The magical closure holds the portal fast, just as if it were securely closed and locked. Any extraplanar creature (djinn, elemental, etc.) with four or more Hit Dice can shatter the spell and burst open the portal. A wizard of four or more experience levels higher than the spellcaster can open the held portal at will. A *knock* spell or successful *dispel magic* spell can negate the *hold portal*. Held portals can be broken or physically battered down.

# Hornung's Guess

Divination (Wild Magic)  
Level: 1  
Range: 300 yards  
Components: V  
Duration: Instantaneous  
Casting Time: 2  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, pages 17, 19



Hornung, one of the leading wizards in the field of wild magic (before his untimely disappearance while experimenting with *wildwind*), developed this spell to improve the accuracy of his predictions. The spell provides a wizard with an instant and highly accurate estimate of the number of persons or objects in a group.

The spell's area of effect is one group of a general class of objects. All objects of the group must be within spell range and the group as a whole must be visible to the caster. The wizard need not see every individual in the group, merely the general limits of the group's size and area. For example, a wizard on a hill could look down on a forest and estimate the number of trees in all or part of

it. He could not get an estimate of the number of goblins within the forest, however, since the group as a whole (the goblins) is concealed from sight.

The estimate generated is accurate to the largest factor of ten (rounded up). For example, if *Hornung's Guess* were cast on a group of 439 horsemen, the estimate would be 400. If there were 2,670 horsemen, the spell would estimate 3000. If there were 37 horsemen, the answer would be 40. Clearly, using the spell on small groups (especially those with fewer than 10) is pointless.

*Hornung's guess* can be used to quickly estimate the size of treasure hoards, bandit raiders, and army units. It is particularly popular with moneylenders and generals.

# Hypnotism

Enchantment/Charm

Level: 1

Range: 5 yards

Components: V, S

Duration: 1 round + 1  
round/level

Casting Time: 1

Area of Effect: 30-foot cube

Saving Throw: Negates

Reference: *PHB*, page 135



The gestures of the wizard, along with his droning incantation, cause 1d6 creatures within the area to become susceptible to a suggestion—a brief and reasonable-sounding request (see the 3rd-level wizard *suggestion* spell). The request must be given after the *hypnotism* spell is cast. Until that time, the success of the spell is unknown. Note that the subsequent suggestion is not a spell, but simply a vocalized urging (the caster must speak a language the creature

understands for the spell to work). Creatures that successfully roll their saving throws are not under hypnotic influence. Those who are exceptionally wary or hostile save with +1 to +3 bonuses. If the spell is cast at an individual creature that meets the caster's gaze, the saving throw is made with a penalty of -2. A creature that fails its saving throw does not remember that the caster enspelled it.

## Identify

Divination

Level: 1

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: Special

Area of Effect: One item/level

Saving Throw: None

Reference: *PHB*, page 135



Magical items touched by the wizard can be identified. The eight hours immediately preceding must be spent purifying the items. If this period is interrupted, it must be begun again. Each item must be handled in turn by the caster.

The chance of receiving one piece of information is 10% per level, maximum 90%, rolled by the DM. A roll of 96-00 indicates a false reading. Only one function of a multi-function item is discovered per handling. If any reading attempt fails, the caster cannot learn any more about that item until he advances a level.

The item never reveals its exact attack or damage bonuses. Only a general indication of the number of remaining charges is learned: powerful (80%-100%), strong

(60%-80%), moderate (40%-60%), weak (5%-40%), faint (5 or less). The faint result takes precedence.

After casting the spell, the wizard loses 8 points of Constitution. He must rest for one hour to recover one point of Constitution. If the 8-point loss drops the spellcaster below a Constitution of 1, he falls unconscious. Consciousness is not regained until full Constitution is restored 24 hours later.

The material components of this spell are a 100 gp pearl and an owl feather steeped in wine, drunk prior to casting. If a *luckstone* is powdered and added to the infusion, exact bonuses or charges can be determined, and the functions of a multi-function item to be learned from a single reading.



# Jump

Alteration  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: 1d3 rounds + 1  
round/level  
Casting Time: 1  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, pages 135-6



The individual touched when this spell is cast is empowered to leap once per round for the duration of the spell. Leaps can be up to 30 feet forward or straight upward or 10 feet backward. Horizontal leaps forward or backward have only a slight arc—about two feet per 10 feet of distance traveled. The *jump* spell does not insure safety in landing or grasping at the end of the leap.

The material component of this spell is a grasshopper's hind leg, to be broken by the caster when the spell is cast.

## Lasting Breath

Alteration

Level:

1

Range:

5 yards/level

Components:

V, S

Duration:

1d4 rounds + 1  
round/level

Casting Time:

1

Area of Effect:

One creature/level

Saving Throw:

None

Reference:

*TOM*, page 19



This spell increases the amount of time a character can hold his breath. As described in the *Player's Handbook*, a character can hold his breath for a number of rounds equal to one-third of his Constitution score. The effect of this spell is added to that figure.

The duration of the spell is always unknown to the recipient; the DM secretly rolls 1d4 to determine the exact duration. At the end of this time, the character must succeed a Constitution check or be forced to take a breath as per the rules.

## Light

Alteration  
Level: 1  
Range: 60 yards  
Components: V, M  
Duration: 1 turn/level  
Casting Time: 1  
Area of Effect: 20-foot radius  
globe  
Saving Throw: Special  
Reference: *PHB*, page 136



This spell creates a luminous glow, equal to torchlight, within a fixed radius of the spell's center. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight and unobstructed path for the spell when it is cast. *Light* can spring from air, rock, metal, wood, or almost any similar substance.

The effect is immobile unless it is specifically centered on a movable object or mobile creature. If this spell is cast upon a creature, the applicable magic resistance and saving throw rolls must be made. Successful resistance negates the spell, while a

successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. *Light* taken into an area of magical darkness will not function, but if cast directly against magical *darkness*, negates it (but only for the *light* spell's duration if the darkness effect is continual).

*Light* centered on the visual organs of a creature blinds it, reducing its attack rolls and saving throws by 4 and worsening its Armor Class by 4. The caster can end the spell at any time by uttering a single word.

The material component is a firefly or piece of phosphorescent moss.

# Magic Missile

Evocation

Level: 1

Range: 60 yards + 10  
yards/level

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: One or more  
creatures in a  
10-foot cube

Saving Throw: None

Reference: *PHB*, page 136



Use of the *magic missile* spell creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target. This includes enemy creatures in a melee. The target creature must be seen or otherwise detected to be hit, however, so near-total concealment, such as that offered by arrow slits, can render the spell ineffective. Likewise, the caster must be able to identify the target. He cannot direct a magic missile to "strike the commander of the legion," unless he can single out the commander from the rest of the soldiers. Specific parts of a creature cannot be

singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell, and any attempt to do so wastes the missiles used to no effect. Against creatures, each missile does  $1d4 + 1$  points of damage.

For every two levels of experience, the wizard gains an additional missile—he has two at 3rd level, three at 5th level, four at 7th level, up to a total of five missiles at 9th level. If the wizard has multiple missile capability, he can have them strike a single target creature or several creatures, as desired.



# Mending

Alteration  
Level: 1  
Range: 30 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1  
Area of Effect: One object  
Saving Throw: None  
Reference: *PHB*, page 136



This spell repairs small breaks or tears in objects. It will weld a broken ring, chain link, medallion, or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a *mending* spell. This spell will not, by itself, repair magical items of any type. One turn after the spell is cast, the magic of the joining fades, and the effect cannot be magically dispelled. The maximum volume of material the caster can mend is one cubic foot per level.

The material components of this spell are two small magnets of any type (lodestone in all likelihood) or two burrs.

## Message

Alteration

Level:

1

Range:

0

Components:

V, S, M

Duration:

5 rounds/level

Casting Time:

1

Area of Effect:

Special

Saving Throw:

None

Reference:

*PHB*, page 136



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When this spell is cast, the wizard can whisper messages and receive replies with little chance of being overheard. When the spell is cast, the wizard secretly or openly points his finger at each creature to be included in the spell effect. Up to one creature per level can be included. When the wizard whispers, the whispered message will travel in a straight line and be audible to all of the involved creatures within 30 feet, plus 10 feet per level of the caster. The creatures who receive the message can whisper a reply

that is heard by the spellcaster. Note that there must be an unobstructed path between the spellcaster and the recipients of the spell. The message must be in a language the caster speaks; this spell does not by itself confer understanding upon the recipients. This spell is most often used to conduct quick and private conferences when the caster does not wish to be overheard.

The material component of the spell is a short piece of copper drawn fine.

# Metamorphose Liquids

Alteration  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: 1-foot cube/level  
Saving Throw: Special  
Reference: *TOM*, page 19



This spell transmutes one type of liquid into an equal amount of a different, non-magical fluid (water, wine, blood, oil, apple cider, etc.). The caster must touch the fluid itself (not simply its container) for the spell to take effect.

Magical liquids (such as potions) receive a saving throw vs. disintegration with a +3 bonus to avoid the spell's effect. Fluids can only be transmuted into nonmagical liquids; it is not possible to change a magical liquid into another type of magical liquid. Poisons may be rendered harmless through use of this spell, but the spell has no effect on poisons that have already been consumed.

Living creatures are unaffected by the spell, excluding those from the elemental plane of Water. Such creatures are allowed a saving throw vs. spells. Failure results in 1d4 points of damage per level of the caster, while success indicates half damage. Only one creature can be affected by a single casting of this spell, regardless of the creature's size.

The material component of this spell is a drop of the liquid that the caster intends to create, which must be placed on the wizard's tongue and consumed. Creating poisons through use of this spell is especially dangerous.

## Mount

Conjuration/Summoning

Level: 1

Range: 10 yards

Components: V, S, M

Duration: 2 hours + 1  
hour/level

Casting Time: 1 turn

Area of Effect: One mount

Saving Throw: None

Reference: *PHB*, page 136



The caster conjures a normal animal to serve as a mount. At the expiration of the spell it disappears, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of course, a caster can choose a lesser mount if desired:

<b>Caster Level</b>	<b>Mount</b>
1st-3rd level	Mule or light horse
4th-7th level	Draft horse or warhorse
8th-12th level	Camel
13th-14th level	Elephant (and howdah at 18th level)
15th-level and up	Griffon (and saddle at 18th level)

The mount does not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to: thus, a 4th-level wizard can gain a warhorse *without* saddle and harness or a light horse *with* saddle and harness. The statistics of the animal gained are typical of all creatures of the same class. The mount disappears when slain.

The material component of the spell is a bit of hair from the type of animal to be conjured.



## Murdock's Feathery Flyer

Alteration  
Level: 1  
Range: 0  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 1  
Area of Effect: The caster  
Saving Throw: None  
Reference: *TOM*, pages 19-20



Upon casting this spell, a feathery membrane grows under the wizard's arms, extending along his sides and all the way to his feet. The membrane appears to merge with the caster's skin and clothing.

If the caster spreads his arms and jumps from a height, he may glide through the air. For each foot of elevation, the wizard can glide five feet horizontally. Thus, a wizard jumping from a 10-foot wall could glide up to 50 feet. Gliding characters have a movement

rate of 12 and Maneuverability Class E.

A wizard attempting to carry more than his normal weight allowance plummets to the earth upon take-off.

When the spell expires, the feathers instantly disappear. If the wizard is airborne, he immediately plummets toward the ground.

The material component is an eagle's feather.

# Nahal's Reckless Dweomer

Invocation/Evocation (Wild Magic)

Level:

1

Range:

Special

Components:

V, S

Duration:

Special

Casting Time:

5

Area of Effect:

Special

Saving Throw:

Special

Reference:

*TOM*, page 20



This spell is the wild mage's ultimate last-resort spell. When cast, the mage releases a sudden flood of wild magical energy in the hope of seizing and shaping that energy into a desired spell effect. The attempt usually fails, but something almost always occurs in the process.

Before casting the spell, the mage announces the spell effect he is trying to create. The mage must be able to cast the spell (*i.e.*, have it in his spell books), but need not have it memorized. After announcing the spell (along with the target and any other conditions required by the spell), the wild mage casts *Nahal's Reckless Dweomer*. A

burst of magical energy is released, which the wild mage tries to manipulate into the desired form. The actual effect of the spell is rolled randomly on **Table 2: Wild Surge Results** (*TOM*, pages 7-8).

Because the release of energy is planned by the mage, his level is added to the dice roll. If the result indicates success, the mage has shaped the magical energy into the desired effect. More often than not, the effect is completely unexpected. The result may be beneficial to the mage or it may be completely disastrous; this is the risk the mage takes in casting *Nahal's Reckless Dweomer*.

## Nystul's Magical Aura

Illusion/Phantasm

Level: 1

Range: Touch

Components: V, S, M

Duration: 1 day/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Special

Reference: *PHB*, pages 136-7



By means of this spell, any one item of five pounds weight per level of the spellcaster can be given an aura that is noticed by someone using magic detection. Furthermore, the caster can specify the type of magical aura that is detected (alteration, conjuration, etc.), and this effectively masks the item's actual aura, if any, unless the item's own aura is exceptionally powerful (if it is an artifact, for instance). If the object bearing *Nystul's magic aura* has an *identify* spell cast upon it or is similarly examined, the examiner has a 50% chance of recognizing that the aura has been placed to mislead the unwary. Otherwise, the aura is believed and no amount of testing reveals what the magic is.

The component for this spell is a small square of silk, which must be passed over the object that receives the aura.

# Patternweave

Divination (Wild Magic)

Level: 1

Range: 10 yards

Components: V, S, M

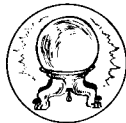
Duration: 1 round

Casting Time: 3

Area of Effect: 10-foot square

Saving Throw: Special

Reference: *TOM*, page 20



*Patternweave* allows the caster to make sense of apparent chaos. The caster can see such things as pottery shards reformed into a whole pot, shreds of paper formed into a page, scattered parts as a working machine, or specific trails appearing out of overlapping footprints.

After casting the spell, the mage studies seemingly random elements—broken bits of glass, shreds of paper, intermingled trails, etc. The items to be studied must be tangible—coded flashing lights, garbled speech, or thoughts of any kind cannot be studied.

The wizard must study the random elements for one round, after which the DM secretly makes a saving throw vs. magic for the wizard. If the saving throw is failed, the

spell fails. However, if the saving throw is successful, the caster sees in his mind the pattern these objects form. If the items studied are truly random, no information is gained.

After the caster has visualized the pattern, he can attempt to reassemble the parts into their original form. This requires another saving throw vs. magic to see if the mage remembers sufficient details to accomplish the task. The amount of time required and the quality of restoration vary according to the complexity of the pattern.

The material component is a small hand lens through which the caster studies the objects. The lens is not consumed in the casting.



# Phantasmal Force

Illusion/Phantasm

Level: 1

Range: 60 yards + 10  
yards/level

Components: V, S, M

Duration: Special

Casting Time: 1

Area of Effect: 400 sq. ft. + 100  
sq. ft./level

Saving Throw: Special

Reference: *PHB*, page 137



This spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. The illusion is visual and affects all believing creatures (undead are immune) that view it. It does not create sound, smell, or temperature. Effects that depend upon these senses usually fail. The illusion lasts until struck by an opponent—unless the spellcaster causes the illusion to react appropriately—or until the wizard ceases concentration upon the spell (due to desire, moving, or a successful attack that causes damage). Creatures that make a successful

saving throw vs. spell disbelieve the illusion, and add 4 to associates' saving throws if this knowledge can be communicated effectively. Creatures believing the illusion are subject to its effects, even to the extent of suffering damage from phantasmal missiles or from falling into an illusory pit full of sharp spikes. The illusory effect can be moved by the caster within the limits of the area of effect. The DM has to rule on the effectiveness of this spell (see *PHB*, p. 130 and Chapter 7: Magic).

The material component of the spell is a bit of fleece.

## Protection From Evil

Abjuration  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: 2 rounds/level  
Casting Time: 1  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 137



This spell creates a magical barrier around the recipient at a one-foot distance. The barrier is mobile with the recipient and has three major effects:

First, all attacks made by evil creatures suffer -2 penalties to attack rolls; saving throws from such attacks are made with +2 bonuses.

Second, any attempt to possess or to exercise mental control over the protected creature is blocked by this spell.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature. This causes the natural (body)

weapon attacks of such creatures to fail and the creature to recoil, if such attacks require touching the protected being. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character.

This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the wizard must trace a three-foot-diameter circle upon the floor (or ground) with powdered silver.

# Protection From Good

Abjuration

Level:

1

Range:

Touch

Components:

V, S, M

Duration:

2 rounds/level

Casting Time:

1

Area of Effect:

Creature touched

Saving Throw:

None

Reference:

*PHB*, page 137



This spell creates a magical barrier around the recipient at a one-foot distance. The barrier is mobile with the recipient and has three major effects:

First, all attacks made by good creatures suffer  $-2$  penalties to attack rolls; saving throws from such attacks are made with  $+2$  bonuses.

Second, any attempt to possess or to exercise mental control over the protected creature is blocked by this spell.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature. This causes the natural (body)

weapon attacks of such creatures to fail and the creature to recoil, if such attacks require touching the protected being. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character.

This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the wizard must trace a three-foot-diameter circle upon the floor (or ground) with powdered iron.

## Read Magic

Divination  
Level: 1  
Range: 0  
Components: V, S, M  
Duration: 2 rounds/level  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 137



By means of a *read magic* spell, the wizard is able to read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be totally unintelligible. (The personal books of the wizard, and works already magically read, are intelligible.) The deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell

is cast and the wizard has read the magical inscription, he is thereafter able to read that particular writing without recourse to the use of the *read magic* spell. The duration of the spell is two rounds per level of experience of the spell caster; the wizard can read one page or its equivalent per round.

The wizard must have a clear crystal or mineral prism, which is not expended, to cast the spell.



# Reduce

Alteration  
Level: 1  
Range: 5 yards/level  
Components: V, S, M  
Duration: 5 rounds/level  
Casting Time: 1  
Area of Effect: One creature or  
object  
Saving Throw: Negates  
Reference: *PHB*, pages 133-4



The reverse of the *enlarge* spell, *reduce* negates the *enlarge* spell, or makes creatures or objects smaller. The creature or object loses 10% of its original size for every level of the caster, to a minimum of 10% of the original size. Thereafter, the size shrinks by one-foot increments to less than one foot, by one-inch increments to one inch, and by 1/10-inch increments to a minimum of 1/10 inch—the recipient cannot dwindle away to nothingness. For example, a 16-foot-tall gi-

ant reduced by a 15th-level wizard (fifteen steps) would be reduced to 1.6 feet (nine steps), then to .6 feet or 7.2 inches (one step), finally to 2.2 inches (five steps). A shrinking object may damage weaker materials affixed to it, but an object will only shrink as long as the object itself would not be damaged. Unwilling creatures are allowed a saving throw vs. spell.

The material component of this spell is a pinch of powdered iron.

## Shield

Evocation  
Level: 1  
Range: 0  
Components: V, S  
Duration: 5 rounds/level  
Casting Time: 1  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 137



When this spell is cast, an invisible barrier comes into being in front of the wizard. This shield totally negates magic missile attacks. It provides the equivalent of AC 2 against hand-hurled missiles (axes, darts, javelins, spears, etc.), AC 3 against small device-propelled missiles (arrows, bolts, bullets, manticore spikes, sling stones, etc.), and AC 4 against all other forms of attack. The shield also adds a +1 bonus to the wizard's saving throws against attacks that are basically frontal. Note that these benefits apply only if the attacks originate from in front of the wizard, where the shield can move to interpose itself.

## Shocking Grasp

Alteration  
Level: 1  
Range: Touch  
Components: V, S  
Duration: Special  
Casting Time: 1  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 137



When the wizard casts this spell, he develops a powerful electrical charge that gives a jolt to the creature touched. The spell remains in effect for one round per level of the caster or until it is discharged by the caster touching another creature. The shocking grasp delivers 1d8 points of damage, plus 1 point per level of the wizard (*e.g.*, a 2nd-level wizard would discharge a shock causing 1d8 + 2 points of damage). While the wizard must come close enough to his opponent to lay a hand on the opponent's body or upon an electrical conductor that touches the opponent's body, a like touch from the opponent does not discharge the spell.

# Sleep

Enchantment/Charm

Level: 1  
Range: 30 yards  
Components: V, S, M  
Duration: 5 rounds/level  
Casting Time: 1  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 138



When a wizard casts a *sleep* spell, he causes a comatose slumber to come upon one or more creatures (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the *sleep* spell must be within a 30 feet of each other. The number of creatures that can be affected is a function of their Hit Dice or levels. Monsters with  $4 + 3$  Hit Dice (4 Hit Dice plus 3 hit points) or more are unaffected. The center of the area of effect is determined by the spellcaster.

For example, a wizard casts *sleep* at three

kobolds, two gnolls, and an ogre. The roll (2d4) result is 4. All the kobolds and one gnoll are affected ( $1/2 + 1/2 + 1/2 + 2 = 3\frac{1}{2}$  Hit Dice). Note that the remainder is not enough to affect the last gnoll or the ogre.

Slapping or wounding awakens affected creatures, but normal noise does not. Awakening requires one entire round. Magically sleeping opponents can be attacked with substantial bonuses (see *PHB*, Combat, pg. 90).

The material component for this spell is a pinch of fine sand, rose petals, or a live cricket.



## Spider Climb

Alteration

Level:

1

Range:

Touch

Components:

V, S, M

Duration:

3 rounds + 1  
round/level

Casting Time:

1

Area of Effect:

Creature touched

Saving Throw:

Negates

Reference:

*PHB*, page 138



A *spider climb* spell enables the recipient to climb and travel upon vertical surfaces as well as a giant spider, or even hang upside down from ceilings. Unwilling victims must be touched and are then allowed a saving throw vs. spell to negate the effect. The affected creature must have bare hands and feet in order to climb in this manner, at a movement rate of 6 (3 if at all encumbered). During the course of the spell, the recipient cannot handle objects that weigh less than a dagger (one pound), for such objects stick his hands and feet. Thus, a wizard will find

it virtually impossible to cast spells if under a *spider climb* spell. Sufficient force can pull the recipient free; the DM can assign a saving throw based on circumstances, the strength of the force, and so on. For example, a creature with a Strength of 12 might pull the subject free if the subject fails a saving throw vs. paralyzation (a moderately difficult saving throw). The caster can end the spell effect with a word.

The material components of this spell are a drop of bitumen and a live spider, both of which must be eaten by the spell recipient.

# Spook

Illusion/Phantasm

Level: 1

Range: 0

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: One creature  
within 30 feet

Saving Throw: Negates

Reference: *PHB*, page 138



A *spook* spell enables the wizard to play upon natural fears to cause the target creature to perceive the spellcaster as someone or something inimical. Without actually knowing what this is, the wizard merely advances threateningly upon the creature. If a successful saving throw vs. spell is not made, the creature turns and flees at maximum speed as far from the wizard as possible, though items carried are *not* dropped. The creature has a saving throw penalty of -1 for every two experience levels of the

caster, to a maximum of -6 at 12th-level. Note that a natural (unmodified) roll of 20 automatically succeeds, regardless of saving throw penalties. Although the caster does not actually pursue the fleeing creature, a phantasm from its own mind does. Each round after the initial casting, the creature receives another saving throw, without penalty, until it successfully saves and the spell is broken. In any event, the spell functions only against creatures with Intelligences of 2 or more, and undead are not affected at all.

## Taunt

Enchantment  
Level: 1  
Range: 60 yards  
Components: V, S, M  
Duration: 1 round  
Casting Time: 1  
Area of Effect: 30-foot radius  
Saving Throw: Negates  
Reference: *PHB*, page 138



A *taunt* spell enables the caster to jape and jeer effectively at a single type of creature with an Intelligence of 2 or greater. The caster need not speak the language of the creatures. His words and sounds have real meaning for the subject creature or creatures: challenging, insulting, and generally irritating and angering the listeners. Those failing to save vs. spell will rush forth in fury to do battle with the spellcaster. All affected creatures attack the spellcaster in melee if physically capable of doing so, seeking to use body or hand-held weapons rather than missile weapons or spells. Separation of the caster from the victim by an impen-

etrable or uncrossable boundary (a wall of fire, a deep chasm, a formation of set pikemen) causes the spell to break. If the caster taunts a mixed group, he must choose the type of creature to be affected. Creatures commanded by a strong leader (*i.e.*, with a Charisma bonus, with higher Hit Dice, etc.) might gain a saving throw bonus of +1 to +4, at the DM's discretion. If used in conjunction with a *ventriloquism* spell, the creatures may attack the apparent source, depending on their intelligence, a leader's presence, and so on.

The material component is a slug, which is hurled at the creatures to be affected.

## Tenser's Floating Disc

Evocation

Level:

1

Range:

20 yards

Components:

V, S, M

Duration:

3 turns + 1  
turn/level

Casting Time:

1

Area of Effect:

Special

Saving Throw:

None

Reference:

*PHB*, page 138



With this spell, the caster creates the slightly concave, circular plane of force known as Tenser's floating disc (after the famed wizard whose greed and ability to locate treasure are well known). The disc is three feet in diameter, and holds 100 pounds of weight per level of the wizard casting the spell. The disc floats approximately three feet above the ground at all times and remains level. It floats along horizontally within its range of 20 yards at the command of the caster, and will accompany him at a

rate of no more than 6. If unguided, it maintains a constant interval of six feet between itself and the wizard. If the spellcaster moves beyond range (by moving faster, or by such means as a *teleport* spell, or by trying to take it more than three feet from the surface beneath it), or if the spell duration expires, the floating disc winks out of existence and whatever it was supporting crashes to the surface beneath it.

The material component of the spell is a drop of mercury.



## Unseen Servant

Conjuration/Summoning

Level: 1

Range: 0

Components: V, S, M

Duration: 1 hour + 1  
turn/level

Casting Time: 1

Area of Effect: 30-foot radius

Saving Throw: None

Reference: *PHB*, pages 138-9



The unseen servant is a nonvisible, mindless, and shapeless force, used to step and fetch, open unstuck doors and hold chairs, as well as to clean and mend. It is not strong, but unfailingly obeys the command of the wizard. It can carry out only one activity at a time and can move only lightweight items—carry a maximum of 20 pounds or push or pull 40 pounds across a smooth surface. It can open only normal

doors, drawers, lids, etc. The unseen servant cannot fight, nor can it be killed, as it is a force rather than a creature. It can be magically dispelled, or eliminated after receiving six points of damage from area-effect spells, breath weapons, or similar attacks. If the caster attempts to use it beyond the allowed radius, the spell ends immediately.

The material components of the spell are a piece of string and a bit of wood.

# Ventriloquism

Illusion/Phantasm

Level: 1

Range: 10 yards/level,  
maximum 90 yards

Components: V, M

Duration: 4 rounds + 1  
round/level

Casting Time: 1

Area of Effect: One creature or  
object

Saving Throw: Special

Reference: *PHB*, page 139



This spell enables the wizard to make his voice—or someone's voice—or a similar sound seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The spellcaster can speak in any language that he knows, or make any sound that he can normally make. With respect to such voices and sounds, anyone rolling a successful saving throw vs. spell with a -2 penalty detects the ruse. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this spell in consideration of its contribution to the total effect of the combined illusion.

The material component of this spell is a parchment rolled up into a small cone.

# Wall of Fog

Evocation

Level: 1

Range: 30 yards

Components: V, S, M

Duration: 2d4 rounds + 1  
round/level

Casting Time: 1

Area of Effect: 20-foot cube +  
10-foot cube/level

Saving Throw: None

Reference: *PHB*, page 139



By casting this spell, the wizard creates a billowing wall of misty vapors in any area within the spell range. The wall of fog obscures all sight, normal and infravision, beyond two feet. The caster can create less vapor if he wishes. The wall must be a roughly cubic or rectangular mass, at least 10 feet wide in its smallest dimension. The misty vapors persist for three or more rounds. Their duration can be halved by a moderate wind, and they can be blown away by a strong wind.

The material component is a pinch of split dried peas.

## Wizard Mark

Alteration  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1  
Area of Effect: Up to 1 square foot  
Saving Throw: None  
Reference: *PHB*, page 139



When this spell is cast, the wizard is able to inscribe, visibly or invisibly, his personal rune or mark, as well as up to six additional characters of smaller size. A *wizard mark* spell enables the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, a *detect magic* spell will cause it to glow and be visible (though not necessarily understandable). *Detect invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* will likewise expose an invisible wizard mark. A *read*

*magic* spell will reveal the maker's words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell. If cast on a living being, normal wear gradually causes the mark to fade.

The material components for the spell are a pinch of diamond dust (about 100 gp worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still used, but the caster uses a stylus of some sort rather than his finger.



## Alter Self

Alteration

Level: 2

Range: 0

Components: V, S

Duration: 3d4 rounds + 2  
rounds/level

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

Reference: *PHB*, page 139



When this spell is cast, the wizard can alter his appearance and form—including clothing and equipment—to appear taller or shorter; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster's body can undergo a limited physical alteration and his size can be changed up to 50%. If the form selected has wings, the wizard can actually fly, but at only  $\frac{1}{3}$  the speed of a true creature of that type, and with a loss of two maneuverability classes (to a minimum of E). If the form has gills, the caster can

breathe underwater as long as the spell lasts. However, any multiple attack routines or additional damage allowed to an assumed form are not gained by the caster.

The caster's attack rolls, Armor Class, and saving throws do not change. The spell does not confer new abilities, attack forms, or defenses. Once the new form is chosen, it remains for the duration of the spell. The caster can change back into his own form at will; this ends the spell immediately. A caster who is slain automatically returns to his normal form.

## Bind

Enchantment  
Level: 2  
Range: 30 yards  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 2  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, pages 139-40



When this spell is employed, the wizard can command any nonliving ropelike object, including string, yarn, cord, line, rope, or even a cable. The spell affects 50 feet of normal rope (one-inch diameter), plus five feet per caster level. This length is reduced by 50% for every additional inch of thickness and increases by 50% for each 1/2 inch less. The possible commands are: Coil (form a neat, coiled stack), Coil & Knot, Loop, Loop & Knot, Tie & Knot, and the reverses of all of the above (Uncoil, etc.). One com-

mand can be given each round.

The rope can only enwrap a creature or an object within a one foot of it—it does not snake outward—so it must be thrown or hurled near the intended target. Note that the rope itself, and any knots tied in it, are not magical. A typical rope might be AC 6 and take 4 points of slashing damage before breaking. The rope does not inflict damage of any type, but can be used as a trip line or to entangle a single opponent who fails a saving throw vs. spell.

## Blur

Illusion/Phantasm

Level: 2

Range: 0

Components: V, S

Duration: 3 rounds + 1  
round/level

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

Reference: *PHB*, page 140



When a *blur* spell is cast, the wizard causes the outline of his form to become blurred, shifting, and wavering. This distortion causes all missile and melee combat attacks against the caster to be made with -4 penalties on the first attempt and -2 penalties on all successive attacks. It also grants the wizard a +1 bonus to his saving throw for any direct magical attack. A *detect invisibility* spell will not counter this effect, but the 5th-level priest spell *true seeing* and similar magic will.

## Chaos Shield

Abjuration (Wild Magic)

Level: 2

Range: 0

Components: V, S

Duration: 1d10 rounds +2  
rounds/level

Casting Time: 2

Area of Effect: The caster

Saving Throw: Special

Reference: *TOM*, page 21



Following the discovery of wild magic came the discovery of wild surges and the personal danger such surges create. After several wild mages destroyed themselves by rather spectacular means (or suffered very odd side effects), the *chaos shield* spell was created as protection from these surges.

This spell imbues the wild mage with special protection against the effects of wild surges. It protects only against wild surges caused by the caster's own spells, not from the effects of another mage's wild surges.

When a wild surge affects a caster protected by a chaos shield, he is allowed a saving throw vs. magic. If the saving throw is successful, the effect of the surge on the caster is negated. If the saving throw is failed, the caster is affected normally by the

wild surge. The spell does not protect against wild surges that might be caused by its own castings.

The chaos shield protects only the caster and does not negate the effects of a wild surge for other characters who might be in the area of effect. The caster cannot voluntarily cancel the protection once he has learned the nature of a wild surge; the chaos shield protects from both good and harmful effects. Thus, if a wild surge resulted in a *heal* spell for all characters within 10 feet of the caster, the protected caster might not benefit, while all others in the radius would be healed.

The spell remains in effect until it negates a wild surge or the spell duration expires.



# Continual Darkness

Alteration  
Level: 2  
Range: 60 yards  
Components: V, S  
Duration: Permanent  
Casting Time: 2  
Area of Effect: 60-foot radius  
Saving Throw: Special  
Reference: *PHB*, page 140



This spell is the reverse of *continual light*. Like *darkness, 15' radius*, the spell causes total, impenetrable darkness in the area of effect. Normal light fails, but a *continual light* spell will cancel its effects. It can be cast into air, onto an object, or at a creature. If the spell is cast on a small object that is then placed under a opaque covering, the spell's effects are blocked until the covering is removed.

A continual light brought into an area of

magical darkness (or vice versa) is temporarily negated so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

This spell eventually consumes the material upon which it is cast, but the process takes far longer than the time in the typical campaign. Extremely hard and expensive materials can lasts hundreds or even thousands of years.

## Continual Light

Alteration  
Level: 2  
Range: 60 yards  
Components: V, S  
Duration: Permanent  
Casting Time: 2  
Area of Effect: 60-foot radius  
Saving Throw: Special  
Reference: *PHB*, page 140



This spell is similar to a *light* spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a *dispel magic* spell. Creatures who suffer penalties in bright light suffer them in this spell's area of effect. As with the *light* spell, it can be cast into air, onto an object, or at a creature. In the third case, the spell affects the space about one foot behind a creature that successfully rolls its saving throw vs. spell. Note that this spell can also blind a creature if it is successfully cast upon the creature's visual organs, it reduces the creature's attack rolls, saving throws, and Armor Class by 4. If the spell is cast on a small object that is then placed in a light-proof

covering, the spell's effects are blocked until the covering is removed.

A continual light brought into an area of magical darkness (or vice versa) is temporarily negated so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of *continual light* against a similar or weaker magical darkness cancels both.

This spell eventually consumes the material it is cast upon, but the process takes far longer than the time in the typical campaign. Extremely hard and expensive materials can last hundreds and even thousands of years.

## Darkness, 15' Radius

Alteration

Level: 2

Range: 10 yards/level

Components: V, S, M

Duration: 1 turn + 1  
round/level

Casting Time: 2

Area of Effect: 15-foot radius

Saving Throw: None

Reference: *PHB*, page 140



This spell causes total, impenetrable darkness within the area of effect. Infravision is useless. Neither normal nor magical light works unless a *light* or *continual light* spell is used. In the former event, the *darkness* spell is negated by the *light* spell and vice versa. The *darkness* spell does not negate *continual light*.

The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.

## Deafness

Illusion/Phantasm

Level: 2

Range: 60 yards

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: One creature

Saving Throw: Negates

Reference: *PHB*, page 140



The *deafness* spell causes the recipient to become totally deaf. The victim is allowed a saving throw vs. spell. An affected creature has a -1 penalty to its surprise rolls unless its other senses are unusually keen. Deafened spellcasters have a 20% chance to miscast any spell with a verbal component. This *deafness* can be done away with only by means of a *dispel magic* spell or by the caster of the *deafness* spell.

The material component of the spell is beeswax.



## Deepockets

Alteration, Enchantment

Level: 2  
Range: Touch  
Components: V, S, M  
Duration: 12 hours + 1  
hour/level  
Casting Time: 1 turn  
Area of Effect: One garment  
Saving Throw: None  
Reference: *PHB*, page 140



This spell enables the wizard to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 50 gp value) is fashioned so as to contain numerous hand-sized pockets. One dozen is the minimum number. The *deepockets* spell then enables these pockets to hold a total of 100 pounds (five cubic feet in volume) as if it were only 10 pounds of weight. Furthermore, there are no discernable bulges where the special pockets are. At the time of casting, the caster can instead choose to have 10 pockets, each holding 10 pounds ( $\frac{1}{2}$  cubic foot volume each). If a robe or like garment is sewn with 100 or more pockets (200 gp minimum cost), 100 pockets can

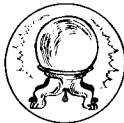
be created to contain one pound of weight and hold  $\frac{1}{6}$  cubic foot volume each. Each special pocket is actually a extradimensional holding space.

If the spell duration expires while there is material within the enchanted pockets, or a successful *dispel magic* is cast upon the enchanted garment, all the material suddenly appears around the wearer and immediately falls to the ground. The caster can also cause all the pockets to empty with a single command.

In addition to the garment, which is reusable, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

## Detect Evil

Divination  
Level: 2  
Range: 60 yards  
Components: V, S  
Duration: 5 rounds/level  
Casting Time: 2  
Area of Effect: 10-foot path  
Saving Throw: None  
Reference: *PHB*, pages 140-1



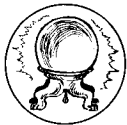
This spell discovers emanations of evil from any creature, object, or area. Character alignment is *not* revealed under most circumstances: characters who are strongly aligned, do not stray from their faith, and who are at least 9th level might radiate evil if they are intent upon appropriate actions. Powerful monsters, such as red dragons, will send forth emanations of evil even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enables them to continue existing. An evilly

cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not. The degree of evil (faint, moderate, strong, overwhelming) can be noted. Note that priests have a more powerful version of this spell.

The spell has a path of detection 10 feet wide in the direction in which the wizard is facing. The wizard must concentrate—stop, have quiet, and intently seek to detect the aura—for at least one round to receive a reading.

## Detect Good

Divination  
Level: 2  
Range: 60 yards  
Components: V, S  
Duration: 5 rounds/level  
Casting Time: 2  
Area of Effect: 10-foot path  
Saving Throw: None  
Reference: *PHB*, pages 140-1



This spell discovers emanations of good from any creature, object, or area. Character alignment is *not* revealed under most circumstances: characters who are strongly aligned, do not stray from their faith, and who are at least 9th level might radiate goodness if they are intent upon appropriate actions. Powerful monsters, such as gold dragons, will send forth emanations of goodness, even if polymorphed. A blessed object or holy water radiates goodness. The

degree of good (faint, moderate, strong, overwhelming) can be noted. Note that priests have a more powerful version of this spell.

The spell has a path of detection 10 feet wide in the direction in which the wizard is facing. The wizard must concentrate—stop, have quiet, and intently seek to detect the aura—for at least one round to receive a reading.

## Detect Invisibility

Divination

Level:

2

Range:

10 yards/level

Components:

V, S, M

Duration:

5 rounds/level

Casting Time:

2

Area of Effect:

10-foot path

Saving Throw:

None

Reference:

*PHB*, page 141



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When the wizard casts a *detect invisibility* spell, he is able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, it enables the wizard to detect hidden or concealed creatures (e.g., thieves in shadows, halflings in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen). It does not reveal illusions or enable the caster to see through physical objects. Detection is in the wizard's line of sight along a 10-foot-wide path to the range limit.

The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.



## ESP

Divination

Level: 2

Range: 5 yards/level, 90  
yards maximum

Components: V, S, M

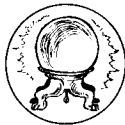
Duration: 1 round/level

Casting Time: 2

Area of Effect: One creature/probe

Saving Throw: None

Reference: *PHB*, page 141



When an *ESP* spell is used, the caster is able to detect the surface thoughts of any creatures in range—except for those of undead and with no minds (as we know them). The *ESP* is stopped by two or more feet of rock, two or more inches of any metal other than lead, or a thin sheet of lead foil. The wizard employing the spell is able to probe the surface thoughts of one creature per round, getting simple instinctual thoughts from lower order creatures. Probes can continue on the same creature from round to round, or can move on to other creatures. The caster can use the spell to help determine if a creature lurks behind a door, for

example, but the *ESP* does not always reveal what sort of creature it is. If used as part of a program of interrogation, an intelligent and wary subject receives an initial saving throw. If successful, the creature successfully resists and the spell will reveal no additional information. If the saving throw is failed, the caster may learn additional information, according to the DM's ruling. The creature's Wisdom adjustment applies, as may additional bonuses up to +4, based on the sensitivity of the information sought.

The material component of this spell is a copper piece.

# Flaming Sphere

Evocation  
Level: 2  
Range: 10 yards  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 2  
Area of Effect: 3-foot-radius  
sphere  
Saving Throw: Negates  
Reference: *PHB*, page 141



A *flaming sphere* spell creates a burning globe of fire within 10 yards of the caster. This sphere rolls in whichever direction the wizard points, at a rate of 30 feet per round. It rolls over barriers less than four feet tall, such as furniture, low walls, etc. Flammable substances are set afire by contact with the sphere. Creatures in contact with the globe must successfully save vs. spell or suffer 2d4 points of fire damage. Those within five feet of the sphere's surface must also successfully save or suffer 1d4 points of heat damage. A successful saving throw means no damage is suffered. The DM may adjust the saving

throws if there is little or no room to dodge the sphere.

The sphere moves as long as the spellcaster actively directs it, otherwise it merely stays at rest and burns. It can be extinguished by the same means as any normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push unwilling creatures aside or batter down large obstacles.

The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron.

# Fog Cloud

Alteration  
Level: 2  
Range: 10 yards  
Components: V, S  
Duration: 4 rounds + 1  
round/level  
Casting Time: 2  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 141



The *fog cloud* spell can be cast in either of two ways, at the caster's option: as a large, stationary bank of normal fog, or as a harmless fog that resembles the 5th-level wizard spell, *cloudkill*.

As a fog bank, this spell creates a fog of any size and shape up to a maximum 20-foot cube per caster level. The fog obscures all sight, normal and infravision, beyond two feet.

As a *cloudkill*-like fog, this is a billowing mass of ghastly, yellowish-green vapors,

measuring 40 feet by 20 feet by 20 feet. This moves away from the caster at a 10 feet per round. The vapors are heavier than air and sink to the lowest level, even pouring down sinkholes and den openings. Very thick vegetation breaks up the fog after it has moved 20 feet within.

The only effect of either version is to obscure vision. A strong breeze will disperse either effect in one round, while a moderate breeze will reduce the spell duration by 50%. The spell cannot be cast underwater.

# Fools' Gold

Alteration, Illusion

Level: 2  
Range: 10 yards  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 1 round  
Area of Effect: 10 cubic  
inches/level  
Saving Throw: Special  
Reference: *PHB*, page 141



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Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold, for the duration of this spell by means of this magic. The area of effect is 10 cubic inches per level—*i.e.*, a one inch by one inch by 10 inch volume or equivalent, equal to about 150 gold coins. Any creature viewing the "gold" is entitled to a saving throw vs. spell, which can be modified by the creature's Wisdom; for every level of the wizard, the creature must subtract 1 from his dice roll. Thus, it becomes unlikely that fools gold will be detected if it was created by a high-level caster. If the "gold" is struck

hard by an object of cold-wrought iron, there is a slight chance it will revert to its natural state, depending on the material component used to create the "gold." If a 25-gp citrine is powdered and sprinkled over the metal as the spell is cast, the chance that cold iron will return it to its true nature is 30%; if a 50-gp amber stone is powdered and used, there is a 25% chance that iron will dispel the magic; if a 250-gp topaz is powdered, the chance drops to 10%; if a 500-gp oriental (corundum) topaz is powdered, there is only a 1% chance that the cold iron will reveal that it is fools gold.



# Forget

Enchantment/Charm

Level: 2  
Range: 30 yards  
Components: V, S  
Duration: Permanent  
Casting Time: 2  
Area of Effect: 20-foot cube  
Saving Throw: Negates  
Reference: *PHB*, page 142



By means of this spell, the spellcaster causes creatures within the area of effect to forget the events of the previous round (the one minute of time previous to the utterance of the spell). For every three levels of experience of the spellcaster, another minute of past time is forgotten. This does not negate *charm*, *suggestion*, *geas*, *quest*, or similar spells, but it is possible that the being who placed such magic upon the recipient could be forgotten. From one to four creatures can

be affected, at the discretion of the caster. If only one is to be affected, the recipient saves vs. spell with a -2 penalty; if two, they save with -1 penalties; if three or four are to be affected, they save normally. All saving throws are adjusted by Wisdom. A priest's *heal* or *restoration* spell, if specially cast for this purpose, will restore the lost memories, as will a *limited wish* or *wish*, but no other means will do so.

## Glitterdust

Conjuration/Summoning

Level: 2

Range: 10 yards/level

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: 20-foot cube

Saving Throw: Special

Reference: *PHB*, page 142



This spell creates a cloud of glittering golden particles within the area of effect. Those in the area must roll a successful saving throw vs. spell or be blinded ( - 4 penalties to attack rolls, saving throws, and Armor Class) for  $1d4 + 1$  rounds. In addition, all within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Note that this reveals invisible creatures. The dust fades in  $1d4$  rounds plus 1 round per caster level. Thus, *glitterdust* cast by a 3rd-level wizard lasts for  $1d4 + 3$  rounds.

The material component is ground mica.

## Horning's Baneful Deflector

Evocation (Wild Magic)  
Level: 2  
Range: Touch  
Components: V, S, M  
Duration: 2 rounds/level  
Casting Time: 2  
Area of Effect: One creature  
Saving Throw: None  
Reference: *TOM*, page 21



This spell partially surrounds the recipient in a shimmering, hemispherical field of force. The field is transparent and moves with the subject, forming a shell about one foot away from his body. The shell serves as a shield against all forms of individually targeted missile attacks (including *magic missiles* and other spells). The caster designates the position of the shell (protecting the front, rear, side, or top of the recipient). The spell does not protect against area effect spells or other attacks that strike several creatures at once.

Whenever an individual missile attack is directed at a protected creature, the baneful

deflector activates. Instead of striking the target creature, the missile's target is determined randomly from all creatures within a 15-foot hemisphere of the protected creature, *including* the protected creature. The missile then changes course toward its new target with normal chances to hit. If the new target is beyond the range of the missile, no target is hit. If the protected creature is struck, the spell immediately fails. If several people are protected by a baneful deflector, a missile will change course several times before reaching its target.

The material component is a small prism that shatters when the spell is cast.

# Hypnotic Pattern

Illusion/Phantasm

Level: 2

Range: 30 yards

Components: S, M

Duration: Special

Casting Time: 2

Area of Effect: 30-foot cube

Saving Throw: Negates

Reference: *PHB*, page 142



When this spell is cast, the wizard creates a weaving, twisting pattern of subtle colors in the air. This pattern causes any creature looking at it to become fascinated and stand gazing at it as long as the spellcaster maintains the display, plus two rounds thereafter. The spell can captivate a maximum of 24 levels or Hit Dice of creatures (*e.g.*, 24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc.). All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. A damage-inflicting attack on an affected creature frees it from the spell immediately.

The wizard need not utter a sound. He must gesture appropriately while holding a glowing stick of incense or a crystal rod filled with phosphorescent material.



## Improved Phantasmal Force

Illusion/Phantasm

Level: 2

Range: 60 yards + 10  
yards/level

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: 200 sq. ft. + 50 sq.  
ft./level

Saving Throw: Special

Reference: *PHB*, page 142



Like the 1st-level *phantasmal force* spell, this spell creates the illusion of any object, creature, or force, as long as it is within the spell's area of effect. The spellcaster can maintain the illusion with minimal concentration, thus he can move at half normal speed (but not cast other spells). Some minor sounds are included in the effects of the spell, but not understandable speech. Also, the improved phantasm continues for two rounds after the wizard ceases to concentrate upon it.

The material component is a bit of fleece.

## Insatiable Thirst

Enchantment/Charm

Level: 2

Range: 5 yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Negates

Reference: *TOM*, page 21



This spell instills in the victim an uncontrollable desire to drink. The victim is allowed a saving throw to avoid the effect. If the roll is failed, the creature must consume any potable liquids it can find (including magical potions, which might result in strange effects if potions are mixed). Although poisons are not considered potable, a victim may not realize that a liquid is poisonous. The victim will not consume a liquid he knows to be poisonous.

No matter how much the creature drinks, its magical thirst is not quenched until the spell ends. During this time, the creature can do nothing but drink or look for liquids to drink. Victims of this spell believe they are dying of thirst and (depending upon their nature) may be willing to kill for drinkable fluids.

# Invisibility

Illusion/Phantasm

Level: 2  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 2  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 142



This spell causes the creature touched to vanish from sight and be undetectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or his gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible, items picked up disappear if tucked into the clothing or pouches worn by the creature. Note, however, that light never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source).

The spell remains in effect until it is magi-

cally broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus, the invisible being can open doors, talk, eat, climb stairs, etc., but if he attacks, he immediately becomes visible, although the invisibility enables him to attack first. Note that the priestly *bles*s, *chant*, and *prayer* spells are not attacks for this purpose. All highly intelligent creatures (Int 13 or more) with 10 or more Hit Dice or levels of experience have a chance to detect invisible objects (they roll saving throws vs. spell; success means they noticed the invisible object).

The material components of the *invisibility* spell are an eyelash and a bit of gum arabic, the former encased in the latter.

## Irritation

Alteration

Level: 2  
Range: 10 yards/level  
Components: V, S, M  
Duration: Special  
Casting Time: 2  
Area of Effect: One to four  
creatures in a  
15-foot-radius area  
Saving Throw: Negates  
Reference: *PHB*, page 142



Creatures with very thick or insensitive skins (such as buffalo, elephants, scaled creatures, etc.) are basically unaffected by this. There are two versions of the spell, either of which can be cast from the standard preparation:

*Itching*—When cast, this causes each subject to feel an instant itching sensation on some portion of its body. If one round is not immediately spent scratching the irritated area, the creature is so affected that the next three rounds are spent squirming and twisting, effectively worsening its Armor Class by 4 and its attack rolls by 2. Spells preparations are possible in the first round this spell is in effect, but not for the following three rounds. Doing nothing but scratching the itch for the first round prevents the rest of the effect. If cast at one creature, the saving

throw has a -3 penalty; if cast at two creatures, a -1 penalty; and if cast at three or four creatures, the saving throw is normal. *Rash*—When a rash is cast, the subject notices nothing for 1d4 rounds, but thereafter his entire skin breaks out in red welts that itch. The rash persists until either a *cure disease* or *dispel magic* spell is cast upon it. It lowers Charisma by 1 point per each of four days (*i.e.*, maximum Charisma loss is 4 points). After one week, Dexterity is lowered by 1 point also. Symptoms vanish upon the removal of the rash, and all statistics return to normal. This can be cast at one creature only, with a saving throw penalty of 2.

The material component is powdered leaf from poison ivy, oak, or sumac.



# Knock

Alteration

Level:

2

Range:

60 yards

Components:

V

Duration:

Special

Casting Time:

1

Area of Effect:

10 square feet/level

Saving Throw:

None

Reference:

*PHB*, page 143



The *knock* spell opens stuck, barred, locked, held, or wizard-locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains. If used to open a wizard-locked door, the spell does not remove the former spell, but simply suspends its functioning for one turn. In all other cases, it permanently opens locks or welds—although the former could be closed and locked again later. It does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes,

vines, and the like. Note that the effect is limited by the area; a 3rd-level wizard can knock a door of 30 square feet or less (e.g., a standard four-foot by seven-foot door). Each spell can undo up to two means of preventing egress through a portal. Thus, if a door is locked, barred, and held, or is triple-locked, opening it requires two *knock* spells. In all cases, the location of the door or item must be known—the spell cannot be used against a wall in hopes of discovering a secret door.

## Know Alignment

Divination

Level: 2

Range: 10 yards

Components: V, S

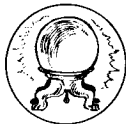
Duration: 1 round/level

Casting Time: 1 round

Area of Effect: One creature or  
object/2 rounds

Saving Throw: Negates

Reference: *PHB*, page 143



A *know alignment* spell enables the wizard to exactly read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster must remain stationary and concentrate on the subject for two full rounds. A creature is allowed a saving throw vs. spell and, if successful, the caster learns nothing about that particular creature from the casting. If a creature or object is concentrated on for only one round, only its alignment with respect to law and chaos can be learned. Certain magical devices negate the *know alignment* spell.

## Leomund's Trap

Illusion/Phantasm

Level: 2  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 3 rounds  
Area of Effect: Object touched  
Saving Throw: None  
Reference: *PHB*, page 143



This false trap is designed to fool a thief or other character attempting to pilfer the spellcaster's goods. The wizard places the spell upon any small mechanism or device, such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the spell is illusory and nothing happens if the trap is sprung; its primary purpose is to frighten away thieves or make them waste precious time.

The material component of the spell is a piece of iron pyrite touched to the object to be "trapped" while it is sprinkled with a special dust requiring 200 gp to prepare. If another *Leomund's trap* is within 50 feet when the spell is cast, then the casting fails.

## Levitate

Alteration

Level: 2  
Range: 20 yards/level  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 2  
Area of Effect: One creature or  
object  
Saving Throw: Negates  
Reference: *PHB*, page 143



When a *levitate* spell is cast, the wizard can place it upon his person, upon an object, or upon a single creature, subject to a maximum weight limit of 100 pounds per level of experience (e.g., a 3rd-level wizard can levitate up to 300 pounds, maximum). If the spell is cast upon the wizard, he can move vertically up or down at a movement rate of 2 per round. If cast upon an object or another creature, the wizard can levitate it at the same speed, according to his command. Horizontal movement is not empowered by this spell, but the recipient could push along the face of a cliff, for example, to move laterally. The spellcaster can cancel the spell as desired. If the subject of the spell is unwilling, or the object of the spell is in the possession of a creature, a saving throw

vs. spell is allowed to determine if the *levitate* spell affects it.

Once cast, the spell requires no concentration, except when changing height. A levitating creature attempting to use a missile weapon finds himself increasingly unstable; the first attack has an attack roll penalty of -1, the second a penalty of -2, the third a penalty of -3, and so on, up to a maximum of -5. A full round spent stabilizing allows the creature to begin again at -1. Lack of leverage makes it impossible to cock a medium or heavy crossbow.

The material component of this spell is either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.



## Locate Object

Divination

Level:

2

Range:

20 yards/level

Components:

V, S, M

Duration:

1 round/level

Casting Time:

2

Area of Effect:

Special

Saving Throw:

None

Reference:

*PHB*, page 143



This spell aids in locating a known or familiar object. The wizard casts the spell, slowly turns, and senses when he is facing in the direction of the object to be located, provided the object is within range, *i.e.*, 60 yards for 3rd-level wizards, 80 yards for 4th-, 100 yards for 5th-, etc. The spell can locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Note that attempting to find a specific item such as jewelry or a crown requires an accurate mental image; if the image is not close enough to the actual, the spell does not work. Desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead. Creatures cannot be found by this spell.

The material component is a forked twig.

## Lock

Alteration

Level:

2

Range:

60 yards

Components:

V

Duration:

Special

Casting Time:

1

Area of Effect:

10 square feet/level

Saving Throw:

None

Reference:

*PHB*, page 143



The *lock* spell is the reverse of *knock*. When cast, it closes and locks a door or similar closure, provided there is a physical mechanism. It does not create a weld, but it locks physically operated locking mechanisms, set bars, and so on, up to two functions per casting. It cannot affect a portcullis. Note that the effect is limited by the area; a 3rd-level wizard can lock a door of 30 square feet or less (*e.g.*, a standard four-foot by seven-foot door).

# Magic Mouth

Alteration

Level:

2

Range:

10 yards

Components:

V, S, M

Duration:

Special

Casting Time:

2

Area of Effect:

One object

Saving Throw:

None

Reference:

*PHB*, pages 143-4



The wizard imbues the chosen object with an enchanted mouth that suddenly appears and speaks his message when a specified event occurs. The message must be of 25 words or less, can be in any language known by the spellcaster, and can be delivered over a one-turn period. The mouth cannot speak magic spells or use command words. It does, however, move to the words articulated. Of course, the magic mouth can be placed on any object, excluding intelligent members of the animal or vegetable kingdoms.

The spell functions when specific conditions are fulfilled according to the command of the spellcaster. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used, such as the following: "Speak only when a vener-

able female human carrying a sack of groat clusters sits cross-legged within one foot." Such visual triggers can react to a character using the *disguise* ability. Command range is five yards per level of the wizard, so a 6th-level wizard can command the magic mouth to speak at a maximum encounter range of 30 yards ("Speak when a winged creature comes within 30 yards."). The spell lasts until the speak command can be fulfilled, thus the spell duration is variable. A magic mouth cannot distinguish invisible creatures, alignments, levels or Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word.

The material component of this spell is a small bit of honeycomb.

## Maximilian's Earthen Grasp

Alteration

Level: 2

Range: 10 yards + 10  
yards/level

Components: V, S, M

Duration: 3 rounds + 1  
round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Special

Reference: *TOM*, page 22



This spell causes an arm made of compacted soil to rise from the ground. The spell must be cast on open turf, such as a grassy field or a dirt floor.

The earthen arm and hand (which are about the same size as a normal human limb) arise from the ground beneath any creature targeted by the caster. The hand attempts to grasp the creature's leg. The victim must attempt a saving throw; if successful, the hand sinks into the ground. Each round thereafter (until the spell ends or the target moves out of spell range), the hand has a 5% chance per level of the caster of reappearing beneath the targeted creature, at which time another saving throw is required.

If a saving throw is missed, the earthen limb firmly grasps and holds the creature in

place. An individual held by the hand suffers a movement rate of 0, Armor Class penalty of +2, and attack penalty of -2. All Dexterity combat bonuses are negated. The hand causes no physical damage to the victim.

The arm may be attacked by any creature, including the arm's victim. The arm has AC 5 and hit points equal to double the caster's maximum hit points. The maximum number of hit points that an earthen hand may have is 40. When the arm's hit points are reduced to zero or when the spell duration ends, the hand crumbles.

The material component is a miniature hand sculpted from clay, which crumbles to dust when the spell is cast.



## Melf's Acid Arrow

Conjuration  
Level: 2  
Range: 180 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 2  
Area of Effect: One target  
Saving Throw: Special  
Reference: *PHB*, page 144



The wizard creates a magical arrow that speeds to its target as if fired from the bow of a fighter of the same level as the wizard. No modifiers for range, nonproficiency, or specialization are used. The arrow has no attack or damage bonus, but it inflicts 2d4 points of acid damage with saving throws for items on the target. (There is no splash damage.) For every three levels that the caster has achieved, the acid lasts for another round, unless somehow neutralized, inflicting another 2d4 points of damage each round. So, at 3rd- through 5th-level, the acid lasts for two rounds, at 6th- through 8th-level, the acid will last for three rounds, etc.

The material components of the spell are a dart, a powdered rhubarb leaf, and an adder's stomach.

## Mirror Image

Illusion/Phantasm

Level: 2

Range: 0

Components: V, S

Duration: 3 rounds/level

Casting Time: 2

Area of Effect: 6-foot radius

Saving Throw: None

Reference: *PHB*, page 144



When a *mirror image* spell is invoked, the spellcaster causes from two to eight exact duplicates of himself to come into being around him. These images do exactly what the wizard does. Since the spell causes a blurring and slight distortion when it is cast, it is impossible for opponents to be certain which are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack, magical or otherwise, it disappears, but any other existing

images remain intact until struck. The images seem to shift from round to round, so that if the actual wizard is struck during one round, he cannot be picked out from amongst his images the next. To determine the number of images that appear, roll 1d4 and add 1 for every three levels of experience the wizard has achieved, to a maximum of eight images. At the end of the spell duration, all surviving images wink out.

## Misdirection

Illusion/Phantasm

Level: 2

Range: 30 yards

Components: V, S

Duration: 8 hours

Casting Time: 2

Area of Effect: One creature or  
object

Saving Throw: Negates

Reference: *PHB*, page 144



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By means of this spell, the wizard misdirects the information from a detection spell (*detect charm, detect evil, detect invisibility, detect lie, detect magic, detect snares and pits, etc.*). While the detection spell functions, it indicates the wrong area, creature, or the opposite of the truth with respect to *detect evil* or *detect lie*. The wizard directs the spell effect upon the object of the detection spell. If the caster of the detection spell fails his saving throw vs. spell, the misdirection takes place. Note that this spell does not affect other types of divination (*know alignment, augury, ESP, clairvoyance, etc.*).

## Nahal's Nonsensical Nullifier

Abjuration (Wild Magic)

Level: 2

Range: Touch

Components: V, S, M

Duration: 1d6 rounds + 1  
round/level

Casting Time: 2

Area of Effect: Creature touched

Saving Throw: None

Reference: *TOM*, page 22



This spell scrambles the aura of the affected creature, giving random results to *know alignment*, *detect evil*, and *detect lie* spells cast on that creature.

When a protected creature is the focus of one of these divinations, the information gained is randomly determined. Thus, if *know alignment* is used against a chaotic evil creature protected by the *nonsensical nullifier*, the response could be any alignment combination. If two characters both use the same divination on the same target, two random results are generated.

A new random result is generated each round; thus, continued observation of a protected creature usually results in different answers. The table below should be used to determine the random alignment.

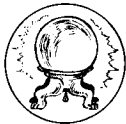
D10 Roll	Alignment
1	Lawful Good
2	Lawful Neutral
3	Lawful Evil
4	Neutral Good
5	Neutral
6	Neutral Evil
7	Chaotic Good
8	Chaotic Evil
9	Chaotic Neutral
10	No alignment

The material component is a small amount of egg yolk smeared into the hair of the recipient.



## Obscure Object

Divination  
Level: 2  
Range: 20 yards/level  
Components: V, S, M  
Duration: 8 hours  
Casting Time: 2  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 143



This spell is the reverse of *locate object*. By means of this spell, the wizard is able to hide an object from location by spell, crystal ball, or similar means for eight hours. Creatures cannot be affected by this spell.

The material component of this spell is a chameleon skin.

## Past Life

Divination  
Level: 2  
Range: Touch  
Components: V, S  
Duration: Special  
Casting Time: 1 round  
Area of Effect: One creature  
Saving Throw: None  
Reference: *TOM*, page 22



By touching the remains of a dead creature, this spell allows a caster to gain a mental image of the deceased's former appearance. The remains can be of any age, and only a tiny fragment is required, such as a bone splinter or a strand of hair.

When cast by a wizard of at least 7th level, he is able to view the final minute of the subject's life from the subject's point of view.

When cast by a wizard of at least 9th level, a personal possession (a ring, a favorite walking stick, etc.) may be substituted for bodily remains.

## Protection From Cantrips

Abjuration

Level: 2

Range: Touch

Components: V, S

Duration: 5 hours + 1  
hour/level

Casting Time: 1 round

Area of Effect: Creature or object  
touched

Saving Throw: None

Reference: *PHB*, page 144



By casting this spell, the wizard receives immunity to the effects of cantrips cast by other wizards, apprentices, or creatures that use the *cantrip* spell. The spell protects the caster, or one item or person that he touches (such as a spell book or a drawer containing spell components). Any cantrip cast against the protected person or item dissipates with an audible popping sound. This spell is often used by a wizard with mischievous apprentices, or one who wishes apprentices to clean or shine an area using elbow grease rather than magic. Any unwilling target of this spell must be touched (via an attack roll) and is allowed a saving throw vs. spell to escape the effect.

## Protection From Paralysis

Abjuration  
Level: 2  
Range: Touch  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 2  
Area of Effect: One creature  
Saving Throw: None  
Reference: *TOM*, page 23



The recipient of this spell receives total immunity from magical paralysis. Spells such as *hold person* and *slow* have no effect on the individual. This spell also provides protection against the paralysis attacks of monsters (a ghoul's touch, for example). This spell offers no protection against physical damage.

The material component of this spell is a bit of cloth taken from a priest's robes.



# Pyrotechnics

Alteration

Level: 2  
Range: 120 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 2  
Area of Effect: One fire source  
(special)  
Saving Throw: None  
Reference: *PHB*, page 144



A *pyrotechnics* spell draws on an existing fire source to produce either of two effects at the option of the caster. First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. This effect temporarily blinds those creatures in, under, or within 120 feet of the area, that have an unobstructed line of sight to the burst. Creatures viewing this are blinded for  $1d4 + 1$  rounds unless they successfully save vs. spell. The fireworks fill a volume 10 times greater than that of the original fire source.

This spell can also cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for one round per experience level of the caster.

This covers a roughly spherical volume from the ground or floor up (or conforming to the shape of a confined area). The smoke totally obscures vision beyond two feet and fills a volume 100 times that of the fire source. All within the cloud must roll successful saving throws vs. spell or suffer -2 penalties to all combat rolls and Armor Class.

The spell uses one fire source within a 20-foot cube, which is immediately extinguished. An extremely large fire used as a source might be only partially extinguished. Magical fires are not extinguished, and a fire-based creature (such as a fire elemental) used as a source suffers one point of damage per caster level.

# Ray of Enfeeblement

Enchantment/Charm

Level: 2

Range: 10 yards + 5  
yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Negates

Reference: *PHB*, page 145



A wizard can weaken an opponent, reducing Strength and the attacks that rely upon it. Humans, demihumans, and humanoids of man-size or less are reduced to an effective Strength of 5, losing all Strength bonuses and suffering an attack roll penalty of -2 and a -1 penalty to damage. Other creatures suffer a penalty of -2 on attack rolls. Furthermore, they have a -1 penalty for each die of damage they inflict (but no damage roll can inflict less than one point per die of damage). Your DM will determine any other effects appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect. This spell does not affect combat bonuses due to magical items, and those conferring increased Strength function normally.

# Ride the Wind

Alteration

Level: 2  
Range: 5 yards/level  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 2  
Area of Effect: One creature/level  
Saving Throw: Negates  
Reference: *TOM*, page 23



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This spell allows creatures targeted by the caster to become virtually weightless and be lifted upon the wind. Affected creatures can control their altitude by rising or descending at a movement rate of 12, but are at the mercy of the wind for speed and direction. Recipients can stop forward movement only by grasping something to anchor them in place. If no wind is present, this spell has no effect.

Unwilling targets are allowed a saving throw to resist the effect.

Each subject and his equipment must weigh less than 100 pounds per level of the caster. This spell may be cast only on living creatures.

The material components are a small handful of straw and a dry leaf.

## Rope Trick

Alteration

Level: 2  
Range: Touch  
Components: V, S, M  
Duration: 2 turns/level  
Casting Time: 2  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 145



When this spell is cast upon a piece of rope from five to 30 feet long, one end of the rope rises into the air until the whole hangs perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened in extradimensional space, and the spellcaster and up to seven others can climb up the rope and disappear into this place of safety where no creature can find them. The rope can be taken into the extradimensional space if fewer than eight persons have climbed it, otherwise it simply hangs in air (extremely strong creatures might be able to remove it at the DM's option). Spells cannot be cast across the interdimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if

there were a 3' x 5' window centered on the rope. The persons in the extradimensional space must climb down prior to the end of the spell, or they are dropped from the height at which they entered the extradimensional space. The rope can be climbed by only one person at a time. Note that the *rope trick* spell enables the climbers to reach a normal place if they do not climb all the way to the extradimensional space. Also note that creating or taking extradimensional spaces (e.g., a *bag of holding*) into an existing extradimensional space is hazardous.

The material components of this spell are powdered corn extract and a twisted loop of parchment.



## Scare

Enchantment/Charm

Level: 2

Range: 30 yards + 10  
yards/level

Components: V, S, M

Duration: 1d4 rounds + 1  
round/level

Casting Time: 2

Area of Effect: 15-foot radius

Saving Throw: Special

Reference: *PHB*, page 145



This spell causes creatures with fewer than six levels of experience or Hit Dice to fall into fits of trembling and shaking. The frightened creatures have a -2 reaction adjustment and may drop held items if encumbered. If cornered, they fight, but with -1 penalties to attack and damage rolls, and to saving throws as well.

Only elves, half-elves, and priests are allowed saving throws against this spell. Note that this spell has no effect on the undead (skeletons, zombies, ghouls, and so on), or on upper or lower planar creatures of any sort.

The material component used for this spell is a bit of bone from an undead skeleton, zombie, ghoul, ghastr, or mummy.

## Sense Shifting

Alteration  
Level: 2  
Range: 0  
Components: V, S, M  
Duration: 3 turns  
Casting Time: 2  
Area of Effect: The caster  
Saving Throw: None  
Reference: *TOM*, page 23



*Sense shifting* allows the wizard to affect all spells of levels 1 through 3 that he casts within the duration of the spell. For each spell, he can modify one of three sensory features pertaining to the spell: color, sound, or patterned visual appearance of the spell effect. The changes produced by this spell do not affect the functions of the affected spell nor any saving throws which apply against their effects.

*Sense shifting* might be used to produce green fireballs, magic missiles which streak

through the air with a scream, colored *continual light* globes, customized designs for a *hypnotic pattern*, or a *spectral hand* which makes scrabbling sounds as it attempts to grasp a target.

*Sense shifting* cannot create any form of invisibility. It cannot completely silence a spell effect (thus, a *fireball's* blast might be muted, but not wholly eliminated).

The material component is a twist of multi-colored ribbon with a small silver bell fastened to its end.

## Shatter

Alteration

Level: 2

Range: 30 yards + 10  
yards/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 2

Area of Effect: 3-foot radius

Saving Throw: Negates

Reference: *PHB*, page 145



The *shatter* spell is a sound-based attack that affects nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, etc. All such objects within a three-foot radius of the center of the spell effect are smashed into dozens of pieces by the spell. Objects weighing above one pound per level of the caster are not affected, but all other objects of the appropriate composition must save vs. crushing blow or be shattered. Alternatively, the spell can be focused against a single item of up to 10 pounds per caster level. Crystalline creatures suffer 1d6 points of damage per caster level to a maximum of 6d6, with a saving throw vs. spell for half damage.

The material component of this spell is a chip of mica.

## Spectral Hand

Necromancy

Level: 2

Range: 30 yards + 5  
yards/level

Components: V, S

Duration: 2 rounds/level

Casting Time: 2

Area of Effect: One opponent

Saving Throw: None

Reference: *PHB*, page 145



This spell causes a ghostly, glowing hand, shaped from the caster's lifeforce, to materialize within the spell range and move as the caster desires. Any touch attack spell of 4th level or less cast by the wizard can be delivered by the spectral hand, with a +2 bonus to the attack roll. The caster cannot perform any other actions when attacking with the hand; the hand returns to the caster and hovers if the caster takes other actions. It is possible to make multiple touch attacks with it, until the spell expires or is dismissed. The hand receives flank and rear bonuses if the caster is in a position to do so. The hand is vulnerable to magical attack (but it has an Armor Class of -2). Any damage to the hand ends the spell and inflicts 1d4 points of damage upon the caster.



# Stinking Cloud

Evocation

Level: 2  
Range: 30 yards  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 2  
Area of Effect: 20-foot cube  
Saving Throw: Special  
Reference: *PHB*, page 145



When a *stinking cloud* is cast, the wizard creates a billowing mass of nauseous vapors up to 30 yards away from his position. Any creature caught within the cloud must roll a successful saving throw vs. poison or be reeling and unable to attack because of nausea for 1d4 + 1 rounds after leaving the cloud. Those who make successful saving throws can leave the cloud without suffering any ill effects, but those remaining in the cloud must continue to save each round. These poisonous effects can be slowed or neutralized by appropriate magic. The cloud duration is halved in a moderate breeze (8-18 m.p.h.) and is dispersed in one round by a stronger breeze.

The material components of the spell is a rotten egg or several skunk cabbage leaves.

## Strength

Alteration  
Level: 2  
Range: Touch  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 1 turn  
Area of Effect: Person touched  
Saving Throw: None  
Reference: *PHB*, page 146



Application of this spell increases the Strength of the character by a number of points—or tenths of points after 18 Strength is attained (only if the character is a warrior). Benefits of the *strength* spell last for the duration of the magic. The amount of added Strength depends upon the spell recipient's group and is subject to all restrictions on Strength due to race and class. Multi-class characters use the best die.

If a warrior has an 18 Strength already,  $1d8 \times 10\%$  is added to his extraordinary Strength roll. The spell cannot confer a Strength of 19 or more, nor is it cumulative

with other magic that adds to Strength. Beings without Strength scores (kobolds, lizard men, etc.) receive a +1 to attack and damage rolls.

The material component of this spell is a few hairs or a pinch of dung from a particularly strong animal—ape, bear, ox, etc.

<b>Class</b>	<b>Strength Gain</b>
Priest	1d6 points
Rogue	1d6 points
Warrior	1d8 points
Wizard	1d4 points

## Summon Swarm

Conjuration/Summoning  
Level: 2  
Range: 60 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 2  
Area of Effect: 10-foot cube  
Saving Throw: Negates  
Reference: *PHB*, page 146



The swarm of small animals (roll on the table) drawn by the *summon swarm* spell will viciously attack all creatures in the area chosen by the caster. Creatures actively defending against the swarm to the exclusion of other activities suffer one point of damage for each round spent in the swarm. Those taking other actions, including leaving the swarm, receive 1d4 + 1 points of damage per three levels of the caster, every round. Spell casting within the swarm is impossible.

The swarm cannot be fought effectively with weapons, but fire and area effects can force it to disperse by inflicting damage. The swarm disperses when it has taken a total of 2 hit points per caster level from these attacks. A *protection from evil* spell keeps the swarm at bay, and certain area-effect

spells, such as *gust of wind* and *stinking cloud*, disperse a swarm immediately, if appropriate to the swarm summoned (e.g., only fliers are affected by a gust of wind). The caster must remain stationary and undisturbed to control the swarm; if his concentration lapses or is broken, the swarm disperses in two rounds. The swarm is stationary once conjured.

The material component is a square of red cloth.

Dice Roll	Swarm Type
01-40	Rats
41-70	Bats
71-80	Spiders
81-90	Centipedes/ beetles
91-00	Flying insects

## Tasha's Uncontrollable Hideous Laughter

Enchantment/Charm

Level: 2

Range: 60 yards

Components: V, S, M

Duration: 1 round/level

Casting Time: 2

Area of Effect: One or more creatures in a 30-foot cube

Saving Throw: Negates

Reference: *PHB*, page 146



The victim(s) of this spell perceives everything as hilariously funny. The effect is not immediate, and the creature(s) feels only a slight tingling on the round the spell is cast. On the round immediately following, the victim(s) begins smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of uncontrollable, hideous laughter. Although this magical mirth lasts only a single round, the affected creature(s) must spend the next round regaining its feet, and it loses 2 points from its Strength (or -2 to attack and damage rolls) for all remaining rounds of the spell.

The saving throw vs. spell is modified by the Intelligence of the creature(s). Creatures with Intelligences of 4 or less (semi-

intelligent) are totally unaffected. Those with Intelligences of 5-7 (low) save with -6 penalties. Those with Intelligences of 8-12 (average to very) save with -4 penalties. Those with Intelligences of 13-14 (high) save with -2 penalties. Those with Intelligences of 15 or greater (exceptional) have unmodified saving throws.

The caster can affect one creature for every three levels attained—*e.g.*, one at 3rd level, two at 6th level, three at 9th level, etc. All affected beings must be within 30 feet of each other.

The material components are a small feather and minute tarts. The tarts are hurled at the subjects, while the feather is waved in one hand.



# Undetectable Alignment

Divination

Level: 2  
Range: 10 yards  
Components: V, S  
Duration: 24 hours  
Casting Time: 1 round  
Area of Effect: One creature or  
object/2 rounds  
Saving Throw: Negates  
Reference: *PHB*, page 143



The *undetectable alignment* spell is the reverse of *know alignment*. The spell enables the wizard to conceal the alignment a creature or an aligned object (unaligned objects reveal nothing) for 24 hours—even from a *know alignment* spell. An unwilling spell recipient is allowed a saving throw vs. spell and, if successful, the spell is wasted.

## Web

Evocation

Level: 2

Range: 5 yards/level

Components: V, S, M

Duration: 2 turns/level

Casting Time: 2

Area of Effect: Special

Saving Throw: Negates or  $\frac{1}{2}$

Reference: *PHB*, page 146



A *web* spell must be anchored to two or more solid and diametrically opposed points, or the web disappears.

The *web* spell covers a maximum area of eight 10-foot cubes and the webs must be at least 10 feet thick, so a mass 40 feet high, 20 feet wide, and 10 feet deep may be cast. Creatures even touching them become stuck amongst the gluey fibers.

Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is made, either the creature is assumed to have jumped free or the webs are only half strength. Creatures with less than 13 Strength (7 if webs are half strength) must remain fast until freed by another or until the spell wears off. Missile fire is generally ineffective against creatures trapped in webs.

Creatures with Strength between 13 and 17 can break through one foot of webs per round. Creatures with 18 or greater Strength break through two feet of webs per round. If the webs are at half strength, these rates are doubled. Creatures of great mass hardly notice webs. Strong and huge creatures will break through 10 feet of webs per round. Note that the strands of a *web* spell are flammable. A magical *flaming sword* will slash them away as easily as a hand brushes away cobwebs. Any fire will set them alight and burn them away in a single round—all creatures within the webs suffer 2d4 points of damage from the flames.

The material component of this spell is a bit of spider web.

# Whispering Wind

Alteration, Phantasm

Level: 2

Range: 1 mile/level

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: 2-foot radius

Saving Throw: None

Reference: *PHB*, page 147



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By means of this spell, the wizard is able to either send a message or cause some desired sound effect. The whispering wind can travel as many miles above ground as the spellcaster has levels of experience, to a specific location within range that is familiar to the wizard. The whispering wind is as gentle and unnoticed as a zephyr until it reaches the location, where it delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then

dissipates. The wizard can prepare the spell to bear a message of up to 25 words, cause the spell to deliver other sounds for one round, or merely have the whispering wind seem to be a faint stirring of the air that has a susurrant sound. He can likewise cause the whispering wind to move as slowly as a mile per hour or as quickly as a mile every turn. When the spell reaches its objective, it swirls and remains until the message is delivered. As with the *magic mouth* spell, no spells may be cast through the whispering wind.

## Wizard Lock

Alteration  
Level: 2  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 2  
Area of Effect: 30 square feet/level  
Saving Throw: None  
Reference: *PHB*, page 147



A *wizard lock* spell cast upon a door, chest, or portal magically locks it. The caster can freely pass his own lock without affecting it; otherwise, the wizard-locked door or object can be opened only by breaking in, a successful *dispel magic*, a *knock* spell, or by a wizard four or more levels higher than the one casting the spell. Note that the last two methods do not remove the wizard lock, they only negate it for a brief duration, about one turn. Creatures from other planes cannot burst a wizard lock as they can a held portal.



## Air Breathing

Alteration  
Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 1 hour/level + 1d4  
hours  
Casting Time: 3  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 153



The *air breathing* spell, which is the reverse of *water breathing*, enables water-breathing creatures to breathe air freely for the duration of the spell. The caster can touch more than one creature with a single casting; in this case the duration is divided by the number of creatures touched.

The material component of the spell is a short reed or piece of straw.

## Alacrity

Alteration  
Level: 3  
Range: 0  
Components: V, S, M  
Duration: 1 turn + 1  
round/level  
Casting Time: 1  
Area of Effect: The caster  
Saving Throw: None  
Reference: *TOM*, page 24



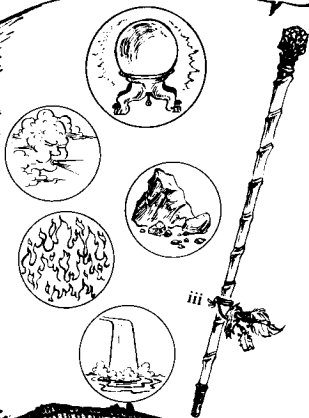
The use of an *alacrity* spell allows the wizard to speed up the casting of spells of 5th level and lower. Only spells that are cast within the *alacrity* spell's duration are affected.

Casting times of 2-5 are reduced by 1; casting times of 6-9 are reduced by 2; and a casting time of one round is reduced to a casting time of 8. Casting times for spells which require more than one round are reduced by 20% (e.g., an *animate dead* spell affected by *alacrity* could be cast in only four rounds). Spells which have a casting time of 1 are not affected by this spell.

The material component is a miniature hourglass which is destroyed when the spell is cast.

## Alamir's Fundamental Breakdown

Divination	
Level:	3
Range:	Touch
Components:	V, S, M
Duration:	Special
Casting Time:	1 round
Area of Effect:	One item
Saving Throw:	Special
Reference:	<i>TOM</i> , page 24



The wizard learns what ingredients and formulas were used to create a chemical mixture or magical item.

The caster must roll an Intelligence check; if successful, the wizard understands the formula and may retain it in his memory. If the roll is missed, the information is immediately forgotten. Subsequent castings fail until the wizard rises one level.

The caster's level determines the type of information gleaned:

*5th Level:* The type and quantity of ingredients and the preparation process required to produce a nonmagical mixture are learned.

*9th Level:* The wizard may learn the proper ingredients and formula for making a magical liquid (potion, scroll ink, etc.).

*14th Level:* The caster may learn the formula for creating any type of magical object, except unique items and objects of extreme power (artifacts and relics).

This spell has detrimental effects on the magical item analyzed. Single-use items are automatically destroyed, the spell consuming the item in the process of analyzing it. Reusable magical items must make a saving throw vs. disintegration. If the saving throw is failed, the magic of the item is released in an explosive blast, rendering it permanently nonmagical. The caster suffers 4d8 points of damage from the explosion.

The material component is a wand cut from an oak tree that is at least 100 years old, and is consumed.

## Alternate Reality

Alteration (Wild Magic)

Level: 3

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: Creature touched

Saving Throw: None

Reference: *TOM*, page 24



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With this spell, the caster creates a small variation in probabilities. This variation lasts only a moment, but creates alternate results for one recent event. When the spell is cast, any one event attempted by the creature touched during the previous round is recalculated, essentially allowing (or forcing) the creature to make new die rolls.

Only events that begin and end in a single round can be affected. Only one die roll can be rerolled. If the creature touched is a willing recipient, the player can choose which

roll affects him, more than likely picking the most successful. If the creature is unwilling, he must redo the action. The second result, whatever its outcome, cannot be changed.

Typical uses of this spell include allowing a fighter to reroll an attack, forcing an opponent to reroll a saving throw, or allowing a wizard to reroll the damage caused by a *fireball*.

The material component is a small, unmarked die.



# Augmentation I

Invocation/Evocation

Level: 3

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: Special

Saving Throw: None

Reference: *TOM*, page 25



This spell augments the damage inflicted by any spell of levels 1-3. For each die of damage rolled, the caster adds one point to the damage total.

The *augmentation I* spell affects only one spell, cast on the round immediately following the augmentation. If an entire round or more elapses, the augmentation is wasted.

Only spells which cause direct physical damage are affected by augmentation; for example, monsters gained through *monster summoning I* gain no bonuses to their damage.

The material component is a pair of concentric circles of bronze or silver.

## Babble

Alteration  
Level: 3  
Range: 0  
Components: V, M  
Duration: 1 round/level  
Casting Time: 3  
Area of Effect: 30-foot radius  
Saving Throw: None  
Reference: *PHB*, page 153



This spell, the reverse of *tongues*, cancels the *tongues* spell or confuses verbal communication of any sort within the area of effect.

The material component is a small clay model of a ziggurat, which shatters when the spell is pronounced.

## Blink

Alteration  
Level: 3  
Range: 0  
Components: V, S  
Duration: 1 round/level  
Casting Time: 1  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, page 147



The wizard causes his material form to "blink" directly from one point to another at a random time and in a random direction. Melee attacks against the wizard automatically miss if initiative indicates they fall after he has blinked.

Each round the spell is in effect, the wizard rolls 2d8 to determine the timing of the blink—the result of the dice roll is used as the wizard's initiative that round. The wizard disappears and instantaneously reappears 10 feet distant from his previous position. (roll 1d8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead.) The caster cannot blink into a solid object; if such is indicated, reroll the direction. Movable objects of size and mass com-

parable to the caster will be shoved aside when the caster blinks in. If blinking is impossible except into a fixed, solid object, the caster is then trapped on the Ethereal plane.

During each round that he blinks, the spellcaster can only be attacked by opponents who win initiative, or are able to strike both locations at once (wide area attack forms).

If the spellcaster holds off his attack until after the blink, the 2d8 delay is added to the 1d10 initiative roll. The spellcaster can try to get his attack in before he blinks. In this case, he compares the two dice rolls. If his blink is lower than his initiative roll, he blinks before his attack, possibly attacking in the wrong direction. He must follow through with his attack.

# Clairaudience

Divination  
Level: 3  
Range: Special  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 3  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 147



The *clairaudience* spell enables the wizard to concentrate upon some locale and hear in his mind any noise within a 60-foot radius of the spell's casting point. Distance is not a factor, but the locale must be known—a place familiar to the spellcaster or an obvious one (such as behind a door, around a corner, in a copse of trees, etc.). Only sounds that are normally detectable by the wizard can be heard by use of this spell. Lead sheeting or magical protection prevents the operation of the spell, and the wizard has some indication that the spell is so blocked. Note that it functions only on the wizard's current plane of existence. The spell creates an invisible sensor that can be magically dispelled.

The material component of the spell is a small horn of at least 100 gp value.



# Clairvoyance

Divination  
Level: 3  
Range: Special  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 3  
Area of Effect: Special  
Saving Throw: None  
Reference: PHB, pages 147-8



Similar to the *clairaudience* spell, the *clairvoyance* spell empowers the wizard to see in his mind whatever is within sight range from the spell locale chosen. Distance from the wizard is not a factor, but the locale must be known—familiar or obvious. Furthermore, light is a factor, as the spell does not enable the use of infravision or magical enhancements. If the area is magically dark, only darkness is seen; if naturally pitch dark, only a 10-foot radius from the center of the spell's area of effect can be

seen. Otherwise, the seeing extends to the normal vision range according to the prevailing light. Lead sheeting or magical protection foils a *clairvoyance* spell, and the wizard has some indication that it is so blocked. The spell creates an invisible sensor, similar to that created by a *crystal ball* spell, that can be dispelled. The spell functions only on the wizard's current plane of existence.

The material component is a pinch of powdered pineal gland.

## Delude

Alteration

Level: 3  
Range: 0  
Components: V, S  
Duration: 1 turn/level  
Casting Time: 3  
Area of Effect: The caster  
Saving Throw: Negates  
Reference: *PHB*, page 148



By means of a *delude* spell, the wizard conceals his own alignment with that of any creature within a 30-foot radius at the time the spell is cast. The creature must be of higher than animal Intelligence for the spell to work; its own alignment remains unchanged. The creature receives a saving throw vs. spell and, if successful, the *delude* spell fails. If the spell is successful, any *know alignment* spell used against the caster discovers only the assumed alignment. Note

that a *detect good* or *detect evil* spell detects the assumed aura, if the aura is strong enough. The creature whose aura has been assumed radiates magic, but the wizard radiates magic only to the creature whose alignment has been assumed. If a *delude* spell is used in conjunction with a *change self* or *alter self* spell, the class of the wizard can be totally hidden, if he is clever enough to carry off the disguise.

# Dispel Magic

Abjuration  
Level: 3  
Range: 120 yards  
Components: V, S  
Duration: Instantaneous  
Casting Time: 3  
Area of Effect: 30-foot cube  
Saving Throw: None  
Reference: *PHB*, page 148



A wizard has a chance to neutralize or negate magic, as follows:

First, it removes spells and spell-like effects from creatures or objects. Second, it disrupts the casting or use of these in the area of effect at the instant it is cast. Third, it destroys magical potions (which are treated as 12th-level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The chance depends on the difference in level between the magical effect and the caster. The base chance is 50% (11 or higher on 1d20), plus or minus the difference in levels. A saving throw of 20 always succeeds and a saving throw of 1 always fails.

A *dispel magic* spell will not affect a specially enchanted item unless it is cast di-

rectly upon the item, rendering it non-operational for 1d4 rounds. An item possessed and carried by a creature has the creature's saving throw against this effect. An item's physical properties are unchanged.

#### SUMMARY OF DISPEL EFFECTS

Source	Resists As:	Result
Wand	6th-level	effect negated*
Staff	8th-level	effect negated*
Potion	12th-level	potion destroyed
Other	12th- or spec.	effect negated*
Artifact	DM choice	DM choice

\* if cast directly on item, item becomes non-operational for 1-4 rounds

## Explosive Runes

Alteration  
Level: 3  
Range: Touch  
Components: V, S  
Duration: Special  
Casting Time: 3  
Area of Effect: 10-foot radius  
Saving Throw: None or  $\frac{1}{2}$   
Reference: *PHB*, page 148



By tracing these mystic runes upon a book, map, scroll, or similar object bearing written information, the wizard prevents unauthorized persons from reading his material. The explosive runes are difficult to detect—5% chance per level of magic use experience of the reader; thieves have only a 5% chance. But trap detection by spell or magical device always finds these runes.

When read, the explosive runes detonate, delivering  $6d4 + 6$  points of damage to the reader, who gets no saving throw. A like amount, or half that if saving throws are made, is suffered by each creature within

the blast radius. The wizard who cast the spell, as well as any he instructs, can read the protected writing without triggering the runes. Likewise, the wizard can remove the runes whenever desired. Others can remove them only with a successful *dispel magic* or *erase* spell. Explosive runes otherwise last until the spell is triggered. The item upon which the runes are placed is destroyed when the explosion takes place unless it is not normally subject to destruction by magical fire (see the Item Saving Throws in the *DMG*).



# Far Reaching I

Alteration	
Level:	3
Range:	0
Components:	V
Duration:	Special
Casting Time:	2
Area of Effect:	Special
Saving Throw:	None
Reference:	<i>TOM</i> , page 25



This spell allows the wizard to extend the range of any one 1st- or 2nd-level spell by 50% or any one 3rd-level spell by 25%. The spell to be affected must be cast on the round immediately following the *far reaching I* spell. If a complete round or more elapses, the *far reaching I* is wasted.

*Far reaching I* affects only a spell cast by the same wizard. *Far reaching I* does not affect spells that have range of 0 or touch.

## Feign Death

Necromancy

Level: 3

Range: Touch

Components: V, S

Duration: 1 hour + 1  
turn/level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

Reference: *PHB*, page 149



By means of this spell, the caster (or any other creature whose levels of experience or Hit Dice do not exceed the wizard's own level) can be put into a cataleptic state that is impossible to distinguish from death. Although the person or creature affected by the *feign death* spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible. Thus, any wounding or mistreatment of the body is not felt and no reaction occurs; damage is only  $1/2$  normal. In addition, paralysis, poison, or

energy-level drains cannot affect the individual under the influence of this spell. Poison injected or otherwise introduced into the body takes effect when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted.

Note that only a willing individual can be affected by a *feign death* spell. The spellcaster can end the spell effects at any time desired, as will a successful *dispel magic* spell, but a full round is required for bodily functions to begin again.

# Fireball

Evocation

Level:

3

Range:

10 yards + 10  
yards/level

Components:

V, S, M

Duration:

Instantaneous

Casting Time:

3

Area of Effect:

20-foot radius

Saving Throw:

$\frac{1}{2}$

Reference:

*PHB*, page 149



This spell creates an explosive burst of flame which detonates with a low roar and delivers damage proportionate to the level of the wizard who cast it—1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 10d6). The burst of the fireball creates little pressure, and the burst generally conforms to the shape of the area in which it occurs, thus filling an area equal to its normal spherical volume (roughly 33,000 cubic feet—33 10' × 10' × 10' cubes). Besides causing damage to creatures, the fireball ignites all combustible materials within its burst radius, and the heat of the fireball will melt soft

metals such as gold, copper, silver, etc. Exposed items must roll saving throws vs. magical fire to determine if they are affected, but items in the possession of a creature that rolls a successful saving throw are unaffected.

Creatures failing their saving throws each take full damage from the blast. Those who make their saving throws manage to dodge, fall flat or roll aside, each taking half the full hit point damage—each and every one within the blast area!

The material component of this spell is a tiny ball composed of bat guano and sulphur.

## Fireflow

Alteration (Wild Magic)  
Level: 3  
Range: 30 yards  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 3  
Area of Effect: One fire source  
Saving Throw: None  
Reference: *TOM*, page 25



This spell allows a wizard to control natural fires by manipulating randomness and adjusting probabilities to cause them to spread and take shape in any direction he desires. Once cast, the wizard points at any fire within range. He can then cause that fire to move in any direction desired within spell range, as long as the flames contact a solid surface (the fire may not be raised in the air).

The caster must maintain concentration or the spell fails. The flames can be spread at the rate of 50 square feet per round. Thus, if a caster affects a campfire, he could create a flaming line 1 foot wide and 50 feet

long or fill a 5 foot by 10 foot square in a single round.

The flames are not limited by a lack of burnable material and can be directed to spread over water, snow, ice, and other nonflammable surfaces. The surface is not harmed, but objects and creatures caught in the flames suffer damage as if they had stepped into the original fire source. Thus, a character caught in flames created from a candle will suffer only minor damage, while a character caught in a blaze that originated from a huge bonfire will be severely burned.

The material components are a small paintbrush and a pot of pitch.



# Flame Arrow

Conjuration/Summoning

Level:

3

Range:

30 yards + 10  
yards/level

Components:

V, S, M

Duration:

1 round

Casting Time:

3

Area of Effect:

Special

Saving Throw:

None

Reference:

*PHB*, page 149



This spell has two effects. First, the wizard can cause normal arrows or crossbow bolts to become magical flaming missiles for one round. The missiles must be nocked and drawn (or cocked) at the completion of the spell. If they are not loosed within one round, they are consumed by the magic. For every five levels the caster has achieved, up to 10 arrows or bolts can be affected. The arrows inflict normal damage, plus one point of fire damage to any target struck. They may also cause incendiary damage.

This version of the spell is used most often in large battles.

The second version of this spell enables the caster to hurl fiery bolts at opponents within range. Each bolt inflicts 1d6 points of piercing damage, plus 4d6 points of fire damage. Only half of the fire damage is inflicted if the creature struck saves vs. spell. The caster receives one bolt for every five experience levels (two bolts at 10th level, three at 15th level, and so on). Bolts must be used on creatures within 20 yards of each other and in front of the wizard.

The material components for this spell are a drop of oil and a small piece of flint.

# Fly

Alteration  
Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 1 turn/level + 1d6  
turns  
Casting Time: 3  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 149



This spell enables the wizard to bestow the power of magical flight. The creature affected is able to move vertically and horizontally at a rate of 18 (half that if ascending, twice that if descending in a dive). The maneuverability class of the creature is B. Using the *fly* spell requires as much concentration as walking, so most spells can be cast while hovering or moving slowly (movement of 3). Possible combat penalties while flying are known to the DM (in the "Aerial Combat" section of the *DMG*). The exact duration of the spell is always unknown to the spellcaster, as the variable addition is determined secretly by the DM.

The material component of the *fly* spell is a wing feather of any bird.

## Fool's Speech

Alteration (Wild Magic)

Level: 3

Range: Touch

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: Caster + One creature/level

Saving Throw: None

Reference: *TOM*, page 25



With this spell, the wizard empowers himself and others he chooses to speak a secret language incomprehensible to others. Creatures designated to speak the language must be touching each other when the spell is cast.

Once cast, the characters can choose to speak normally or in their secret tongue. They can speak and understand this mysterious language fluently.

*Fool's speech* is not recognizable as any known language, nor does it sound remotely like any language. A *comprehend languages* or *tongues* spell will not translate it. It can be understood by a character wearing a *helm of comprehending languages and reading magic*, although the normal percentage chances apply.

The material component is a small bone whistle.

## Gust of Wind

Alteration  
Level: 3  
Range: 0  
Components: V, S, M  
Duration: 1 round  
Casting Time: 3  
Area of Effect: 10-foot-wide path,  
10 yards/level long  
Saving Throw: None  
Reference: *PHB*, page 149



When this spell is cast, a strong puff of air originates from the wizard and moves in the direction he is facing. The force of this gust of wind (about 30 m.p.h.) is sufficient to extinguish candles, torches, and similar unprotected flames. It causes protected flames—such as those of lanterns—to dance wildly and has a 5% chance per level of experience of the spellcaster to extinguish even such lights. It also fans large fires outward 1d6 feet in the direction of the wind's movement. It forces back small flying creatures 1d6 × 10 yards and causes man-sized beings

to be held motionless if attempting to move against its force. It slows larger-than-man-sized flying creatures by 50% for one round. It blows over light objects, disperses most vapors, and forces away gaseous or unsecured levitating creatures. Its path is 10 feet wide by 10 yards long per level of experience of the caster (e.g., an 8th-level wizard causes a gust of wind that travels 80 yards).

The material component of the spell is a legume seed.



# Haste

Alteration  
Level: 3  
Range: 60 yards  
Components: V, S, M  
Duration: 3 rounds + 1  
round/level  
Casting Time: 3  
Area of Effect: 40-foot cube, One  
creature/level  
Saving Throw: None  
Reference: *PHB*, pages 149-50



When this spell is cast, each affected creature functions at double its normal movement and attack rates. A hasted creature gains a -2 initiative bonus. Thus, a creature normally moving at 6 and attacking once per round would now move at 12 and attack twice per round. Spell casting and spell effects are *not* sped up. The number of creatures that can be affected is equal to the caster's experience level; those creatures

closest to the center of effect being affected first. All affected by *haste* must be in the designated area of effect. Note that this spell negates the effects of a *slow* spell. Additionally, this spell ages the recipient by one year, because of accelerated metabolic processes. This spell is not cumulative with itself or with other similar magic.

Its material component is a shaving of licorice root.

# Hold Person

Enchantment/Charm

Level: 3  
Range: 120 yards  
Components: V, S, M  
Duration: 2 rounds/level  
Casting Time: 3  
Area of Effect: One to four  
persons in a 20-foot  
cube  
Saving Throw: Negates  
Reference: *PHB*, page 150



This spell holds 1d4 humans, demi-humans, or humanoid creatures of man-size or smaller rigidly immobile for 10 or more rounds.

The *hold person* spell affects such creatures as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, half-lings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others.

The spell is centered on a point selected by the caster; it affects persons selected by the caster within the area of effect. If the spell is cast at three or four people, each gets an unmodified saving throw. If only two persons are being enspelled, each makes his saving throw with a -1 penalty. If the spell is cast at only one person, the saving throw

suffers a -3 penalty. Saving throws are adjusted for Wisdom. Those succeeding on their saving throws are unaffected by the spell. Undead creatures cannot be held.

Held beings cannot move or speak, but remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The caster can end the spell with a single utterance at any time; otherwise the duration is 10 rounds at 5th level, 12 rounds at 6th level, 14 rounds at 7th level, etc.

The spellcaster needs a small, straight piece of iron as the material component of this spell.

## Hold Undead

Necromancy

Level: 3  
Range: 60 feet  
Components: V, S, M  
Duration: 1d4 rounds + 1  
round/level  
Casting Time: 5  
Area of Effect: 1d3 undead  
Saving Throw: Negates  
Reference: *PHB*, page 150



When cast, this spell renders immobile 1d3 undead creatures whose total Hit Dice are equal to or less than the caster's level. No more than three undead can be affected by a single spell. To cast, the wizard aims the spell at a point within range and the three undead closest to this are considered to be in the area of effect, provided all are within the field of vision and the spell range of the caster. Undead of a mindless nature (skeletons, zombies, or ghouls) are automatically affected. Other forms of undead are allowed a saving throw to negate the effect. If the spell is successful, it renders the undead immobile for the duration of the spell.

The material component for this spell is a pinch of sulphur and powdered garlic.

## Illusionary Script

Illusion/Phantasm

Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 1 day/level  
Casting Time: Special  
Area of Effect: Creature reading  
the script  
Saving Throw: Special  
Reference: *PHB*, page 150



This spell enables the wizard to write instructions or other information on parchment, paper, etc. The illusionary script appears to be some form of foreign or magical writing. Only the person (or persons) who the wizard desires to read the writing can do so. An illusionist recognizes it for illusionary script.

Unauthorized creatures glancing at the script must roll saving throws vs. spell. A successful save means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a *suggestion* implanted in the script by the caster at the time the illusory script was

cast. The suggestion cannot require more than three turns to carry out. The suggestion could be to close the book and leave, or to forget the existence of the book, for example. A successful *dispel magic* spell will remove the illusory script, but an unsuccessful attempt erases all of the writing. The hidden writings can be read by a combination of the *true seeing* spell and either the *read magic* or *comprehend languages* spell, as applicable.

The material component is a lead-based ink that requires special manufacture by an alchemist, at a cost of not less than 300 gp per usage.



## Infravision

Alteration

Level:

3

Range:

Touch

Components:

V, S, M

Duration:

2 hours + 1  
hour/level

Casting Time:

1 round

Area of Effect:

Creature touched

Saving Throw:

None

Reference:

*PHB*, page 150



By means of this spell, the wizard enables the recipient to see in normal darkness up to 60 feet without light. Note that strong sources of light (fire, lanterns, torches, etc.) tend to blind this vision, so infravision does not function efficiently in the presence of such light sources. Invisible creatures are not detectable by infravision.

The material component of this spell is either a pinch of dried carrot or an agate.

## Invisibility, 10' Radius

Illusion/Phantasm

Level: 3

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 3

Area of Effect: 10-foot radius of  
creature touched

Saving Throw: None

Reference: *PHB*, page 150



This spell confers invisibility upon all creatures within 10 feet of the recipient. Gear carried and light sources are included, but any light emitted is still visible. The center of the effect is mobile with the recipient. Those affected by this spell cannot see each other. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) that attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility, 10' radius* spell is broken for all.

The material components are an eyelash and a bit of gum arabic, the former encased in the latter.

## Item

Alteration  
Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 4 hours/level  
Casting Time: 3  
Area of Effect: Two cu. ft./level  
Saving Throw: Special  
Reference: *PHB*, page 150



By means of this spell, the wizard is able to shrink any one nonmagical item (if it is within the size limit) to  $1/12$  of its normal size. Optionally, the caster can also change its now-shrunk composition to a clothlike one. An object in the possession of another creature is allowed a saving throw vs. spell. Objects changed by an *item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original spellcaster. Note that even a burning fire and its fuel can be shrunk by this spell.

# Leomund's Tiny Hut

Alteration

Level: 3

Range: 0

Components: V, S, M

Duration: 4 hours + 1  
hour/level

Casting Time: 3

Area of Effect: 15-foot-diameter  
sphere

Saving Throw: None

Reference: *PHB*, page 151



When this spell is cast, the wizard creates an unmoving, opaque sphere of force of any desired color around his person. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to seven other man-sized creatures can fit into the field with its creator, and these can freely pass into and out of the hut without harming it, but if the spellcaster removes himself from it, the spell dissipates.

The temperature inside the hut is 70° F. if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises, respectively, the interior temperature on a 1°-for-1° basis. The tiny hut also provides protection against the elements, such as rain, dust,

sandstorms, and the like. The hut can withstand any wind of less than hurricane force without being harmed, but wind force greater than that destroys it.

The interior of the hut is a hemisphere; the spellcaster can illuminate it dimly upon command, or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut. The hut can be dispelled.

The material component for this spell is a small crystal bead that shatters when the spell duration expires or the hut is dispelled.



# Lightning Bolt

Evocation

Level: 3

Range: 40 yards + 10  
yards/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: Special

Saving Throw:  $\frac{1}{2}$

Reference: *PHB*, page 151



The wizard releases a powerful stroke of electrical energy that inflicts 1d6 points of damage per level of the spellcaster (maximum 10d6) to each creature within its area of effect. A successful saving throw vs. spell reduces this damage to half (round down). The bolt begins at the range and height decided by the caster and streaks outward in a direct line. The lightning bolt may melt metals with a low melting point (lead, gold, copper, silver, bronze). Saving throws must be made for objects that withstand the full force of a stroke. If the damage caused to an interposing barrier shatters or breaks through it, the bolt continues. A bolt will breach one inch of wood or 1/2 inch of stone per caster level up to a maximum of one foot of wood or 1/2 foot of stone.

The lightning bolt's area of effect is cho-

sen by the spellcaster: either a forked bolt 10 feet wide and 40 feet long, or a single bolt five feet wide and 80 feet long. If a bolt cannot reach its full length because of an unyielding barrier (such as a stone wall), the lightning bolt rebounds from the barrier towards its caster, ending only when it reaches its full length.

The DM may allow reflecting bolts that act similar to angled light on a mirror. A creature may be crossed more than once by the bolt, making multiple saves, but takes full damage (if at least one saving throw is missed) or half damage (if all saving throws are made) only *once*.

The material components of this spell are a bit of fur and an amber, crystal, or glass rod.

# Lorloveim's Creeping Shadow

Illusion  
Level: 3  
Range: 0  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 7  
Area of Effect: The caster's shadow  
Saving Throw: None  
Reference: *TOM*, page 26



This spell causes the wizard's shadow to elongate, stretching away from his body at a rate of 15 yards per round. It can elongate a maximum distance of 10 yards per experience level of the caster.

The shadow moves as an ordinary shadow, along floors and up walls. The caster may maneuver in any manner feasible to place the shadow where he desires. A caster might position his shadow over a high window in a tower in order to spy on the tower's occupants. The shadow makes no sound and is 90% undetectable in all but the brightest surroundings.

While the spell lasts, the illusionist can

see, hear, and speak through his shadow. The shadow cannot physically touch, pick up, or attack creatures or objects. It can be struck only by spells, magical weapons of +1 or better, or other special attacks (such as a dragon's breath). The shadow has the same Armor Class as the caster. Hit points lost by the shadow are suffered by the caster.

To cast the spell, a light source of at least the brightness of a candle must be present.

The material component of this spell is a small statuette of the caster sculpted from a piece of obsidian worth at least 1,000 gp.

## Maximilian's Stony Grasp

Alteration  
Level: 3  
Range: 20 yards + 10  
yards/level  
Components: V, S, M  
Duration: 5 rounds + 1  
round/level  
Casting Time: 3  
Area of Effect: One creature  
Saving Throw: Special  
Reference: *TOM*, page 26



This spell must be cast on stony ground, such as a manmade stone floor, a natural cavern floor, or a boulder-strewn field. It is not possible to cast the spell on a stone wall or ceiling. The spell causes an arm made of stone (about the same size as a normal human limb) to rise from the ground beneath any creature targeted by the caster. The stony hand attempts to grasp the leg of the targeted creature, who is allowed a saving throw to avoid the effect; if the save is successful, the hand disappears. Each round thereafter, the hand has a 5% chance per level of the caster of reappearing and attacking.

Creatures grasped by the hand suffer movement rate of 0, AC penalty of +2, and attack penalty of -2. Grasped characters lose Dexterity bonuses. The hand causes no damage to its victim.

The stony limb has AC 2 and hit points equal to triple the caster's maximum hit points. The maximum number of hit points a stony hand may have is 60.

The material component is a miniature hand sculpted from stone, which crumbles to dust when the conjured hand is destroyed or the spell expires.

# Melf's Minute Meteors

Evocation, Alteration

Level: 3

Range: 70 yards + 10  
yards/level

Components: V, S, M

Duration: Special

Casting Time: 3

Area of Effect: One target/meteor

Saving Throw: None

Reference: *PHB*, page 151



This spell enables the wizard to cast small globes of fire (one per experience level), each of which bursts into a one-foot-diameter sphere upon impact, inflicting 1d4 points to the creature struck. It can also ignite combustible materials (even solid planks). The meteors are treated as missiles hurled by the wizard with a +2 bonus to the attack rolls and with no penalty for range. Misses are treated as grenade-like missiles that inflict one point of damage to creatures within three feet.

The spell can be cast in two ways:

A) The wizard discharges five meteors every round. Note that this actually carries over into at least the following round.

B) The wizard discharges only one meteor per round. In addition to releasing the mis-

sile, the caster can perform other actions in the round, including spellcasting, melee, or device use. Spells requiring concentration force the wizard to forgo the rest of the missiles to maintain concentration. Also, if the wizard fails to maintain an exact mental count of the number of missiles he has remaining, has involuntarily lost the remaining portion of the spell.

The components necessary for the casting of this spell are nitre and sulphur formed into a bead by the addition of pine tar. The caster must also have a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 gp to construct, so fine is its workmanship and magical engraving, and it can be reused.



## Minor Malison

Enchantment/Charm

Level: 3

Range: 60 feet

Components: V

Duration: 2 rounds/level

Casting Time: 2

Area of Effect: 30-foot-radius  
sphere

Saving Throw: None

Reference: *TOM*, page 26



This spell allows a wizard to adversely affect all the saving throws of his enemies. Opponents under the influence of this spell make all saving throws at a penalty of  $-1$ .

Alternatively, the wizard may select any one school of magic and cause his enemy to make all saving throws against magic from that school at  $-2$ . This penalty is not cumulative with a saving throw penalty which derives from the wizard being a specialist; the penalty is not increased to  $-3$ .

# Monster Summoning I

Conjuration/Summoning

Level: 3

Range: 30 yards

Components: V, S, M

Duration: 2 rounds + 1  
round/level

Casting Time: 3

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 151



Within one round of casting this spell, the wizard magically conjures 2d4 1st-level monsters (selected by the DM, from his 1st-level encounter tables). The monsters appear in an area within the spell range, as desired by the wizard. They attack the spell user's opponents to the best of their ability until he commands that attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned mon-

sters can, if the wizard can communicate with them and if they are physically capable, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

## Non-Detection

Abjuration  
Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 3  
Area of Effect: One creature or  
item  
Saving Throw: None  
Reference: *PHB*, page 152



By casting this spell, the wizard makes the creature or object touched undetectable by divination spells such as *clairaudience*, *clairvoyance*, *locate object*, *ESP*, and *detect* spells. It also prevents location by such magical items as *crystal balls* and *ESP medallions*. It does not affect the *know alignment* spell or the ability of intelligent or high-level beings to detect invisible creatures. If a divination is attempted, the *non-detection* caster must roll a saving throw vs. spell. If this is successful, the divination fails.

The material component of the spell is a pinch of diamond dust worth 300 gp.

# Phantom Steed

Conjuration, Phantasm

Level: 3

Range: Touch

Components: V, S

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 152



The wizard creates a quasi-real horselike creature. The steed can be ridden only by the wizard who created it, or by any person for whom the wizard specifically creates such a mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. Its eyes are milky colored. It does not fight, but all normal animals shun it, and only monstrous ones will attack. The mount has an Armor Class of 2, and 7 hit points, plus 1 per level of the caster. If it loses all of its hit points, the phantom steed disappears. A phantom steed moves at 4 per level of the spellcaster, to a maximum movement of 48. It has what seems to be a saddle and a bit and bridle. It can bear its rider's weight, plus up to 10

pounds per caster level. These mounts gain certain powers according to the level of the wizard who created them:

*8th Level:* The ability to easily pass over sandy, muddy, or even swampy ground.

*10th Level:* The ability to pass over water as if it were firm, dry ground.

*12th Level:* The ability to travel in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly; the movement must be between points of similar altitude.

*14th Level:* The ability to perform as if it were a pegasus; it flies at a rate of 48 per round upon command.

Note that a mount's abilities include those of lower levels.



## Protection From Evil, 10' Radius

Abjuration  
Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 2 rounds/level  
Casting Time: 3  
Area of Effect: 10-foot-radius  
sphere around  
creature touched  
Saving Throw: None  
Reference: *PHB*, page 152



This spell creates a magical barrier around the recipient at a 10-foot distance. The barrier is centered on the recipient, moves with him, and has three major effects:

First, all attacks made by evil creatures suffer -2 penalties to attack rolls; saving throws from such attacks are made with +2 bonuses.

Second, any attempt to possess or to exercise mental control over the protected creature is blocked by this spell.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature. This causes the natural (body) weapon attacks of such creatures to fail and

the creature to recoil, if such attacks require touching the protected being. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character.

This protection ends if any protected character makes a melee attack against or tries to force the barrier against the blocked creature.

If a creature too large to fit into the area of effect is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

To complete this spell, the caster must trace a circle 20 feet in diameter, using powdered silver.

## Protection From Good, 10' Radius

Abjuration  
Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 2 rounds/level  
Casting Time: 3  
Area of Effect: 10-foot-radius  
sphere around  
creature touched  
Saving Throw: None  
Reference: *PHB*, page 152



This spell creates a magical barrier around the recipient at a 10-foot distance. The barrier is centered on the recipient, moves with him, and has three major effects:

First, all attacks made by good creatures suffer -2 penalties to attack rolls; saving throws from such attacks are made with +2 bonuses.

Second, any attempt to possess or to exercise mental control over the protected creature is blocked by this spell.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature. This causes the natural (body) weapon attacks of such creatures to fail and

the creature to recoil, if such attacks require touching the protected being. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character.

This protection ends if any protected character makes a melee attack against or tries to force the barrier against the blocked creature.

If a creature too large to fit into the area of effect is the recipient of the spell, the spell acts as a normal *protection from good* spell for that creature only.

To complete this spell, the caster must trace a circle 20 feet in diameter, using powdered iron.

## Protection From Normal Missiles

Abjuration  
Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 3  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 152



By means of this spell, the wizard bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones, and spears. Furthermore, it causes a reduction of one from each die of damage (but no die inflicts less than one point of damage) inflicted by large or magical missiles, such as ballista missiles, catapult stones, hurled boulders, and magical arrows, bolts, javelins, etc. Note, however, that this spell does not convey any protection from such magical attacks as fireballs, lightning bolts, or magic missiles.

The material component of this spell is a piece of tortoise or turtle shell.

## Secret Page

Alteration	
Level:	3
Range:	Touch
Components:	V, S, M
Duration:	Until dispelled
Casting Time:	1 turn
Area of Effect:	One page of any size, up to 2 ft. square
Saving Throw:	None
Reference:	<i>PHB</i> , page 152



When cast, a *secret page* spell alters the actual contents of a page so that they appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks. The text of a spell can be altered to show a ledger page or even another form of spell. *Confuse languages* and *explosive runes* spells may be cast upon the *secret page*, but a *comprehend languages* cannot reveal the *secret page's* contents. The caster is able to reveal the original contents by speaking a command word, perusing the actual page, and then re-

turning it to its secret page form. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page with this spell cloaking its true contents can attempt to dispel magic, but if it fails, the page is destroyed. A *true seeing* spell does not reveal the contents unless cast in combination with a *comprehend languages* spell. An *erase* spell can destroy the writing.

The material components are powdered herring scales and either will o' wisp or boggart essence.



## Sepia Snake Sigil

Conjuration/Summoning

Level: 3

Range: 5 yards

Components: V, S, M

Duration: Special

Casting Time: 3

Area of Effect: One sigil

Saving Throw: None

Reference: *PHB*, pages 152-3



When this spell is cast, a small written symbol appears in the text of any written work. When read, the so-called sepia snake springs into being and strikes at the nearest living creature (but does not attack the wizard who cast the spell). Its attack is made as if it were a monster with Hit Dice equal to the level of the wizard who cast the spell. If it strikes successfully, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until released, either at the caster's command, by a successful *dispel magic* spell, or until a time equal to 1d4 days plus 1 day per caster level has elapsed. Until then, nothing can get at the victim, move the shimmering force surrounding him, or otherwise affect him. The victim does not age, grow hungry, sleep, or regain

spells when in this state. He is not aware of his surroundings.

If the sepia snake misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke that is 10 feet in diameter and lasts for one round.

This spell cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical. A *dispel magic* can remove it; an *erase* spell destroys the entire page of text. It can be cast in combination with other spells that hide or garble text.

The components for the spell are 100 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

## Slow

### Alteration

Level: 3  
Range: 90 yards + 10  
yards/level

Components: V, S, M

Duration: 3 rounds + 1  
round/level

Casting Time: 3

Area of Effect: 40-foot cube, One  
creature/level

Saving Throw: Negates

Reference: *PHB*, page 153



A *slow* spell causes affected creatures to move and attack at  $\frac{1}{2}$  of their normal rates. It negates a *haste* spell or equivalent, but does not otherwise affect magically hasted or slowed creatures. Slowed creatures have an Armor Class penalty of +4, an attack penalty of -4, and all Dexterity bonuses are negated. The magic affects a number of creatures equal to the spellcaster's level, if they are within the area of effect chosen by the wizard (*i.e.*, a 40-foot-cubic volume centered as called for by the caster). The creatures are affected from the center of the spell outward. Saving throws against the spell suffer a -4 penalty.

The material component of this spell is a drop of molasses.

## Spectral Force

Illusion/Phantasm

Level: 3

Range: 60 yards + 1  
yard/level

Components: V, S

Duration: Special

Casting Time: 3

Area of Effect: 40-foot cube + a  
10-foot cube/level

Saving Throw: Special

Reference: *PHB*, page 153



The *spectral force* spell creates an illusion in which sound, smell, and thermal illusions are included, as long as it is within the caster's area of effect. The spellcaster can maintain the illusion with minimal concentration, thus he can move at half normal movement rate (but not cast other spells). The spell will last for three rounds after the wizard ceases concentration.

## Spirit Armor

Necromancy  
Level: 3  
Range: 0  
Components: V, S  
Duration: 2 rounds/level  
Casting Time: 3  
Area of Effect: The caster  
Saving Throw: Special  
Reference: *TOM*, pages 26-7



This spell allows the wizard to surround himself with a portion of his own life essence, which takes the form of a shimmering aura. The *spirit armor* offers protection equivalent to splint mail (AC 4) and grants the wizard a +3 bonus to saving throws vs. magical attacks. The *spirit armor's* effects are not cumulative with other types of armor or magical protection, but Dexterity bonuses apply.

The *spirit armor* is effective against magi-

cal and nonmagical weapons and attacks. It does not hinder movement or add weight or encumbrance. It does not interfere with spell casting.

When the spell ends, the aura dissipates and the caster temporarily loses a bit of his life essence, suffering 2d3 points of damage unless he succeeds at a saving throw vs. spell. No damage is sustained if the save is successful. The hit points lost can be regained only through magical healing.



## Squaring the Circle

Alteration

Level:

3

Range:

0

Components:

V, S, M

Duration:

1 round/level

Casting Time:

2

Area of Effect:

Special

Saving Throw:

None

Reference:

*TOM*, page 27



*Squaring the circle* allows a wizard to alter the shape of the area of effect of 1st-through 5th-level spells. The spell to be affected must be cast within the duration of the *squaring the circle* spell.

Square or cubic areas of effect can be transformed into circular or spherical areas of effect. Circular or spherical areas of effect can likewise be transformed into square or cubic areas of effect. In both cases, the length of a side of a square area is equated to the diameter of a circular or spherical area.

Alternatively, a square or cubic area can be transformed into a rectangle. The rectangle cannot cover more or less square footage than the standard square area of the spell.

Similarly, a circular or spherical area can be transformed into an oval or egg shape. The area covered by the oval or egg shape cannot cover more or less square footage than the original area of the spell.

The material component is a small pendant of any precious metal with a circle fashioned inside a square.

## Suggestion

Enchantment/Charm

Level: 3  
Range: 30 yards  
Components: V, M  
Duration: 1 hour + 1  
hour/level

Casting Time: 3  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *PHB*, page 153



When this spell is cast by the wizard, he influences the actions of the chosen recipient by utterance of a few words—phrases or a sentence or two—suggesting a course of action desirable to the spellcaster. The creature to be influenced must, of course, be able to understand the wizard's suggestion.

The suggestion must be worded in such a manner as to make the action sound reasonable, or the spell is negated. However, a suggestion that a pool of acid was actually pure water and that a quick dip would be refreshing is another matter. Urging a red dragon to stop attacking the wizard's party so that the dragon and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spell's power.

The course of action of a suggestion can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. Conditions that trigger a special action can also be specified; if the condition is not met before the spell expires, then the action will not be performed. If the target successfully rolls its saving throw, the spell has no effect. Note that a *very* reasonable suggestion will cause the saving throw to be made with a penalty at the discretion of the DM. Undead are not subject to suggestion.

The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

# Tongues

Alteration

Level: 3

Range: 0

Components: V, M

Duration: 1 round/level

Casting Time: 3

Area of Effect: 30-foot radius

Saving Throw: None

Reference: *PHB*, page 153



This spell enables the wizard to speak and understand additional languages, whether they are racial tongues or regional dialects. This does not enable the caster to speak with animals. The spell enables the caster to be understood by all creatures of that type within hearing distance, usually 60 feet. This spell does not predispose the subject toward the caster in any way.

The wizard can speak one additional tongue for every three levels of experience.

The material component is a small clay model of a ziggurat, which shatters when the spell is pronounced.

## Vampiric Touch

Necromancy

Level: 3

Range: 0

Components: V, S

Duration: 1 touch

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

Reference: *PHB*, page 153



When the caster touches an opponent in melee with a successful attack roll, the opponent loses 1d6 hit points for every two caster levels, to a maximum drain of 6d6 for a 12th-level caster. The spell is expended when a successful touch is made or one turn passes. The hit points are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. After one hour, any extra hit points above the caster's normal total are lost. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are unaffected by this spell.



# Water Breathing

Alteration

Level:

3

Range:

Touch

Components:

V, S, M

Duration:

1 hour/level + 1d4  
hours

Casting Time:

3

Area of Effect:

Creature touched

Saving Throw:

None

Reference:

*PHB*, page 153



The recipient of a *water breathing* spell is able to breathe water freely for the duration of the spell. The caster can touch more than one creature with a single casting; in this case the duration is divided by the number of creatures touched.

The material component of the spell is a short reed or piece of straw.

## Watery Double

Conjuration/Summoning,  
Enchantment

Level: 3  
Range: Touch  
Components: V, S  
Duration: Special  
Casting Time: 3  
Area of Effect: One body of liquid  
Saving Throw: Negates  
Reference: *TOM*, page 27



This spell may be cast on any body of liquid. The first creature whose reflection is cast on the liquid releases the spell. The liquid immediately forms an exact three-dimensional image of the reflected creature.

The *watery double* is limited by the amount of liquid present, but will never exceed the actual size of the victim.

The spell's duration is permanent until the reflection is released. The liquid will not evaporate until the spell is triggered. The *watery double* remains animated for one round per level of the caster.

The *watery double* attempts to touch the creature it has duplicated. It can affect only the creature that it resembles. It has the same THAC0 and current hit points as its duplicate, but cannot cast spells or use any

of the creature's magical items or special abilities. It is AC 6 and its movement rate is double its victim. It may seep under doors and through cracks.

If the *watery double* succeeds in touching the creature, it covers his entire body in a skin of liquid. The victim must attempt a saving throw. If successful, the *watery double* "dies." If missed, the *watery double* forces its way into the victim's bodily openings, inflicting 1d8 points of damage per round.

Striking the *watery double* while it is enveloped about its victim causes an equal amount of damage to the victim. *Part water*, *lower water*, and *transmute water to dust* spells instantly destroy a *watery double*.

# Wind Wall

Alteration

Level: 3  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 3  
Area of Effect: A 10-foot-wide ×  
5-foot-high  
area/caster level  
Saving Throw: Special  
Reference: *PHB*, page 154



This spell brings forth an invisible vertical curtain of wind two feet wide and of considerable strength—a strong breeze sufficient to blow away any bird smaller than an eagle, or to tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw vs. spell determines whether the subject maintains its grasp.) Normal insects cannot pass such a barrier. Loose materials, even cloth garments, fly upward when caught in a wind wall. Ar-

rows and bolts are deflected upward and miss, while sling stones and other missiles of under two pounds weight receive a -4 penalty to a first shot and -2 penalties thereafter. Gases, most breath weapons, and creatures in gaseous form cannot pass this wall, although it is no barrier to noncorporeal creatures.

The material components are a tiny fan and a feather of exotic origin.

## Wizard Sight

Divination  
Level: 3  
Range: 0  
Components: V, S  
Duration: 1 round/level  
Casting Time: 3  
Area of Effect: The caster  
Saving Throw: None  
Reference: *TOM*, page 28



Upon completion of this spell, the caster's eyes glow blue and he is able to see the magical auras of spellcasters and enchanted objects. Only the auras of those things normally visible to the caster are seen; this spell does not grant the wizard the ability to see invisible objects, nor does it give him X-ray vision. This spell does not reveal the presence of good or evil, or reveal alignment.

A wizard is able to see whether someone is a spellcaster, and whether that person is a priest or a wizard (and what type of specialist, if any). He can sense if a nonspellcaster has the potential to learn and cast wizard spells (*e.g.*, whether a fighter will someday gain the ability to cast a spell).

Although a spellcaster's level cannot be discerned, the wizard can see the intensity

of a spellcaster's aura and guess at the individual's magical power (dim, faint, moderate, strong, overwhelming). This can be extremely ambiguous even when a wizard has some method of comparison; the DM might announce that a subject's intensity is roughly equivalent to that of a companion, or he might announce that a subject's aura is the strongest the wizard has ever encountered.

An object's magical abilities cannot be discerned. The fact that it is magical and the type of magic (abjuration, alteration, etc.) are obvious. The wizard can see the intensity of an item's magical aura and guess at its power, but cannot tell whether a magical item is cursed.



# Wraithform

Alteration, Illusion

Level: 3

Range: 0

Components: S, M

Duration: 2 rounds/level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

Reference: *PHB*, page 154



When this spell is cast, the wizard and all of his gear become insubstantial. The caster is subject only to magical or special attacks, including those by weapons of +1 or better, or by creatures otherwise able to affect those struck only by magical weapons. Undead of most sorts will ignore an individual in wraithform, believing him to be a wraith or spectre, though a lich or special undead may save vs. spell with a -4 penalty to recognize the spell.

The wizard can pass through small holes or narrow openings, even mere cracks, with

all he wears or holds in his hands, as long as the spell persists. Note, however, that the caster cannot fly without additional magic. No form of attack is possible when in wraithform, except against creatures which exist on the Ethereal plane, where all attacks (both ways) are normal. A successful *dispel magic* spell will force the wizard in wraithform back to normal form. The spell-caster can end the spell with a single word.

The material components for the spell are a bit of gauze and a wisp of smoke.

## Bestow Curse

Abjuration  
Level: 4  
Range: Touch  
Components: V, S  
Duration: 1 turn/level  
Casting Time: 4  
Area of Effect: Special  
Saving Throw: Negates  
Reference: *PHB*, page 162



This spell is the reverse of *remove curse*. Unlike its counterpart, *bestow curse* is not permanent—it lasts one turn for every experience level of the wizard casting the spell. It is possible for the wizard to devise his own curse, and it should be similar in power to those given in the accompanying table (the DM has the final say). The subject of a *bestow curse* spell must be touched. If a subject is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled.

**D100****Roll**

1-50

51-75

76-00

**Result**

Lowers one ability of the subject to 3 (the DM determines which by random selection)

Worsens the subject's attack rolls and saving throws by 4

Makes the subject 50% likely per turn to drop whatever it is holding (or simply do nothing, in the case of creatures not using tools)

# Charm Monster

Enchantment/Charm

Level: 4  
Range: 60 yards  
Components: V, S  
Duration: Special  
Casting Time: 4  
Area of Effect: One or more  
creatures in a  
20-foot radius  
Saving Throw: Negates  
Reference: *PHB*, page 154



This spell affects 2d4 Hit Dice or levels of creatures, although it only affects one creature of 4 or more Hit Dice or levels, regardless of the number rolled.

All possible subjects receive saving throws vs. spell, adjusted for Wisdom. Any damage inflicted by the caster or his allies in the round of casting grants the wounded creature another saving throw at a bonus of +1 per point of damage received. Any affected creature regards the spellcaster as friendly—an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature follows reasonable requests, instructions, or orders most faithfully. If communication is not possible, the creature will not harm the caster, but others in the vicinity may be subject to its hostilities. Any overtly hostile act by the caster

breaks the spell, or at least allows a new saving throw against the charm. Affected creatures will eventually come out from under the influence of the spell. This is a function of the creature's level (*i.e.*, its Hit Dice).

<b>Monster Level or Hit Dice</b>	<b>Percent Chance/Week of Breaking Spell</b>
1st- or up to 2	5%
2nd- or up to 3 + 2	10%
3rd- or up to 4 + 4	15%
4th- or up to 6	25%
5th- or up to 7 + 2	35%
6th- or up to 8 + 4	45%
7th- or up to 10	60%
8th- or up to 12	75%
9th- or over 12	90%

Exact day and time of expiration is secretly determined by the DM.

# Confusion

Enchantment/Charm

Level: 4  
Range: 120 yards  
Components: V, S, M  
Duration: 2 rounds + 1  
round/level  
Casting Time: 4  
Area of Effect: Up to 60-foot cube  
Saving Throw: Special  
Reference: *PHB*, pages 154-5



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This spell causes confusion in one or more creatures within the area. The spell affects 1d4 creatures, plus one creature per caster level, who are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Confused creatures will react as follows (roll 1d10): 1) wander away (unless prevented) for duration of spell; 2-6) stand confused for one round (then roll again); 7-9) attack the nearest creature for one round (then roll again); 0) act normally for one round (then roll again).

Those who fail are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures will move as far from the caster as possible in according to

their most typical mode of movement. Saving throws and actions are checked at the beginning of each round. Any *confused* creature that is attacked will perceive the attacker as an enemy and act according to its basic nature.

The material component is a set of three nut shells.

If there are many creatures involved the DM may decide to assume average results. For example, if there are 16 orcs affected and 25% could be expected to make the saving throw, then four are assumed to have succeeded, one wanders away, four attack the nearest creature, six stand confused and the last acts normally but must check next round.



# Contagion

Necromancy

Level: 4  
Range: 30 yards  
Components: V, S  
Duration: Permanent  
Casting Time: 4  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *PHB*, page 155



This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. Attack rolls are decreased by 2. The effect persists until the character receives a *cure disease* spell or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the contagion for more than a day or so may be susceptible to worse diseases at the discretion of the DM.

## Detect Scrying

Divination

Level: 4

Range: 0

Components: V, S, M

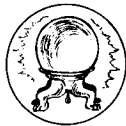
Duration: 1d6 turns + 1  
turn/level

Casting Time 3

Area of Effect: 120-foot radius

Saving Throw: Special

Reference: *PHB*, page 155



By means of this spell, the wizard immediately becomes aware of any attempt to observe him by means of clairvoyance, clairaudience, or magical mirror. This also reveals the use of *crystal balls* or other magical scrying devices, provided the attempt is within the area of effect of the spell. Since the spell is centered on the spellcaster, it moves with him, enabling him to "sweep" areas for the duration of the spell.

When a scrying attempt is detected, the scryer must immediately roll a saving

throw. If this is failed, the identity and general location of the scryer immediately become known to the wizard who cast this spell. The general location is a direction and significant landmark close to the scryer. Thus, the caster might learn, "The wizard Sniggel spies on us from east, under the stairs," or, "You are watched by Asquil in the city of Samarquol."

The material components for this spell are a small piece of mirror and a miniature brass hearing trumpet.

## Dig

Evocation  
Level: 4  
Range: 30 yards  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 4  
Area of Effect: 5-foot cube/level of  
the caster  
Saving Throw: Special  
Reference: *PHB*, page 155



A *dig* spell enables the caster to excavate 125 cubic feet of earth, sand, or mud per round (*i.e.*, a cubic hole 5 feet on a side). The material thrown from the excavation scatters evenly around the pit. If the wizard continues downward beyond 20 feet in the earth, there is a 15% chance that the pit collapses. This check is made for every five feet dug beyond 20 feet. Sand tends to collapse after 10 feet, mud fills in and collapses after five feet, and quicksand fills in as rapidly as it is dug.

Any creature at the edge (within one foot) of a pit must roll a successful Dexterity check or fall into the hole. Creatures moving rapidly toward a pit dug immediately before them must roll a saving throw vs. spell to avoid falling in. Any creature in a pit being excavated can climb out at a rate

decided by the DM. A creature caught in a collapsing pit must roll a saving throw vs. death to avoid being buried. Tunneling is possible with this spell as long as there is space available for the material removed. Chances for collapse are doubled and safe tunneling distance is half of the safe excavation depth unless such construction is most carefully braced and supported.

When cast upon creatures of earth and rock, particularly clay golems and those from the elemental plane of Earth, the spell inflicts 4d6 points of damage (saving throw vs. spell for half damage).

The spellcaster must continue to hold a miniature shovel and tiny bucket while each pit is excavated. These items disappear at the conclusion of the spell.



*Dilation I* allows a wizard to increase the area of effect of any one spell of levels 1-3. The area of effect is increased by 25%; thus, a *stinking cloud* would fill a 25-foot cube, while a *slow* spell would affect creatures in a 50-foot cube. Fractions of feet or yards (as appropriate to the spell) are dropped.

*Dilation I* must be cast immediately prior to the spell to be dilated; if a complete round or more elapses, the dilation is wasted. The dilation affects only spells which have areas of effect defined in feet or yards (numbers of creatures cannot be increased). The dilation affects only spells cast by the same wizard.



## Dimension Door

Alteration

Level: 4  
Range: 0  
Components: V  
Duration: Instantaneous  
Casting Time: 1  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, page 155



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By means of a *dimension door* spell, the wizard instantly transfers himself up to 30 yards distance per level of experience. This special form of teleportation allows for no error, and the wizard always arrives at exactly the spot desired—whether by simply visualizing the area (within spell transfer distance, of course) or by stating direction such as, “300 yards straight downward,” or, “upwards to the northwest, 45 degree angle, 420 yards.” If the wizard arrives in a place that is already occupied by a solid body, he

remains trapped in the Astral plane. If distances are stated and the spellcaster arrives with no support below his feet (*i.e.*, in mid-air), falling and damage will result unless further magical means are employed. All that the wizard wears or carries, subject to a maximum weight equal to 500 pounds of nonliving matter, or half that amount of living matter, is transferred with the spellcaster. Recovery from use of a *dimension door* spell requires one round.

## Divination Enhancement

Evocation

Level: 4

Range: 0

Components: V

Duration: 2 turns + 2  
rounds/level

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

Reference: *TOM*, page 28



This spell allows a wizard to extend both the duration and range of the *wizard eye* spell and any divination spells of levels 1-4. Duration and range are both increased by 50% for the length of the *divination enhancement* spell.

All divination spells cast within the duration of the enhancement are increased. The expiration of the enhancement cancels all divination spells in effect.

# Emotion

Enchantment/Charm  
Level: 4  
Range: 10 yards/level  
Components: V, S  
Duration: Special  
Casting Time: 4  
Area of Effect: 20-foot cube  
Saving Throw: Negates  
Reference: *PHB*, pages 155, 57



This can cause one of the following:

**Courage**, which causes creatures to attack with a +1 on the attack dice, inflict +3 points of bonus damage, and have a temporary +5 bonus to hit points. They fight without shield and regardless of life, never checking morale. This spell counters/is countered by *fear*; **Fear**, which causes creatures to flee for 2d4 rounds. It counters/is countered by *courage*; **Friendship**, which causes creatures to react more positively (e.g., *tolerance* becomes *goodwill*). It counters/is countered by *hate*; **Happiness**, which creates joy, adding +4 to all reaction rolls and making attack unlikely unless creatures are subject to extreme provocation. It counters/is countered by *sadness*; **Hate**, which makes creatures react more negatively (e.g., *tolerance* becomes *negative*

*neutrality*). It counters/is countered by *friendship*; **Hope**, which raises morale, saving throw rolls, attack rolls, and damage inflicted by 2. It counters/is countered by *hopelessness*; **Hopelessness**, which causes creatures to submit to the demands of opponents. Or, the creature is 25% likely to do nothing in a round and 25% likely to retreat. It counters/is countered by *hope*; **Sadness**, which increases chances of being surprised by 1 and adds +1 to initiative rolls. It counters/is countered by *happiness*.

All saving throws are adjusted for Wisdom. The spell lasts as long as the wizard concentrates on projecting the chosen emotion. Those who fail the saving throw against *fear* must roll a new saving throw if they return to the affected area.

# Enchanted Weapon

Enchantment  
Level: 4  
Range: Touch  
Components: V, S, M  
Duration: 5 rounds/level  
Casting Time: 1 turn  
Area of Effect: Weapon(s) touched  
Saving Throw: None  
Reference: *PHB*, page 157



This spell turns an ordinary weapon into a magical one. The weapon is the equivalent of a +1 weapon, with +1 to both hit and damage rolls. Thus arrows, axes, bolts, bows, daggers, hammers, maces, spears, swords, etc., can be made into enchanted weapons. Two small (arrows, bolts, daggers, etc.) or one large (axe, bow, hammer, mace, etc.) weapon can be affected by the spell. The spell functions on existing magical weapons as long as the total combined bonus is +3 or less.

Missile weapons enchanted in this way lose their enchantment when they successfully hit a target, but otherwise the spell lasts its full duration. This spell is often used in combination with the *enchant an item* and *permanency* spells to create magical weapons, with this spell being cast once per desired plus of the bonus.

The material components of this spell are powdered lime and carbon.



## Enervation

Necromancy

Level: 4  
Range: 10 yards/level  
Components: V, S  
Duration: 1d4 hours + 1  
hour/level  
Casting Time: 4  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *PHB*, page 157



This spell temporarily suppresses the subject's life force. The necromancer points his finger and utters the incantation, releasing a black bolt of crackling energy. The subject must roll a saving throw vs. spell, adjusted for Dexterity, to avoid the bolt. Failure means the subject is treated exactly as if he had been drained of energy levels by a wight, one level for every four levels of the caster. Hit Dice, spells, and other character details dependent on level are lost or reduced. Those drained to 0 level must make a system shock check to survive and are helpless until the spell expires. The spell effect eventually wears off, either after 1d4 hours plus one hour per caster level, or after six hours of complete and undisturbed rest. Level abilities will be regained, but lost spells must be re-memorized. Undead are immune to this spell.

## Evard's Black Tentacles

Conjuration/Summoning

Level: 4

Range: 30 yards

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: 30 sq. ft./level

Saving Throw: None

Reference: *PHB*, page 157



This spell creates many rubbery, black tentacles in the area of effect. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. Each tentacle is 10 feet long, AC 4, and requires as many points of damage to destroy as the wizard who cast the spell. There will be 1d4 such tentacles, plus one per experience level of the spellcaster.

Any creature within range of the writhing tentacles is subject to attack, as determined by the DM. The target of a tentacle attack must roll a saving throw vs. spell. If this succeeds, the subject receives 1d4 points of damage from initial contact with the tenta-

cle, and then the tentacle is destroyed. Failure to save indicates that the damage inflicted is 2d4 points, the ebon member is wrapped around its subject, and damage will be 3d4 points on the second and succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they entwine any object—a tree, post, pillar, even the wizard himself—or continue to squeeze a dead opponent. A grasping hold established by a tentacle will remain until the tentacle is destroyed by some form of attack or until it disappears at the end of the spell's duration.

The component for this spell is a piece of tentacle from a giant octopus or giant squid.

## Extension I

Alteration  
Level: 4  
Range: 0  
Components: V  
Duration: Special  
Casting Time: 2  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 157



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By use of an *extension I* spell, the wizard prolongs the *duration* of a previously cast 1st-, 2nd-, or 3rd-level spell by 50%. Thus, a *levitation* spell can be made to function 15 minutes/level, a *hold person* spell made to work for 3 rounds/level, etc. Naturally, the spell affects only spells that have durations. This spell must be cast immediately after the spell to be extended, either by the original caster or another wizard. If a complete round or more elapses, the extension fails and is wasted.

## Far Reaching II

Alteration	
Level:	4
Range:	0
Components:	V
Duration:	Special
Casting Time:	4
Area of Effect:	Special
Saving Throw:	None
Reference:	TOM, page 28



This spell allows the wizard to double the range of any one 1st- or 2nd-level spell, extend the range of any one 3rd-level spell by 50%, or extend any 4th-level spell's range by 25%. The spell to be affected must be cast on the round immediately following the *far reaching II* spell. If a complete round or more elapses, the *far reaching II* is wasted.

*Far reaching II* affects only a spell cast by the same wizard. *Far reaching II* does not affect spells that have range of 0 or touch.



# Fear

Illusion/Phantasm

Level: 4

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: 60-foot-long cone,  
30-foot diameter at  
end, 5 feet at base

Saving Throw: Negates

Reference: *PHB*, page 157



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When a *fear* spell is cast, the wizard sends forth an invisible cone that causes creatures within its area of effect to turn away from the caster and flee in panic. Affected creatures are likely to drop whatever they are holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 Hit Die), and each level (or Hit Die) above this reduces the probability by 5%. Thus, at 10th level there is only a 15% chance, and at 13th level no chance, of dropping items. Creatures affected by fear flee at their fastest rate for a number of melee rounds equal to the level of experience of the spellcaster. Undead and creatures that roll their saving throws vs. the spell are not affected.

The material component of this spell is either the heart of a hen or a whitefeather.

## Fire Charm

Enchantment/Charm

Level: 4

Range: 10 yards

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 4

Area of Effect: 15-foot radius of  
fire

Saving Throw: Negates

Reference: *PHB*, page 158



By means of this spell, the wizard causes a normal fire source such as a brazier, flambeau, or bonfire to serve as a magical agent, for from this source he causes a gossamer veil of multi-hued flame to circle the fire at a five-foot distance. Any creatures observing the fire or the dancing circle of flame around it must successfully roll a saving vs. spell or be charmed into remaining motionless and gazing transfixed at the flames. While so charmed, creatures are subject to suggestions of 12 or fewer words, saving vs. spell with a -3 penalty, adjusted for Wisdom. The caster can give one such suggestion to each creature, and the suggestions need not be the same. The maximum duration for such a suggestion is one hour, regardless of the caster's level.

The fire charm is broken if the charmed creature is physically attacked, if a solid object comes between the creature and the veil of flames so as to obstruct vision, or when the duration of the spell expires. Those exposed to the fire charm again may be affected at the DM's option, although bonuses may also be allowed to the saving throws. Note that the veil of flame is not a magical fire, and passing through it incurs the same type and amount of damage as would be sustained from passing through its original fire source.

The material component for this spell is a small piece of multicolored silk of exceptional thinness that the spellcaster must throw into the fire source.

# Fire Shield

Evocation, Alteration

Level: 4

Range: 0

Components: V, S, M

Duration: 2 rounds + 1  
round/level

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

Reference: *PHB*, page 158



This spell can be cast in one of two forms that both return damage to creatures making physical attacks against the wizard. The wizard must choose which variation when the spell is selected:

A) *Warm shield*: the flames are warm to the touch. Any cold-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against fire-based attacks, but if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage.

The material component for this variation is a bit of phosphorous.

B) *Chill shield*: The flames are cool to the touch. Any fire-based attacks are saved against with a +2 bonus; either half normal

damage or no damage is sustained. There is no bonus against cold-based attacks, but if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage.

The material component for this variation is a live firefly or glow worm or the tail portions of four dead ones.

Any creature striking the spellcaster with body or hand-held weapons inflicts normal damage upon the wizard, but the attacker suffers the same amount of damage. An attacker's magical resistance, if any, is tested when the creature actually strikes the wizard. Successful resistance shatters the spell. Failure means the creature's magic resistance does not affect that casting of the spell. See the *PHB* for more information.

# Fire Trap

Abjuration, Evocation

Level: 4

Range: Touch

Components: V, S, M

Duration: Permanent until discharged

Casting Time: 1 turn

Area of Effect: Object touched

Saving Throw:  $1/2$

Reference: *PHB*, page 158



Any closable item can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it (if such is attempted, the result is 25% the first spell fails, 25% the second spell fails, and 50% both spells fail). A *knock* spell will not affect a *fire trap* in any way—as soon as the offending party enters or touches the item, the trap discharges. Thieves and others only have  $\frac{1}{2}$  of their normal chance to detect a fire trap (by noticing the characteristic markings required to cast the spell). They only have  $\frac{1}{2}$  their normal chance to remove the trap (failure detonates the trap). An unsuccessful dispel does not detonate the spell. The caster can use the trapped object with-

out discharging it, as can any individual to whom the spell was specifically attuned when cast (the exact method usually involves a keyword). When the trap is discharged, there is an explosion of five-foot radius from the spell's center; all creatures within this area must roll saving throws vs. spell. Damage is 1d4 points plus one point per level of the caster; half this (round up) for creatures successfully saving. (Underwater, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

To place this spell, the caster must trace the outline of the closure with a bit of sulphur or saltpeter and touch the center of the effect. Attunement to another individual requires a hair or similar object from that person.



# Fumble

Enchantment/Charm

Level: 4  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 4  
Area of Effect: 30-foot cube  
Saving Throw: Special  
Reference: *PHB*, page 158



The wizard creates an area in which all creatures suddenly become clumsy. Running creatures trip and fall, those reaching for an item drop it, those employing weapons likewise drop them, etc. Recovery from a fall or of a fumbled object typically requires a successful saving throw and takes one round. Breakable items might suffer damage when dropped. A subject succeeding with his saving throw can act freely that round, but if he is in the area in the next round, another saving throw is required. Alternatively, the spell can be cast at an individual creature. Failure to save means the creature is affected for the spell's entire duration; success means the creature is *slowed* (see the 3rd-level spell).

The material component of this spell is a dab of solidified milk fat.

# Greater Malison

## Enchantment/Charm

Level: 4  
Range: 60 feet  
Components: V  
Duration: 2 rounds/level  
Casting Time: 4  
Area of Effect: 30-foot-radius  
sphere  
Saving Throw: None  
Reference: TOM, page 29



This spell allows a wizard to adversely affect all the saving throws of his enemies. Opponents under the influence of this spell make all saving throws at a penalty of -2.

Alternatively, the wizard may select any one school of magic and cause his enemy to make all saving throws against magic from that school at -3. This penalty is not cumulative with a saving throw penalty which derives from the wizard being a specialist; the penalty is not increased to -4.

# Hallucinatory Terrain

Illusion/Phantasm

Level: 4

Range: 20 yards/level

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: Cube up to 30  
feet/side/level

Saving Throw: None

Reference: *PHB*, pages 158-9



By means of this spell, the wizard causes an illusion that hides the actual terrain within the area of effect. Thus, open fields or a road can be made to look like a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to appear like a grassy meadow, a precipice look like a gentle slope, or a rock-strewn gully made to look like a wide and smooth road. The hallucinatory terrain persists until a *dispel magic* spell is cast upon the area or until the duration expires. Individual creatures may see through the illusion, but the illusion persists, affecting others who observe the scene.

If the illusion involves only a subtle change, such as causing an open wood to appear thick and dark, or increasing the slope of a hill, the effect may be unnoticed even by those in the midst of it. If the change is extreme—a grassy plain covering a seething field of volcanic mudpots, for instance—the illusion will no doubt be noticed the instant one person falls prey to it. Each level of experience expands the dimensions of the area affected (*e.g.*, a 12th-level caster affects a 120 yd. × 120 yd. × 120 yd. area).

The material components of this spell are a stone, a twig, and a bit of green plant—leaf or grass blade.

## Ice Storm

Evocation

Level: 4  
Range: 10 yards/level  
Components: V, S, M  
Duration: Special  
Casting Time: 4  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 159



This spell can have one of two effects, at the caster's option: either great hail stones pound for one round in a 40-foot diameter area and inflict 3d10 points of damage to any creatures within the area of effect, or driving sleet falls in an 80-foot-diameter area for one round per caster level. The sleet blinds creatures within its area of effect for the duration of the spell and causes the ground in the area to be icy, thus slowing movement by 50% and making it 50% probable that a creature trying to move in the area slips and falls. The sleet also extinguishes torches and small fires.

Note that this spell will negate a *heat metal* spell.

The material components for this spell are a pinch of dust and a few drops of water.



# Illusionary Wall

Illusion/Phantasm

Level: 4

Range: 30 yards

Components: V, S

Duration: Permanent

Casting Time: 4

Area of Effect: 1 foot  $\times$  10 feet  $\times$   
10 feet

Saving Throw: None

Reference: *PHB*, page 159



This spell creates the illusion of a wall, floor, ceiling, or similar surface, which is permanent until dispelled. It appears absolutely real when viewed, even magically, as with the priest spell, *true seeing* or its equivalent, but physical objects will pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, normal demihuman and magical detection abilities work normally, and touch or probing searches reveal the true nature of the surface, though they will not cause the illusion to disappear.

The material component is a rare dust that costs at least 400 gp and requires four days to prepare.

## Improved Invisibility

Illusion/Phantasm

Level: 4

Range: Touch

Components: V, S

Duration: 4 rounds + 1  
round/level

Casting Time: 4

Area of Effect: Creature touched

Saving Throw: None

Reference: *PHB*, page 159



This spell is similar to *invisibility*, but the recipient is able to attack, either by missile discharge, melee combat, or spell casting, and remain unseen. Note, however, that there are sometimes telltale traces—a shimmering—so that an observant opponent can attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made his presence known). Attacks against the invisible character suffer a -4 penalty to the attack rolls, and the invisible character's saving throws are made with a +4 bonus. High Hit Dice creatures that might notice invisible opponents will notice a creature under this spell as if they have 2 fewer Hit Dice (they roll saving throws vs. spell; success indicates they spot the character).

## Leomund's Secure Shelter

Alteration, Enchantment

Level: 4  
Range: 20 yards  
Components: V, S, M  
Duration: 1d4 + 1 hours + 1  
hour/level  
Casting Time: 4 turns  
Area of Effect: 30 sq. ft./level  
Saving Throw: None  
Reference: *PHB*, page 159



This spell enables the wizard to magically call into being a sturdy cottage or lodge, made of material that is common in the area where the spell is cast. The floor area of the lodging is 30 square feet per level of the spellcaster, and the surface will be level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two or more shuttered windows, and a small fireplace.

The lodging will be secure against winds up to 70 miles per hour, but it has no heating or cooling source. The dwelling provides considerable security, as it is strong as a normal stone building (regardless of its composition), resists fire as if it were stone, and will be generally impervious to normal missiles (but not the sort cast by siege machinery or giants).

The door, shutters, and even chimney are secure against intrusion, the two former being wizard locked and the latter being secured by a top grate of iron and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Lastly, an unseen servant is called up to provide service to the spellcaster.

The shelter contains up to eight bunks, a trestle table and benches, four chairs or eight stools, and a writing desk.

The material components of this spell are a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *alarm* and *unseen servant* spells if these are to be included in the spell (string and silver wire and a small bell).

## Locate Creature

Divination  
Level: 4  
Range: 50 yards/level  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 5  
Area of Effect: One creature  
Saving Throw: None  
Reference: TOM, page 29



This spell is similar to the 2nd-level *locate object* spell. Instead of finding an inanimate object, however, it allows the wizard to find a creature. The wizard casts the spell, slowly turns, and is able to sense the direction of the person or creature, provided the subject is within range. The wizard learns how far away the creature is and in what direction it is moving (if at all).

This spell can locate a general species of creature (a horse or umber hulk, for instance), or can be used to find a specific in-

dividual. The wizard must have physically seen the individual or the type of creature at least once from a distance of no greater than 10 yards.

Unlike *locate object*, this spell is not blocked by lead. It is blocked, however, by running water (such as a river or stream). Objects cannot be found through use of this spell.

The material component is a bit of a bloodhound's fur.



## Magic Mirror

Enchantment, Divination

Level: 4  
Range: Touch  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 1 hour  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 159



By means of this spell, the wizard changes a normal mirror into a scrying device similar to a *crystal ball*. The details of the use of such a scrying device are found in the *DMG* under the description for the *crystal ball*.

The mirror used must be of finely wrought and highly polished silver of a minimum cost not less than 1,000 gp. This mirror is not harmed by the casting of the spell, but the other material components—the eye of a hawk, an eagle, or even a roc, and nitric

acid, copper and zinc—are used up.

The following spells can be cast through a magic mirror: *comprehend languages*, *read magic*, *tongues*, and *infravision*. The following spells have a 5% chance per level of the caster of operating correctly: *detect magic*, *detect good or evil*, and *message*. The base chances for the subject to detect any *crystal ball*-like spell is listed in the *crystal ball* entry in the *DMG* (see the “Miscellaneous Magic” section).

## Mask of Death

Necromancy

Level: 4  
Range: Touch  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 1 round  
Area of Effect: One creature  
Saving Throw: None  
Reference: TOM, page 29



By casting this spell, a wizard can change a corpse's features to make it appear to be someone else. The caster must possess an accurate portrait of the individual to be duplicated, or must have a clear mental image of the person based on personal experience.

If *animate dead* is cast on the body, it can be animated to become a zombie that looks exactly like the copied person. The double is a mindless automaton, however, having all of the characteristics of a normal zombie.

This spell may be cast on a creature that has already become a zombie. The wizard must successfully touch the zombie in combat, unless the zombie is controlled by the caster.

The material component of this spell is a drop of doppelganger's blood.

# Massmorph

Alteration

Level:

4

Range:

10 yards/level

Components:

V, S, M

Duration:

Special

Casting Time:

4

Area of Effect:

One 10-foot  
cube/level

Saving Throw:

None

Reference:

*PHB*, page 160



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When this spell is cast upon willing creatures of man-size or smaller, up to 10 such creatures per level of the caster can be magically altered to appear as trees of any sort. Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these massmorphed creatures can be passed through—and even touched—by other creatures without revealing their true nature. Note, however, that blows to the creature-trees cause damage, and blood can be seen.

Creatures to be massmorphed must be within the spell's area of effect and unwilling

creatures are not affected. Affected creatures remain unmoving but aware, subject to normal sleep requirements, and able to see, hear, and feel for as long as the spell is in effect. The spell persists until the caster commands it to cease or until a *dispel magic* is cast upon the creatures. Creatures left in this state for extended periods are subject to insects, weather, disease, fire, and other natural hazards.

The material component of this spell is a handful of bark chips of the type the creatures will become.

## Minor Creation

Illusion/Phantasm

Level: 4  
Range: Touch  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 160



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This spell enables the wizard to create an item of nonliving, vegetable nature—soft goods, rope, wood, etc. The caster actually pulls wisps of material of the plane of Shadow from the air and weaves them into the desired item. The volume of the item created cannot exceed one cubic foot per level of the spellcaster. The item remains in existence for only as long as the spell's duration.

The spellcaster must have at least a tiny piece of matter of the same type of item he plans to create by means of the *minor creation* spell—a bit of twisted hemp to create rope, a splinter of wood to create a door, and so forth.



## Minor Globe of Invulnerability

Abjuration  
Level: 4  
Range: 0  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 4  
Area of Effect: 5-foot-radius  
sphere  
Saving Throw: None  
Reference: *PHB*, page 160



This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spell effects from penetrating (*i.e.*, the area of effect of any such spells does not include the area of the minor globe of invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical sphere, and these pass from the caster of the globe to their subject without effecting the minor globe. Fourth- and higher-level spells are not affected by the globe. The globe can be brought down by a successful *dispel magic* spell. The caster can leave and return to the

globe without penalty. Note that spell effects are not actually disrupted by the globe unless cast directly through or into it: the caster would still see a *mirror image* created by a wizard outside the globe. If that wizard then entered the globe, the images would wink out, to reappear when the wizard exited the globe. Likewise, a wizard standing in the area of a *light* spell would still receive sufficient light for vision, even though that part of the *light* spell volume in the globe would not be luminous.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

## Minor Spell Turning

Abjuration  
Level: 4  
Range: 0  
Components: V, S, M  
Duration: 3 rounds/level  
Casting Time: 4  
Area of Effect: The caster  
Saving Throw: None  
Reference: *TOM*, pages 29-30



This spell causes spells cast against the wizard to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, and so forth.

One to four (1d4) spell levels may be turned. The exact number is secretly rolled by the DM. Unlike the 7th-level version of this spell, *minor spell turning* is not capable of partially turning a spell. If the protected wizard and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the following effects:

#### **D100**

#### **Roll**

01-70

71-80

81-97

98-00

#### **Effect**

Spell drains away without effect  
Spell effects both equally at full damage  
Both turning effects are rendered nonfunctional for 1d4 turns  
Both casters are sucked through a rift into the Positive Material plane

The material component of this spell is a smoothly polished silver coin.

## Monster Summoning II

Conjuration/Summoning

Level:

4

Range:

40 yards

Components:

V, S, M

Duration:

3 rounds + 1  
round/level

Casting Time:

4

Area of Effect:

Special

Saving Throw:

None

Reference:

*PHB*, page 160



Within one round of casting this spell, the wizard magically conjures 1d6 2nd-level monsters. These appear within spell range and attack the caster's opponents until he commands them to cease, the spell duration expires, or until the monsters are slain. These creatures do not check morale, and vanish when slain. If no opponent exists to fight and the wizard can communicate with them, the summoned monsters can perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

## Mordenkainen's Celerity

Alteration, Invocation

Level: 4  
Range: 0  
Components: V, S, M  
Duration: 1 turn  
Casting Time: 4  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 30



*Mordenkainen's celerity* affects spells of levels 1-3 which alter the movement of the wizard such as *feather fall*, *jump*, *spider climb*, *levitate*, *fly*, and *haste*. Spells to be affected must be cast within one turn of the casting of the celerity. This does not mean that spells expire when the celerity does.

Spells cast following the celerity receive a 25% bonus to duration. This effect may not be gained in conjunction with other means of magically extending a spell's duration. In addition, the caster's movement rate is increased by 25%. *Feather fall* is an exception to this condition; the rate of descent may be reduced by 25% at the caster's option.

The area of effect is always the caster, ex-

cept in the case of the *haste* spell, for which the effects of the celerity will operate on 1d4 creatures in addition to the wizard. The celerity will not affect the other creatures in any other manner.

Finally, the celerity gives the wizard a +2 bonus to his saving throws against spells of levels 1-3 which directly affect his movement. This includes *web*, *hold person*, and *slow*. The wizard also gains a +2 bonus on all saving throws against magical paralysis attacks.

The material component is a small pouch or vessel containing centipede or millipede legs.



## Otiluke's Resilient Sphere

Alteration, Evocation

Level: 4  
Range: 20 yards  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 4  
Area of Effect: 1-foot  
diameter/level of  
the caster  
Saving Throw: Negates  
Reference: *PHB*, page 160



When this spell is cast, the result is a globe of shimmering force that encloses the subject creature—if it is small enough to fit within the diameter of the sphere and it fails to successfully save vs. spell. The resilient sphere contains its subject for as long as its duration persists, and it is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, or a *disintegrate* or *dispel magic* spell. These cause it to be destroyed without harm to the subject.

Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but all that occurs is a movement of the sphere. The globe can be physically moved by either people outside the globe or by the struggles of those within.

The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material) and a matching hemispherical piece of gum arabic.

# Phantasmal Killer

Illusion/Phantasm

Level: 4

Range: 5 yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 4

Area of Effect: One creature

Saving Throw: Special

Reference: *PHB*, pages 160-1



The wizard creates a terrifying illusion from the mind of the victim. If the phantasmal killer succeeds in scoring a hit, the subject dies from fright. The beast attacks as a 4 Hit Dice monster, is invulnerable to all attacks, and can pass through any barriers. Once cast, it inexorably pursues the subject.

The only defenses are an attempt to disbelieve (which can be tried but once), slaying or rendering unconscious the caster, or rendering unconscious the victim for the spell's duration. To disbelieve, the subject must state the attempt and roll an Intelligence check with a -1 penalty for every four levels of the caster.

Saving throw modifiers: surprise conveys a -2 penalty; subjects previously attacked by this spell gain a +1 bonus per previous attack; illusionists gain a +2 bonus; if the

subject is wearing a *helm of telepathy*, it conveys a +3 bonus.

Magic resistance, bonuses against fear, and Wisdom adjustments apply. Magic resistance is checked first to determine spell operation, and then the fear/Wisdom bonus applies as a minus to the dice roll to match or score less than Intelligence.

If the subject succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon the wizard, who must disbelieve it or be subject to its attacks.

If the subject ignores the killer to perform other actions, the killer may, at the DM's option, gain bonuses to hit. Spells such as *remove fear* and *cloak of bravery*, cast after the killer has attacked, grant another check to disbelieve the effect.

## Plant Growth

Alteration

Level:

4

Range:

10 yards/level

Components:

V, S

Duration:

Permanent

Casting Time:

4

Area of Effect:

An area 10  
feet/side/level

Saving Throw:

None

Reference:

*PHB*, page 161



When a *plant growth* spell is cast, the wizard causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 1 per round (or 2 if larger than man-sized). The area must contain brush and trees for this spell to work. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become thick and overgrown as to form a barrier. The area of ef-

fect is 10 feet on a side per level of experience of the caster, in any square or rectangular shape that the caster desires. Thus, an 8th-level wizard can affect a maximum area of an 80'  $\times$  80' square, a 160'  $\times$  40' rectangle, a 640'  $\times$  10' rectangle, etc. Individual plant girth and height is generally affected less than thickness of brush, branch, and undergrowth. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

## Polymorph Other

Alteration  
Level: 4  
Range: 5 yards/level  
Components: V, S, M  
Duration: Permanent  
Casting Time: 4  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *PHB*, page 161



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The *polymorph other* spell alters the form, ability, and possibly the mentality of the recipient. The polymorphed creature must succeed on a system shock roll to survive the change.

The polymorphed creature acquires the form and physical abilities of the creature it has been polymorphed into while retaining its own mind. "Form" includes natural Armor Class, physical movement abilities, and attack routines, but not innate and magical abilities. Hit points and saving throws do not change from the original form. Natural shapeshifters (lycanthropes, dopplegangers, higher-level druids, etc.) are affected for but one round, and can then resume their normal form.

When the *polymorph* occurs, the creature's equipment, if any, melds into the new

form). The creature retains its mental abilities, including spell use.

When the physical change occurs, there is a base 100% chance that the subject's personality and mentality change into that of new form (*i.e.*, a roll of 20 or less on 1d20). For each 1 point of Intelligence of the subject, subtract 1 from the base chance. Additionally, for every Hit Die of difference between the original form and the form it assuming, add or subtract 1. The chance for assumption of the mentality of the new form is checked daily until the change takes place.

See the *PHB* for more details on this very complex spell.

The material component of this spell is a caterpillar cocoon.



# Polymorph Self

Alteration  
Level: 4  
Range: 0  
Components: V  
Duration: 2 turns/level  
Casting Time: 4  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, pages 161-2



When this spell is cast, the wizard is able to assume the form of any creature, save those that are noncorporeal, from as small as a wren to as large as a hippopotamus. Furthermore, the wizard gains its physical mode of locomotion and breathing as well. No system shock roll is required. The spell does not give the new form's other abilities (attack, magic, special movement, etc.), nor does it run the risk of changing personality and mentality.

When the polymorph occurs, the caster's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection* to continue operating effectively). The caster retains all mental abilities, including spell use, assuming the new form allows completion of the proper ver-

bal and somatic components, and the material components are available. A caster not used to a new form might be penalized at the DM's option (e.g., -2 to attack rolls) until he practices sufficiently to master it.

Naturally, the strength of the new form is sufficient to allow normal movement. The spellcaster can change his form as often as desired for the duration of the spell, each change requiring a round. The wizard retains his own hit points, attack rolls, and saving throws. The wizard can end the spell at any time; when returning to his own form and ending the spell, he regains 1d12 hit points. The wizard returns to his own form when slain or when the effect is *dispelled*, but no hit points are restored in this case.

# Rainbow Pattern

Alteration, Illusion/Phantasm

Level: 4  
Range: 10 yards  
Components: S, M  
Duration: Special  
Casting Time: 4  
Area of Effect: 30-foot cube  
Saving Throw: Negates  
Reference: *PHB*, page 162



By means of this spell, the wizard creates a pastel, glowing, rainbow-hued band of interweaving patterns. Any creature caught in it may become fascinated and gaze at it as long as the effect lasts. The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures—24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc. All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. An attack on an affected creature that causes damage will free it from the spell immediately. Creatures that are merely restrained and removed from the area still try to follow the pattern.

Once the *rainbow pattern* is cast, the wiz-

ard need only gesture in the direction he desires, and the pattern of colors moves slowly off in that direction, at the rate of 30 feet per round. It persists without further attention from the spellcaster for 1d3 rounds. All affected creatures follow the moving rainbow of light. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), allow a second saving throw. If the view of the lights is completely blocked (by an *obscurement* spell, for instance), the spell is negated.

The wizard need not utter a sound, but he must gesture appropriately while holding a crystal prism and the material component, a piece of phosphor.

## Rary's Mnemonic Enhancer

Alteration  
Level: 4  
Range: 0  
Components: V, S, M  
Duration: 1 day  
Casting Time: 1 turn  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, page 163



By means of this spell, the wizard is able to memorize, or retain the memory of, three additional spell levels, (three 1st-level spells, or one 1st- and one 2nd-, or one 3rd-level spell). The wizard has two options:

A) Memorize additional spells. This option is taken at the time the spell is cast. The additional spells must be memorized normally and any material components must be acquired.

B) Retain memory of any spell cast the pre-

vious round. The round after a spell is cast, the enhancer must be successfully cast. This restores the previously cast spell to memory. Any material components must be acquired by the caster, however.

The material components of the spell are a piece of string, an ivory plaque of at least 100 gp value, and an ink composed of squid secretion and either black dragon's blood or giant slug digestive juice. These disappear when the spell is cast.

## Remove Curse

Abjuration  
Level: 4  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 4  
Area of Effect: Special  
Saving Throw: Special  
Reference: *PHB*, page 162



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Upon casting this spell, the wizard is usually able to remove a curse—whether it be on an object, a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell will not affect a cursed shield, weapon, or suit of armor, for example, although it usually enables a person afflicted with a cursed item to be rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or more. A caster of 12th level or more can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a saving throw vs. spell and, if successful, the spell fails and the wizard must gain a level before attempting the remedy again.



# Shadow Monsters

Illusion/Phantasm

Level: 4  
Range: 30 yards  
Components: V, S  
Duration: 1 round/level  
Casting Time: 4  
Area of Effect: 20-foot cube  
Saving Throw: Special  
Reference: *PHB*, pages 162-3



A wizard casting the *shadow monsters* spell uses material from the plane of Shadow to shape semi-real illusions of one or more monsters. The total Hit Dice of the shadow monster or monsters thus created cannot exceed the level of experience of the wizard; thus, a 10th-level wizard can create one creature that has 10 Hit Dice, two that have 5 Hit Dice, etc. All shadow monsters created by one spell must be of the same sort. The actual hit point total for each monster is 20% of the hit point total it would normally have.

Those viewing the shadow monsters are allowed to disbelieve as per normal illusions, although there is a -2 penalty to the

attempt. The shadow monsters perform as the real monsters with respect to Armor Class and attack forms. Those who believe in the shadow monsters suffer real damage from their attacks. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes they are real will react appropriately.

Those who roll successful saving throws see the shadow monsters as transparent images superimposed on vague shadowy forms. These are Armor Class 10 and do only 20% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4.

## Shout

Evocation

Level: 4

Range: 0

Components: V, M

Duration: Instantaneous

Casting Time: 1

Area of Effect: 10-foot × 30-foot  
cone

Saving Throw: Special

Reference: *PHB*, page 163



When a *shout* spell is cast, the wizard gives himself tremendous vocal powers. The caster can release an ear-splitting noise that has a principal effect in a cone shape radiating from his mouth to a point 30 feet away. Any creature within this area is deafened for 2d6 rounds and suffers 2d6 points of damage. A successful saving throw vs. spell negates the deafness and reduces the damage by half. Any exposed brittle or crystal substance subject to sonic vibrations will be shattered by a shout, while those in the possession of a creature receive the crea-

ture's saving throw. Deafened creatures suffer a -1 penalty to surprise rolls, and those that cast spells with verbal components are 20% likely to miscast them.

The *shout* spell will not penetrate a the 2nd-level priest spell, *silence, 10' radius*. This spell can be employed but once per day, for otherwise the caster might permanently deafen himself.

The material components for this spell are a drop of honey, a drop of citric acid, and a small cone made from a bull's or ram's horn.

## Solid Fog

Alteration  
Level: 4  
Range: 30 yards  
Components: V, S, M  
Duration: 2d4 rounds + 1  
round/level  
Casting Time: 4  
Area of Effect: 20-foot × 10-foot  
× 10-foot  
volume/level  
Saving Throw: None  
Reference: *PHB*, page 163



When this spell is cast, the wizard creates a billowing mass of misty vapors similar to a *wall of fog* spell. The caster can create less vapor if desired, as long as a rectangular or cubic mass at least 10 feet on a side is formed. The fog obscures all sight—normal and infravision—beyond two feet. However, unlike normal fog, only a very strong wind can move these vapors, and any creature attempting to move through the solid fog progresses at a rate of but one foot per movement rate of 1 per round. A *gust of wind* spell cannot affect it. A fireball, flame strike, or a wall of fire can burn it away in a single round.

The material components for the spell are a pinch of dried, powdered peas combined with powdered animal hoof.

# Stoneskin

Alteration  
Level: 4  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 1  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 163



When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile or the like. Even a *sword of sharpness* cannot affect a creature protected by *stoneskin*, nor can a rock hurled by a giant, a snake's strike, etc. However, magical attacks from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth have their normal effects. The spell blocks 1d4 attacks, plus one attack per two levels of experience the caster has achieved. This limit applies regardless of attack rolls

and regardless of whether the attack was physical or magical. For example, a *stoneskin* spell cast by a 9th-level wizard would last from five to eight attacks. An attacking griffon would reduce the protection by three each round; four magic missiles would count as four attacks in addition to inflicting their normal damage.

The material components of the spell are granite and diamond dust sprinkled on the recipient's skin.



# Summon Lycanthrope

Conjuration/Summoning

Level: 4  
Range: Special  
Components: V, S, M  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *TOM*, page 30



This spell is effective only on the three nights surrounding a full moon.

The caster and the lycanthrope must be on the same plane of existence. The nearest lycanthrope of the chosen species must attempt a saving throw. If successful, the creature is unaffected. Otherwise, it instantly appears near the caster.

Upon arrival, the creature can freely attack the wizard unless the caster has created a warding circle (see *TOM* reference). If a circle is present, the lycanthrope appears in the circle; otherwise, it appears 1d10 feet away from the caster in a random direction.

A warding circle must be at least five feet in diameter; if smaller, the lycanthrope is automatically freed.

The lycanthrope can break out of the cir-

cle, with a 20% base chance of success, modified by its Hit Dice and the wizard's experience level. Each creature is allowed only one attempt to escape.

Any break in the circle spoils the power of the spell. The creature cannot take any action against any portion of the ward.

The lycanthrope can be held indefinitely. The creature cannot leave the circle, nor can any of its attacks or powers penetrate the magical barrier. When the full moon sets, the lycanthrope reverts to its human form. At this time, it is free of the spell.

The material components are a drop of blood from any animal, a human hair, and a moonstone worth at least 150 gp. For the warding circle, additional components are also required (see *TOM* reference).

## There/Not There

Evocation (Wild Magic)

Level:

4

Range:

30 yards

Components:

V, S, M

Duration:

1d6 turns

Casting Time:

1 round

Area of Effect:

10-foot cube

Saving Throw:

None

Reference:

TOM, page 32



This peculiar wild magic creates a random fluctuation in the probabilities of existence. The spell can be cast only upon nonliving objects and can affect only materials within a 10' x 10' x 10' cube.

Objects in the area of effect either remain normal and visible or they disappear (50% chance). The state of existence for any object is determined randomly and changes with each viewing and viewer. Thus, a single object could appear and disappear several times during the course of the spell. Furthermore, it might be "there" for one onlooker, but "not there" for another.

Objects that are "there" are normal in all respects. Doors can be opened, chests can be picked up and carried, and rocks can be used as barricades. Objects that are "not

there" are gone, although their absence does not cause ceilings to collapse or other damage. A wizard could walk through a "not there" wall without difficulty.

When two parties perceive a "there/not there" object differently, the object functions for each party according to its own perceptions.

After the spell is cast, any objects removed from the area of effect retain their uncertain existence for the duration of the spell. Thus, a pair of heroes could pick up a treasure chest, carry it down the hall, set it down, and discover it had vanished while their backs were turned. Worse still, one might see the chest and the other not!

The material component is a small piece of cat fur sealed inside a small box.

# Thunder Staff

Invocation/Evocation

Level: 4

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: 20-foot × 40-foot  
cone

Saving Throw: 1/2

Reference: *TOM*, pages 32-3



The wizard raps his staff on the ground and produces a thundering cone of force five feet wide at the apex, 20 feet wide at the base, and 40 feet long. All creatures wholly or partially within this cone must roll a successful saving throw or be stunned for 1d3 rounds. Stunned creatures are unable to think coherently or act during this time and are deafened for  $1d3 + 1$  rounds. Additionally, those who fail the save are hurled  $4d4 + 4$  feet by the wave of force, suffering one point of damage per two feet thrown. Intervening surfaces (walls, doors, etc.) may restrict this distance, but damage remains the same ( $4d4 + 4$ ).

If the save is successful, the victim is not stunned, but is deafened for  $1d3 + 1$  rounds and is hurled only half the distance.

Giant-sized or larger creatures who succeed at the saving throw are deafened but are not thrown, suffer no loss of hit points, and are not stunned. If the saving throw is failed, such creatures are hurled  $2d4 + 2$  feet, suffer one point of damage per two feet thrown, and are deafened and stunned.

The cone of force is considered to have a Strength of 19 for purposes of opening locked, barred, or magically held doors. This spell can move objects weighing up to 640 pounds a maximum distance of  $4d4 + 4$  feet. Fragile items must make a saving throw vs. crushing blow or be destroyed.

The material components are a vial of rain gathered during a thunderstorm and the wizard's staff, which must be made of oak. The staff is not destroyed.

# Turn Boulder to Pebble

Alteration

Level:

4

Range:

Touch

Components:

V, S, M

Duration:

Special

Casting Time:

4

Area of Effect:

Special

Saving Throw:

None

Reference:

TOM, page 33



This spell shrinks a boulder to the size of a pebble. It affects only naturally occurring rocks and could not be used to shrink a statue or a cut gemstone.

The number of rocks that may be affected is equal to the number of experience levels of the caster. Boulders must not exceed one cubic foot per level of the caster. Thus, a 10th-level wizard could shrink 10 rocks, each of which is equal to or less than 10 cubic feet in size. All rocks are affected in the same round the spell is cast. Though they need not be touched, the boulders must be within 50 feet of the caster.

The material components are boulders, which revert to normal size when the spell's duration expires.



# Turn Pebble to Boulder

Alteration

Level:

4

Range:

Touch

Components:

V, S, M

Duration:

Special

Casting Time:

4

Area of Effect:

Special

Saving Throw:

None

Reference:

*TOM*, page 33



At the culmination of this spell, the caster hurls a pebble which grows and increases in speed, becoming a deadly boulder that inflicts  $3d6 + 8$  points of damage if it strikes the target. (The rules for boulders as missile weapons apply as described in the *DMG*.) The caster's THACO is used to determine success, and the caster is considered to be proficient with the thrown pebble and receives no penalty for range. The maximum range of attack is equal to 50 feet plus 10 feet per level of the caster. Only the caster may throw the pebble.

The wizard can enchant one stone at 7th

level and gains one stone per three levels of experience thereafter (two stones at 10th level, three at 13th level, etc.). Only one pebble may be thrown per round, and pebbles must be hurled in consecutive rounds. The spell has a duration in rounds equal to the number of pebbles enchanted. Each pebble requires a separate attack roll. Pebbles may be thrown at different targets within range.

The material components are pebbles, which revert to normal size when the spell's duration expires.

## Unluck

Evocation (Wild Magic)

Level:

4

Range:

10 yards

Components:

V, S, M

Duration:

2d10 rounds

Casting Time:

4

Area of Effect:

One creature

Saving Throw:

Negates

Reference:

TOM, page 33



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With this spell, the wild mage creates a negative pattern in the random forces surrounding one creature. The creature is allowed a saving throw; if successful, the spell fails. If the saving throw is failed, random chance falls into an unlucky pattern. Any action involving random chance (*i.e.*, any time a die roll affects the character) performed by the victim during the next 2-20 rounds requires two separate attempts; the worse result is always applied. (The victim rolls twice for attacks, damages, saving throws, etc., always using the worse die roll.)

A *luckstone* or similar magical device will negate *unluck*. Doing so, however, prevents the magical item from functioning for 2d10 rounds.

The material component is a broken piece of a mirror.

## Vacancy

Alteration, Illusion/Phantasm  
Level: 4  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 4  
Area of Effect: 10-foot radius/level  
Saving Throw: None  
Reference: *PHB*, page 163



When a *vacancy* spell is cast, the wizard causes an area to appear to be vacant, neglected, and unused. Those who behold the area see dust on the floor, cobwebs, dirt, and other conditions typical of a long-abandoned place. If they pass through the area of effect, they seem to leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place appears empty. Merely brushing some invisible object doesn't cause the *vacancy* spell to be disturbed; only forceful contact grants a chance to note that all is not as it seems.

If forceful contact with a cloaked object occurs, those creatures subject to the spell can penetrate the spell only if they discover

several items that they cannot see; each being is then entitled a saving throw vs. spell. Failure means they believe that the objects are invisible. A *dispel magic* spell cancels this spell so that the true area can be seen. A *true seeing* spell, a *gem of seeing*, and similar effects can penetrate the deception, but *detect invisibility* cannot.

This spell is a very powerful combination of invisibility and illusion, but it can cloak only nonliving things. Living things are not made invisible, but their presence does not otherwise disturb the spell.

The wizard must have a square of the finest black silk to cast this spell. This material component must be of not less than 100 gp value.

# Wall of Fire

Evocation

Level: 4

Range: 60 yards

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, pages 163-4



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The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color—violet or reddish-blue. The spell creates an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet plus five feet per two levels of experience of the wizard. In either form, the wall of fire is 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 2d6 points of damage, plus one point of damage per

level of the spellcaster, upon any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to directly catch a moving creature with a newly-created wall of fire is difficult; a successful saving throw allows the creature to avoid the wall, while its rate and direction of movement determines which side of the created wall it is on. The wall of fire lasts as long as the wizard concentrates on maintaining it, or one round per level of experience of the wizard in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.



# Wall Of Ice

Evocation

Level: 4  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 4  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 164



This spell can be cast in one of three ways:

A) *Ice plane*. A sheet of strong, hard ice is created. The wall is one inch thick per level of experience of the wizard. It covers a 10-foot-square area per level. Any creature breaking through the ice suffers two points of damage per inch of thickness of the wall. Fire-using creatures suffer three points of damage per inch, and cold-using creatures suffer only one point of damage when breaking through. The plane can be oriented in any fashion as long as it is anchored along one or more sides.

B) *Hemisphere*. This spell creates a hemisphere whose maximum outside radius is equal to three feet plus one foot per caster level. The hemisphere lasts until it is broken, dispelled, or melted. Note that it is dif-

ficult to trap mobile opponents.

C) *Ice sheet*. This spell forms a horizontal sheet to fall upon opponents. The sheet covers a 10-foot-square area per caster level. The sheet has the same effect as an ice storm's hail stones—3d10 points of damage inflicted upon creatures below it.

A wall of ice cannot form in an area occupied by physical objects or creatures; its surface must be a smooth and unbroken when created. Magical fires, such as fireballs and fiery dragon breath, will melt a wall of ice in one round, though this creates a great cloud of steamy fog that lasts one turn, but normal fires or lesser magical ones do not hasten its melting.

The material component of this spell is a small piece of quartz or similar rock crystal.

## Wizard Eye

Alteration

Level: 4  
Range: 0  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 164



When this spell is employed, the wizard creates an invisible sensory organ that sends him visual information. The wizard eye travels at 30 feet per round if viewing an area ahead as a human would (*i.e.*, primarily looking at the floor), or 10 feet per round if examining the ceiling and walls as well as the floor ahead. The *wizard eye* can see with infravision up to 10 feet, and with normal vision up to 60 feet away, in brightly lit areas. The wizard eye can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a *detect invisibility* spell, for instance). Solid barriers prevent the passage of a wizard eye, although it can pass through a space no larger than a small mousehole (one inch in diameter).

Using the eye requires the wizard to concentrate. However, if his concentration is broken the spell does not end—the eye merely becomes inert until the wizard again concentrates, subject to the duration of the spell. The powers of the eye cannot be enhanced by other spells or items. The caster is subject to any gaze attack met by the eye. A successful dispel cast on the wizard or the eye ends the spell. With respect to blindness, magical darkness, and so on, the wizard eye is considered an independent sensory organ of the caster.

The material component of the spell is a bit of bat fur.

## Advanced Illusion

Illusion/Phantasm

Level: 5

Range: 60 yards + 10  
yards/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: One 40-foot cube  
+ a 10-foot  
cube/level

Saving Throw: Special

Reference: *PHB*, pages 164-5



This spell is essentially a *spectral force* spell that operates through a program (similar to a *programmed illusion* spell) determined by the caster. It is thus unnecessary for the wizard to concentrate on the spell for longer than the round of casting it, as the program has then started and will continue without supervision. The illusion has visual, audio, olfactory, and thermal components. If any viewer actively attempts to disbelieve the spell, then he gains a saving throw vs. spell. If any viewer successfully disbelieves and communicates this fact to other viewers, each such viewer gains a saving throw vs. spell with a +4 bonus.

The material components are a bit of fleece and several grains of sand.

## Airy Water

Alteration

Level: 5

Range: 0

Components: V, S, M

Duration: 1 turn/level

Casting Time: 5

Area of Effect: 10-foot-radius  
sphere or  
15-foot-radius  
hemisphere

Saving Throw: None

Reference: *PHB*, page 165



The *airy water* spell turns normal liquid, such as water or water-based solutions, into a less dense, breathable substance. Thus, if the wizard wanted to enter an underwater place, he would step into the water, cast the spell and sink downward in a globe of bubbling water. He and any companions in the spell's area of effect can move freely and breathe just as if the bubbling water were air. The globe is centered on and moves with the caster. Water breathing creatures

avoid a sphere (or hemisphere) of airy water, although intelligent ones can enter it if they are able to move by means other than swimming. No water-breathers can breathe in an area affected by this spell. There is only one word that needs to be spoken to actuate the magic, thus it can be cast underwater. The spell does not filter or remove solid particles of matter.

The material component of the spell is a small handful of alkaline or bromine salts.



## Animal Growth

Alteration

Level: 5  
Range: 60 yards  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 5  
Area of Effect: Up to eight animals  
in a 20-foot cube  
Saving Throw: None  
Reference: *PHB*, page 165



When this spell is cast, the wizard causes all designated animals, up to a maximum of eight, within a 20-foot-square area to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with improvement in attack rolls) and doubled damage in combat. The spell lasts for one round for each level of experience of the wizard casting the spell. Only natural animals, including giant forms, can be affected by this spell.

The component of this spell is a pinch of powdered bone.

## Animate Dead

Necromancy  
Level: 5  
Range: 10 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 5 rounds  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 165



This spell creates the lowest of the undead monsters—skeletons or zombies—usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes existing remains to become animated and obey the simple verbal commands of the caster. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled. The following types of dead creatures can be animated:

A) *Humans, demihumans, and humanoids with 1 Hit Die.* The wizard can animate one skeleton for each experience level he has attained, or one zombie for every two levels. The experience levels, if any, of the slain are ignored.

B) *Creatures with more than 1 Hit Die.* The number of undead animated is deter-

mined by the monster's Hit Dice (the total Hit Dice cannot exceed the wizard's level). Skeletal forms have the Hit Dice of the original creature, while zombie forms have one more Hit Die. Such undead have none of the special abilities they had in life.

C) *Creatures with less than 1 Hit Die.* The caster can animate two skeletons per level or one zombie per level. The creatures have their normal Hit Dice as skeletons and an additional Hit Die as zombies. Clerics receive a +1 bonus when trying to turn these.

Reasonably intact bodies or bones must be available for the spell to work.

It requires a drop of blood and a pinch of bone powder or a bone shard to complete the spell.

## Attraction

Abjuration, Alteration

Level: 5

Range: 10 yards

Components: V, S, M

Duration: Permanent until  
dispelled

Casting Time: 5

Area of Effect: Up to 3-foot cube

Saving Throw: Special

Reference: *PHB*, page 165



This spell, the reverse of *avoidance*, sets up a natural attraction between the affected object and all other living things except himself. Thus, any creature coming within one foot will be drawn to the object if the creature is smaller, or the object will slide towards the creature if the creature is of greater size. A successful "bend bars" chance must be rolled to remove the object once it has adhered to another object or creature in this fashion.

The material component for the spell is a magnetized needle.

## Avoidance

Abjuration, Alteration

Level: 5

Range: 10 yards

Components: V, S, M

Duration: Permanent until  
dispelled

Casting Time: 5

Area of Effect: Up to 3-foot cube

Saving Throw: Special

Reference: *PHB*, page 165



By means of this spell, the caster sets up a natural repulsion between the affected object and all other living things except himself. Thus, any living creature attempting to touch the affected object will be repulsed (unable to come closer than one foot), or repulses the affected object, depending on the relative mass of the two (a halfling attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back, while the chest would skitter away from a giant-sized creature as the creature approaches). The spell cannot be cast upon living things; any attempt to cast *avoidance* upon the apparel or possessions of a living creature entitles the subject creature to a saving throw vs. spell.

The material component for the spell is a magnetized needle.



## Bigby's Interposing Hand

Evocation

Level: 5

Range: 10 yards/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, pages 165-6



*Bigby's interposing hand* is a man-sized to gargantuan-sized magical hand that appears between the spellcaster and his chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. Neither invisibility nor polymorph will fool the hand once a creature has been chosen. The hand does not pursue an opponent, nor does it move more than 10 feet away from the caster.

The size of the hand is determined by the wizard, and it can be human-sized (five feet) all the way up to titan-sized (25 feet). It

provides cover for the caster against the selected opponent, with all attendant combat adjustments. It has as many hit points as the caster in full health, and has an Armor Class of 0.

Any creature weighing less than 2,000 pounds trying to push past it is slowed to  $\frac{1}{2}$  normal movement. If the original opponent is slain, the caster can designate a new opponent for the hand. The caster can command the hand out of existence at any time.

The material component of the spell is a soft glove.

# Chaos

Enchantment/Charm

Level: 5  
Range: 5 yards/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 5  
Area of Effect: Up to 40-foot cube  
Saving Throw: Special  
Reference: *PHB*, page 166



This spell creates disorientation, creating indecision. Only the following receive a saving throw: fighters, wizards specialized in enchantments, monsters that use no magic and have an Intelligence of 4 or less, creatures of 21+ Intelligence, and creatures with more levels or Hit Dice than the caster's level. The spell affects 1d4 creatures, plus one per caster level. Those allowed saving throws roll them vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected. Those affected are checked on the table by the DM for actions each applicable round.

Wandering creatures move as far from the caster as possible, using their most typical mode of movement. Saving throws and

actions are checked at the beginning of each round. Any confused creature that is attacked will perceive the attacker as an enemy, and react accordingly.

The material component for this spell is a small disc of bronze and a small rod of iron.

<b>Die Roll</b>	<b>Action</b>
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

## Cloudkill

Evocation

Level: 5  
Range: 10 yards  
Components: V, S  
Duration: 1 round/level  
Casting Time: 5  
Area of Effect: 40-foot-wide,  
20-foot-high,  
20-foot-deep cloud  
Saving Throw: None  
Reference: *PHB*, page 166



This spell generates a billowing cloud of ghastly yellowish-green vapors that is so toxic as to slay any creature with fewer than 4 + 1 Hit Dice, cause creatures with 4 + 1 to 5 + 1 Hit Dice to roll saving throws vs. poison with -4 penalties or be slain, and creatures up to 6 Hit Dice (inclusive) to roll unmodified saving throws vs. poison or be slain. Holding one's breath has no effect on the lethality of the spell. Those above 6th-level (or 6 Hit Dice) must leave the cloud immediately or suffer 1d10 points of poison damage each round while in the area of effect.

The cloudkill moves away from the spell-

caster at 10 feet per round, rolling along the surface of the ground. A moderate breeze will cause it to alter course (roll for direction), but it does not move back toward its caster. A strong wind breaks it up in four rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in two rounds. As the vapors are heavier than air, they will sink to the lowest level of the land, even pour down den or sinkhole openings; thus, the spell is ideal for slaying nests of giant ants, for example. It cannot penetrate liquids, nor can it be cast underwater.

## Cone of Cold

Evocation

Level: 5

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: Special

Saving Throw:  $\frac{1}{2}$

Reference: *PHB*, page 166



When this spell is cast, it causes a cone-shaped area of extreme cold, originating at the wizard's hand and extending outward in a cone five feet long and one foot in diameter per level of the caster. It drains heat and causes  $1d4 + 1$  points of damage per level of the caster. For example, a 10th-level wizard would cast a *cone of cold* 10 feet in diameter and 50 feet long, causing  $10d4 + 10$  points of damage.

Its material component is a crystal or glass cone of very small size.



## Conjure Elemental

Conjuration/Summoning

Level: 5

Range: 60 yards

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Reference: PHB, page 166



The wizard is able to conjure an air, earth, fire or water elemental with this spell. Conjured elementals have 8 Hit Dice.

It is possible to conjure up successive elementals of different types if the spellcaster has memorized two or more of these spells (type must be chosen before memorizing). Each type of elemental can be conjured only once per day.

The elemental conjured up must be controlled by the wizard—the spellcaster must concentrate on the elemental doing his commands—or it attacks the wizard. The elemental will not break off a combat to do so, but it avoids creatures while seeking its conjurer. If the wizard is wounded or grappled, his concentration is broken. There is always a 5% chance that the elemental turns on its conjurer regardless of concentration.

This check is made at the end of the second and each succeeding round. An uncontrolled elemental can be dispelled by the caster, but with a base success chance of 50%. The elemental can be controlled up to 30 yards away per level of the spellcaster. The elemental remains until its form on this plane is destroyed or the spell's duration expires. Note that water elementals are destroyed if they are ever more than 60 yards from a large body of water.

The material component of the spell is a small amount of:

Air elemental—burning incense

Earth elemental—soft clay

Fire elemental—sulphur and phosphorus

Water elemental—water and sand

## Contact Other Plane

Divination  
Level: 5  
Range: 0  
Components: V  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 167



The wizard sends his mind to another plane of existence to receive advice and information. Questions are answered by other-planar powers who resent such contact, and give only one-word answers. The wizard can ask one question per two levels of experience. Contact with far removed planes increases the probability of the spell-caster going insane or dying, but increases the chance of the power knowing the answer and telling the truth. The Intelligence of outer-planar contacts determines the effects.

If insanity occurs, it strikes when the first question is asked (see reference on spell, *PHB*, and "Insanity," *DMG*). On rare occasions, this divination may be blocked by the action of lesser or greater Powers. (See Optional Rule by spell, *PHB*.)

Plane	Insan.*	Know.	Ver.**
Elem.	20%	55% (90%)	62% (75%)
Inner	25%	60%	65%
Astral	30%	65%	67%
Outer,			
Int 19	35%	70%	70%
Int 20	40%	75%	73%
Int 21	45%	80%	75%
Int 22	50%	85%	78%
Int 23	55%	90%	81%
Int 24	60%	95%	85%

\* -5% per point of wizard's Int. over 15.

\*\* If the being does not know the answer, it will either lie convincingly (veracity roll fails) or answer "unknown."

Percentages in parentheses are for questions pertaining to the appropriate elemental plane.

## Demi-Shadow Monsters

Illusion/Phantasm

Level: 5  
Range: 30 yards  
Components: V, S  
Duration: 1 round/level  
Casting Time: 5  
Area of Effect: 20-foot cube  
Saving Throw: Special  
Reference: *PHB*, page 167



A wizard casting *demi-shadow monsters* creates semi-real illusions of real monsters, such as orcs, ogres, manticores, etc. The total Hit Dice of the monster or monsters cannot exceed the level of the caster. Thus, a 10th-level wizard can create one 10-Hit-Dice creature, two that have 5 Hit Dice, etc. All monsters created must be the same. The actual hit point total for each monster is 40% of the hit point total it would normally have. (To determine this, roll the appropriate Hit Dice and multiply the total hit points by .4. Any remainder of less than .4 is dropped—in the case of 1 or fewer Hit Dice, this indicates the monster was not successfully created—and remainders of .4 to .9 are rounded up one hit point.)

Those viewing the *demi-shadow monsters* are allowed to disbelieve with a -2 penalty to their saving throw vs. spell. The monsters perform as their real counterparts with respect to Armor Class and attack forms. Those believing in the monsters suffer real damage from their attacks. Special attack forms, such as petrification or level drain, do not actually occur, but a believing subject will react accordingly.

Those who successfully save see the monsters as transparent images superimposed on vague, shadowy forms. These are Armor Class 8 and do 40% damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4 as is done with hit points.

## Dismissal

Abjuration  
Level: 5  
Range: 10 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *PHB*, page 167



By means of this spell, a wizard on the Prime Material plane seeks to force or enable some creature from another plane of existence to return to its proper plane. Magic resistance, if any, is checked if this spell is used to force a being home. If the resistance fails, the caster's level is compared to the creature's level or Hit Dice. If the wizard's level is higher, the difference is subtracted from the creature's die roll for its saving throw vs. spell. If the creature's level or

number of Hit Dice is higher, the difference is added to its saving throw die roll.

If the creature desires to be returned to its home plane, no saving throw is necessary (it chooses to fail the roll).

If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The material component is any item that is distasteful to the creature.



## Distance Distortion

Alteration

Level: 5  
Range: 10 yards/level  
Components: V, S, M  
Duration: 2 turns/level  
Casting Time: 5  
Area of Effect: One 10-foot  
cube/level  
Saving Throw: None  
Reference: *PHB*, page 167



This spell can be cast only in an area completely surrounded or enclosed by earth, rock, sand, or similar materials. The wizard must also cast a *conjure elemental* spell to summon an earth elemental. The elemental serves without attempting to break free when the spellcaster announces that his intent is to cast a *distance distortion* spell. The spell places the earth elemental in the area of effect, and the elemental then causes the area's dimensions to be either doubled or halved for those traveling over it (spellcaster's choice of which). Thus, a 10' × 100' cor-

ridor could seem as if it was but five feet wide and 50 feet long, or it could appear to be 20 feet wide and 200 feet long. When the spell duration has elapsed, the elemental returns to its own plane.

The true nature of an area affected by distance distortion is undetectable to any creature traveling along it, but the area dimly radiates magic, and a *true seeing* spell can reveal that an earth elemental is spread within the area.

The material needed for this spell is a small lump of soft clay.

## Domination

Enchantment/Charm

Level: 5  
Range: 10 yards/level  
Components: V, S  
Duration: Special  
Casting Time: 5  
Area of Effect: One person  
Saving Throw: Negates  
Reference: *PHB*, page 168



The *domination* spell enables the caster to control the actions of any person until the spell is ended by the subject's Intelligence (see table). Elves and half-elves resist this enchantment as they do *charm*-type spells. The subject must roll a saving throw vs. spell with a penalty of -2, but Wisdom adjustments apply. Failure means the wizard has established a telepathic link with the subject's mind. If a common language is shared, the wizard can generally force the subject to perform as the wizard desires, within the limits of the subject's body structure and Strength. Note that the caster does not receive direct sensory input from the subject.

Subjects resist this control, and those forced to take actions against their natures will receive a new saving throw with a bonus of +1 to +4. Obviously self-

destructive orders are not carried out. There is no limit to the range at which the spell can be exercised, as long as the caster and subject are on the same plane.

A *protection from evil* spell will prevent the caster from exercising control or using the telepathic link, but will not prevent the establishment of domination.

<b>Int. Score</b>	<b>Time Between Checks</b>
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17	3 days
18	2 days
19 or more	1 day

## Dream

Invocation, Illusion/Phantasm  
Level: 5  
Range: Touch  
Components: V, S  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 168



The *dream* spell allows the caster, or a messenger touched, to send messages in the form of dreams. The caster must name the recipient or identify him by some title that leaves no question as to his identity.

The messenger falls into a deep trance-like sleep, and instantaneously projects his mind to the recipient. The sender enters the recipient's dream and delivers the message unless the recipient is magically protected. If the recipient is awake, the messenger can choose to remain in the trance-like sleep. If the sender is disturbed, the spell is cancelled and the sender awakens. The whereabouts

and current activities cannot be learned.

The sender is unaware of his own surroundings while in his trance. He is mentally (fails saving throws) and physically defenseless.

The messenger can deliver a message of any length, which the recipient remembers perfectly upon waking. Communication is one-way. The messenger cannot gain any information by observing the dreams of the recipient. Once the message is delivered, the messenger's mind returns instantly to his body.

## Extension II

Alteration

Level: 5  
Range: 0  
Components: V  
Duration: Special  
Casting Time: 4  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 168



By use of an *extension II* spell, the wizard prolongs the duration of a previously cast 1st-, 2nd-, 3rd-, or 4th-level spell by 50%. Thus, a *levitation* spell can be made to function 15 minutes/level, a *hold person* spell made to work for three rounds/level, etc. Naturally, the spell affects only spells that have duration. This spell must be cast immediately after the spell to be extended, either by the original caster or another wizard. If a complete round or more elapses, the *extension* spell fails and is wasted.



## Fabricate

Enchantment, Alteration

Level: 5

Range: 5 yards/level

Components: V, S, M

Duration: Permanent

Casting Time: Special

Area of Effect: One cubic  
yard/level

Saving Throw: None

Reference: *PHB*, page 168



By means of this spell, the wizard is able to convert material of one sort into a product that is of the same material. Thus, the spellcaster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created or altered by a *fabricate* spell. The quality of items made by means of the spell are commensurate with the quality of materials used as the basis for the new fabri-

cations. If a mineral is worked with, the area of effect is reduced by a factor of 27—one cubic yard becomes one cubic foot.

Articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be fabricated unless the wizard otherwise has great skill in the appropriate craft.

Casting requires one full round per cubic yard (or foot) of material to be affected by the spell.

## False Vision

Divination  
Level: 5  
Range: 0  
Components: V, S, M  
Duration: 1d4 rounds + 1  
round/level  
Casting Time: 5  
Area of Effect: 30-foot radius  
Saving Throw: None  
Reference: *PHB*, page 168



When this spell is cast, the wizard is able to confound any attempt to scry (by means of either a spell or a magical device) any point within the area of effect of the spell. To use the spell, he must be aware of the scrying attempt, although knowledge of the scryer or the scryer's location is not necessary. Upon casting the spell, the caster and all he desires within the radius of the spell become undetectable to the scrying. Furthermore, the caster is able to send whatever message he desires, including vision

and sound, according to the medium of the scrying method. To do this, the caster must concentrate on the message he is sending. Once concentration is broken, no further images can be sent, although the caster remains undetectable for the duration of the spell.

The material component for this spell is the ground dust of an emerald worth at least 500 gp, which is sprinkled into the air when the spell is cast.

## Far Reaching III

Alteration  
Level: 5  
Range: 0  
Components: V  
Duration: Special  
Casting Time: 5  
Area of Effect: Special  
Saving Throw: None  
Reference: TOM, page 34



This spell allows the wizard to extend the range of any one 1st-, 2nd-, or 3rd-level spell by 150%, and the range of any 4th- or 5th-level spell is increased by 50%. The spell to be affected must be cast on the round immediately following the *far reaching III* spell. If a complete round or more elapses, then the *far reaching III* spell is wasted.

*Far reaching III* affects only a spell cast by the same wizard. *Far reaching III* does not affect spells that have a range of 0 or touch.

## Feeblemind

Enchantment/Charm

Level: 5  
Range: 10 yards/level  
Components: V, S, M  
Duration: Permanent  
Casting Time: 5  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *PHB*, pages 168-9



This spell is used solely against people or creatures who use magic spells. *Feeblemind* causes the subject's intellect to become that of a moronic child. The subject remains in this state until a *heal* or *wish* spell is used to cancel the effects. Magic-using beings are very vulnerable to this spell, thus their saving throws suffer the penalties shown on the table.

Wisdom adjustments apply to the saving throw.

The material component of this spell is a handful of clay, crystal, glass or mineral spheres, which disappears when the spell is cast.

<b>Spell Type of Target</b>	<b>Saving Throw Adjustment</b>
Priest	+1
Wizard (human)	-4
Combination or nonhuman	-2



# Hold Monster

Enchantment/Charm

Level: 5  
Range: 5 yards/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 5  
Area of Effect: One to four  
creatures in a  
40-foot cube  
Saving Throw: Negates  
Reference: *PHB*, page 169



This spell immobilizes from one to four creatures of any type within spell range and in sight of the spellcaster. He can opt to hold one, two, three, or four creatures. If three or four are attacked, each saving throw is normal; if two are attacked, each saving throw is rolled at a -1 penalty; if only one is attacked, the saving throw suffers a -3 penalty.

The material component for this spell is one hard metal bar or rod for each monster to be held. The bar or rod can be as small as a three-penny nail.

## Khazid's Procurement

Divination, Summoning

Level: 5

Range: Special

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Reference: TOM, page 34



This spell allows the caster to access rare or dangerous spell components. The spell is cast upon a silver mirror while concentrating on the desired material. The base chance of success is 50%:

- +1% per level of the caster
- +10% if the caster has seen the component before, OR +20% if the caster has a sample in his possession
- +30% if the wizard knows its location
- -50% if the caster has never seen the component before

Failure means the caster cannot locate the desired ingredient. Success means the mirror becomes a magical gate through which the caster can see the target. The size of the gate equals the size of the mirror, to a maximum size of 3' x 2'.

The wizard must reach through the mir-

ror with his own arm or hand, grasp the object, and draw it back. The gate will not allow the use of any equipment to gather the material. The caster cannot step through the gate. The gate is visible and accessible from both sides. Only physical objects and attacks, and touch spells, can pass through the gate.

The gate vanishes if the target or the wizard moves more than 10 feet from it.

The caster and the target must be on the same plane of existence. Elemental forces (not creatures) will not pass through the gate. The spell provides no protection against a hostile environment.

The material components are an exquisite silver mirror (at least 10,000 gp value) and a powdered black opal (at least 1,000 gp value).

## Leomund's Lamentable Belaborment

Enchantment, Evocation

Level: 5

Range: 10 yards

Components: V

Duration: Special

Casting Time: 5

Area of Effect: One or more  
creatures in a  
10-foot radius

Saving Throw: Special

Reference: *PHB*, page 169



This spell draws creatures into an absorbing discussion on topics of interest. A chain of responses develops, with additional saving throws. The subject creatures must understand the language in which the spellcaster speaks.

The wizard begins discussion of some topic germane to the creature or creatures. Those making a successful saving throw vs. spell are unaffected. Affected creatures immediately converse with the spellcaster.

The wizard can leave at any time and the subject(s) continue conversing. As long as they are not attacked, the creatures will ignore all else going on around them. However, when the caster leaves, each subject completes only the stage of the spell that it is currently in.

The stages are as follows: on rounds 1

through 3, affected creatures converse politely; on the 4th round, a new saving throw is made. Those who fail wander away in confusion for  $1d10 + 2$  rounds, while the remainder continue to converse, making this save each round until the 7th round; on the 7th round, a failed saving throw means the creature goes into a rage, attempting to kill the other affected creatures for  $1d4 + 1$  rounds, while those that do save realize they have been duped and fall to the ground and lament their foolishness for  $1d4$  rounds.

<b>Intelligence</b>	<b>Saving Throw Mod.</b>
2 or less	Spell has no effect
3 to 7	-1
8 to 10	0
11 to 14	+1
15 or higher	+2

## Leomund's Secret Chest

Alteration, Conjunction/Summoning

Level: 5

Range: Special

Components: V, S, M

Duration: 60 days

Casting Time: 1 turn

Area of Effect: One chest of about  
2-foot × 2-foot ×  
3-foot size

Saving Throw: None

Reference: *PHB*, page 169



This spell enables a chest to be hidden deep within the Ethereal plane. A large chest must be exceptionally well-crafted and expensive, constructed for the caster by master craftsmen (see *PHB* reference). The wizard must also have a tiny replica made, so that the miniature of the chest appears to be a perfect copy. One wizard can have but one pair of these chests at any given time. The chests themselves are nonmagical, and can be fitted with locks, wards, and so on.

While touching the chest and holding the tiny replica, the caster chants the spell. This causes the large chest to vanish deeply into the Ethereal plane. The chest can contain one cubic foot of material per level of the wizard, regardless of apparent size. Living matter is 75% likely to cause spell failure. As long as the spellcaster has the small du-

plicate, he can recall the large one from the Ethereal plane. If the miniature is lost or destroyed, there is no way that the large chest will return.

While on the Ethereal plane, there is a 1% cumulative chance per week that some creature/being will find the chest. This chance is reset to 1% if the chest is recalled and the spell recast.

Whenever the secret chest is brought back to the Prime Material plane, an ethereal window is opened and for about one turn, it slowly diminishes in size. There is a check for an ethereal encounter.

If Leomund's secret chest is not retrieved before the spell duration lapses, there is a cumulative chance of 5% per day that the chest will be irrevocably lost.



## Lower Resistance

Abjuration, Alteration

Level: 5  
Range: 60 yards  
Components: V, S, M  
Duration: 1 turn + 1  
round/level  
Casting Time: 5  
Area of Effect: One creature  
Saving Throw: None  
Reference: TOM, page 34



Using this spell, a wizard may attempt to reduce the magic resistance of a target creature. The magic resistance of the victim works against the *lower resistance* spell itself, but at only half its normal value. No saving throw is permitted in addition to magic resistance.

If the victim does not resist the effects of this spell, his magic resistance is reduced by a base 30% plus 1% per experience level of the wizard casting the spell.

This spell has no effect on creatures that have no magic resistance.

The material component is a broken iron rod.

## Magic Jar

Necromancy  
Level: 5  
Range: 10 yards/level  
Components: V, S, M  
Duration: Special  
Casting Time: 1 round  
Area of Effect: One creature  
Saving Throw: Special  
Reference: *PHB*, pages 169-70



The *magic jar* spell allows the caster to shift his life force into a special receptacle. From there, the caster can force an exchange of life forces between the receptacle and another creature. The exact method and restrictions of this exchange are very complicated and should be researched in the *Player's Handbook*.

An attempt to take over a host body from a receptacle requires a full round. It is blocked by a *protection from evil* spell or similar ward. It is successful only if the subject fails to roll a saving throw vs. spell with a special modifier, as shown on the table. The saving throw is modified by comparing the combined Intelligence and Wisdom scores of the wizard and host.

Difference	Die Adjustment
-9 or more	+4
-8 to -6	+3
-5 to -3	+2
-2 to 0	+1
+1 to +4	0
+5 to +8	-1
+9 to +12	-2
+13 or more	-3

Failure to take over the host leaves the wizard's life force in the *magic jar*.

Once in the body, the spell effects and potential dangers to the host, receptacle, and caster are manifold, and should again be thoroughly researched in the *Player's Handbook*.

## Magic Staff

Enchantment/Charm

Level: 5

Range: Touch

Components: V, S, M

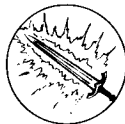
Duration: Special

Casting Time: Special

Area of Effect: The wizard's staff

Saving Throw: None

Reference: TOM, page 35



This spell allows a wizard's staff to store one spell level for every three levels of the caster. Thus, a 9th-level wizard can store three spell levels (three 1st-level spells, one 1st- and one 2nd-, or one 3rd-level spell).

Spells that are to be stored in the staff must be memorized normally by the wizard. The spells are then cast as normal when charging the staff; casting requires the spell's normal casting time plus one round. The spell then is wiped from memory and material components are consumed. All spells to be stored must be cast into the staff within one turn.

All spells stored in the staff have a casting time of 1.

Stored spells remain in the staff until cast

or dispelled, or up to one hour per level of the caster. After this time, all stored spells fade away.

Only wizards who know the *magic staff* spell can cast spells from another wizard's staff. This applies to wizards who have never learned or could not normally cast the spells stored in a staff. It is common, however, for the staff's owner to implement a command word which must be known by anyone wishing to use the staff.

The material component for this spell is a staff cut from an ash tree. For each spell level the wizard intends to imbue into the staff, it must be inlaid with rubies worth at least 1,000 gp.

## Major Creation

Illusion/Phantasm

Level: 5  
Range: 10 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 170



The *Major creation* spell enables the wizard to pull wisps of material from the plane of Shadow to create an item of nonliving, vegetable nature—soft goods, rope, wood, etc. The wizard can also create mineral objects—stone, crystal, metal, etc. The item created cannot exceed one cubic foot per level of the spellcaster in volume. The duration of the created item varies with its relative hardness and rarity:

Vegetable matter	2 hours/level
Stone or crystal	1 hour/level
Precious metals	2 turns/level
Gems	1 turn/level
Mithral*	2 rounds/level
Adamantite	1 round/level

\* Includes similar rare metals.

Attempting to use any of these as material components in a spell will cause the spell to fail.

The spellcaster must have at least a tiny piece of matter of the same type as the item he plans to create—a bit of twisted hemp to create rope, a chip of stone to create a boulder, and so on.



# Mind Fog

Enchantment/Charm

Level: 5  
Range: 80 yards  
Components: V, S  
Duration: 3 turns  
Casting Time: 3  
Area of Effect: 20-foot cube  
Saving Throw: Negates  
Reference: TOM, page 35



A *mind fog* is a physical block of fog that enables the wizard to weaken the mental resistance of his victims. Victims are allowed a saving throw at a -2 penalty to avoid the effects.

A creature who falls victim to the *mind fog* suffers -2 penalties to all saving throws against two categories of magic: all spells of the illusion/phantasm and enchantment/charm schools that affect the mind directly; and spells of 1st through 5th level that affect the mind directly. For example, *phantasmal force* is a mind-affecting spell; *phantom steed* is not.

The penalty to saving throws operates cumulatively with any penalties which operate for other reasons. Affected creatures suffer the effects of the spell as long as they remain in the fog and for 2d6 rounds thereafter.

## Monster Summoning III

Conjuration/Summoning

Level: 5

Range: 50 yards

Components: V, S, M

Duration: 4 rounds + 1  
round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 170



Within one round of casting this spell, the wizard magically conjures 1d4 3rd-level monsters (selected by the DM, from his 3rd-level encounter tables). The monsters appear in an area within the spell range, as desired by the wizard. They attack the spell user's opponents to the best of their ability until he commands that attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned mon

sters can, if the wizard can communicate with them and if they are physically capable, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

## Mordenkainen's Faithful Hound

Conjuration/Summoning

Level: 5

Range: 10 yards

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 170



By means of this spell, the wizard summons up a phantom watchdog that only he can see. He may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog immediately commences a loud barking if any creature larger than a cat approaches the place it guards. As the faithful hound is able to detect invisible creatures and ward against the approach of ethereal creatures, it is an excellent guardian. It does not react to illusions that are not at least quasi-real.

If the intruding creature exposes its back to the watchdog, it delivers a vicious attack as if it were a 10-Hit Dice monster, striking

for 3d6 points of damage. It is able to hit opponents of all types, even those normally subject only to magical weapons of +3 or greater. Creatures without backs are not attacked (ochre jellies, for instance). The faithful hound cannot be attacked, but it can be dispelled. The spell lasts for a maximum of one hour plus  $\frac{1}{2}$  hour per caster level, but once it is activated by an intruder, it lasts only one round per caster level. If the spellcaster is ever more than 10 yards distant from the area that the watchdog guards, the spell ends.

The material components of this spell are a tiny silver whistle, a piece of bone, and a thread.

# Nightmare

Invocation, Illusion/Phantasm  
Level: 5  
Range: Touch  
Components: V, S  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 168



This spell is the reverse of dream. The *nightmare* spell allows the caster, or a messenger touched, to send a hideous and unsettling vision to the recipient, who is allowed a saving throw vs. spell to avoid the effect. The nightmare prevents restful sleep and causes 1d10 hit points of damage. The nightmare leaves the recipient fatigued and unable to regain spells the next day. A *dispel evil* spell cast upon the recipient stuns the caster of the nightmare for one turn per level of the cleric countering this evil sending. The caster must name the recipient or identify him by some title that leaves no question as to his identity.



# Passwall

Alteration

Level:

5

Range:

30 yards

Components:

V, S, M

Duration:

1 hour + 1  
turn/level

Casting Time:

5

Area of Effect:

Special

Saving Throw:

None

Reference:

*PHB*, page 171



A *passwall* enables the spellcaster to open a passage through wooden, plaster, or stone walls, but not other materials. The spellcaster and any associates can simply walk through. The spell causes a five-foot wide by eight-foot high by 10-foot deep opening. Several of these spells can form a continuing passage so that very thick walls can be pierced. If dispelled, the passwall closes away from the dispelling caster, ejecting those in the passage.

The material component of this spell is a pinch of sesame seeds.

## Safeguarding

Abjuration

Level: 5

Range: 0

Components: V, S, M

Duration: 1 turn + 1  
turn/level

Casting Time: 5

Area of Effect: 15-foot-radius  
sphere

Saving Throw: None

Reference: *TOM*, page 35



Use of this spell protects the wizard and anyone in the area of effect from damage caused by the rebounding of the wizard's spells. This includes damage from a *fireball* cast in an area too small for its effects, a reflected *lightning bolt*, or any other offensive area spell that overlaps the *safeguarding's* area of effect. The protection is effective against spells of 7th level and lower. The protection does not apply to damage from spells rebounded by any form of magical spell turning. This spell does not protect the wizard against damage from spells or attacks cast by enemies or other party members.

A wizard who has cast *safeguarding* is free to move and act normally. The spell's effect is always centered on him, regardless

of his actions. Other creatures are free to enter and exit the area of effect.

An area spell cast by the wizard will take effect normally, but its effects will be negated within the area of the *safeguarding* spell. This applies *only* to area spells centered outside the radius of the *safeguarding* spell. If the wizard casts an offensive area spell within the area of the *safeguarding*, the *safeguarding* is immediately negated and those within the area suffer full damage from the spell. The wizard is free to cast nonoffensive area spells and individually targeted spells within the area of the *safeguarding*.

The material component is a piece of preserved skin from any creature which possesses natural magic resistance.

## Seeming

Illusion/Phantasm

Level: 5  
Range: 10-foot radius  
Components: V, S  
Duration: 12 hours  
Casting Time: 5  
Area of Effect: One person/two levels  
Saving Throw: None  
Reference: *PHB*, page 171



This spell enables the caster to alter the appearance of one person for every two levels of experience he has attained. The change includes clothing and equipment. The caster can make the recipients appear as any generally man-shaped bipedal creature, each up to one foot shorter or taller than his normal height, and thin or fat or in between. All those affected must resemble the same general type of creature: human, orc, ogre, etc. Each remains a recognizable indi-

vidual. The effect fails for an individual if the illusion chosen by the caster cannot be accomplished within the spell parameters (for example, a halfling could not be made to look like a centaur, but might be made to look like a short, young ogre). Unwilling persons receive saving throws vs. spell to avoid the effect. Affected persons resume their normal appearances if slain. The spell is not precise enough to duplicate the appearance of a specific individual.

## Sending

Evocation

Level:

5

Range:

Special

Components:

V, S, M

Duration:

Special

Casting Time:

1 turn

Area of Effect:

One creature

Saving Throw:

None

Reference:

*PHB*, page 171



By means of this spell, the caster can contact a single creature with whom he is familiar and whose name and appearance are known. If the creature in question is not on the same plane of existence as the spellcaster, there is a base 5% chance that the sending does not arrive. Local conditions on other planes may worsen this chance considerably at the option of the DM. The sending, if successful, will be understood even by a creature with an Intelligence as low as 1 (animal Intelligence).

The wizard can send a short message of 25 words or less to the recipient. Also, the recipient can answer in like manner immediately. Even if the sending is received, the subject creature is not obligated to act upon it in any manner.

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of fine copper wire.



# Shadow Door

Illusion/Phantasm

Level: 5

Range: 10 yards

Components: S

Duration: 1 round/level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 171



By means of this spell, the wizard creates the illusion of a door. The illusion also permits the wizard to appear to step through this "door" and disappear. In reality, he has darted aside and can flee, totally invisible, for the spell duration. Creatures viewing this are deluded into seeing/entering an empty 10' x 10' room if they open the "door". A *true seeing* spell, a *gem of seeing*, or similar magical means can discover the wizard. Certain high Hit Dice monsters might also notice the wizard, but only if making an active attempt to do so.

# Shadow Magic

Illusion/Phantasm

Level: 5  
Range: 50 yards + 10  
yards/level  
Components: V, S  
Duration: Special  
Casting Time: 5  
Area of Effect: Special  
Saving Throw: Special  
Reference: *PHB*, page 171



The *shadow magic* spell enables the wizard to tap energy from the Shadow plane to cast a quasi-real wizard evocation spell of 3rd-level or less. For example, this spell can be *magic missile*, *fireball*, *lightning bolt*, or so on, and has normal effects upon creatures in the area of effect if they fail their saving throws vs. spell. Thus, a creature failing to save against a shadow magic fireball must roll another saving throw, suffering half of the normal fireball damage if successful and full normal fireball damage if the saving throw is failed. If the first saving throw was successful, the shadow magic nature of the magic is detected and only 20% of the rolled damage is received (rounding fractions less than .4 down, and rounding up fractions of .4 and above.)

# Shrink Animal

Alteration

Level: 5  
Range: 60 yards  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 5  
Area of Effect: Up to eight animals  
in a 20-foot cube  
Saving Throw: None  
Reference: *PHB*, page 165



When this spell is cast (the reverse of *animal growth*), the wizard causes all designated animals, up to a maximum of eight, within a 20-foot-square area, to shrink to half their normal size. The effects of this reduction are halved Hit Dice (with penalties in attack rolls) and half damage in combat. The spell lasts for one round for each level of experience of the wizard casting the spell. Only natural animals, including giant forms, can be affected by this spell.

The component of this spell is a pinch of powdered bone.

## Stone Shape

Alteration

Level:

5

Range:

Touch

Components:

V, S, M

Duration:

Permanent

Casting Time:

1 round

Area of Effect:

One cubic  
foot/level

Saving Throw:

None

Reference:

*PHB*, page 171



By means of this spell, the wizard can form an existing piece of stone into a shape that suits his purposes. For example, a stone weapon can be made, a special trapdoor fashioned, or an idol sculpted. This spell can also enable the spellcaster to reshape a stone door so as to escape imprisonment, providing the volume of stone involved was within the limits of the area of effect. While stone coffers can be thus formed and stone doors made, the fineness of detail is not great. If the construction involves small moving parts, there is a 30% chance they do not function.

The material component of this spell is soft clay that must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered.



## Summon Shadow

Conjuration/Summoning, Necromancy

Level: 5

Range: 10 yards

Components: V, S, M

Duration: 1 round + 1  
round/level

Casting Time: 5

Area of Effect: 10-foot cube

Saving Throw: None

Reference: *PHB*, page 171



When this spell is cast, the wizard conjures up one shadow (see the *Monstrous Compendium*) for every three levels of experience he has attained. These monsters are under the control of the spellcaster and attack his enemies on command. The shadows remain until slain, turned, or the spell duration expires.

The material component for this spell is a bit of smoky quartz.

# Telekinesis

Alteration

Level:

5

Range:

10 yards/level

Components:

V, S

Duration:

Special

Casting Time:

5

Area of Effect:

Special

Saving Throw:

Negates

Reference:

*PHB*, pages 171-2



The wizard is able to move objects by concentrating on moving them mentally. The spell can provide either a gentle, sustained force or a single short, violent thrust.

A sustained force enables the wizard to move a weight of up to 25 pounds a distance up to 20 feet per round. The spell lasts two rounds, plus one round per caster level. The weight can be moved vertically, horizontally, or both. An object moved beyond the caster's range falls or stops. The object can be telekinetically manipulated as if with one hand. The caster might even be able to untie simple knots, at the discretion of the DM.

Alternately, the spell energy can be expended in a single round. The caster can hurl one or more objects within range, and

within a 10-foot cube, directly away from himself at high speed, to a distance of up to 10 feet per caster level. This is subject to a maximum weight of 25 pounds per caster level. Damage caused by hurled objects is decided by the DM, but cannot exceed one point of damage per caster level. Opponents who fall within the weight capacity of the spell can be hurled, but they are allowed a saving throw vs. spell to avoid the effect. Furthermore, those able to employ simple counter-measures, such as an *enlarge* spell, for example (thus making the body weight go over the maximum spell limit), can easily counter the spell. The various *Bigby's hand* spells will also counter this spell.

# Teleport

Alteration  
Level: 5  
Range: Touch  
Components: V  
Duration: Instantaneous  
Casting Time: 2  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 172



When this spell is used, the wizard instantly transports himself, along with a certain amount of additional weight that is on or being touched by the spellcaster, to a well-known destination. Distance is no factor, but interplanar travel is not possible. The spellcaster is able to teleport a maximum weight of 250 pounds, plus an additional 150 pounds for each level of experience above the 10th. Exceeding the weight limitation causes the spell to fail. If the destination area is very familiar to the wizard (he has a clear mental picture of the area) it is unlikely that there will be any error in arriving, although the caster has no control over his facing upon arrival. Lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril (see table).

<b>Probability of Teleporting</b>			
<b>Destination:</b>	<b>High</b>	<b>On Target</b>	<b>Low</b>
Very familiar	01-02	03-99	00
Studied	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Teleporting high means the wizard arrives 10 feet above the ground for every 1% he is below the lowest "On Target" probability. Any low result means the instant death of the wizard if the area into which he teleports is solid. A wizard cannot teleport to an area of empty space.

# Transmute Mud to Rock

Alteration

Level: 5  
Range: 10 yards/level  
Components: V, S, M  
Duration: Special  
Casting Time: 5  
Area of Effect: One 20-foot  
cube/level  
Saving Throw: None  
Reference: *PHB*, page 172



This spell is the reverse of *transmute rock to mud*. It will harden normal mud into an equal volume of soft stone (sandstone or similar mineral) permanently, unless magically changed. Creatures standing in the affected area will be stuck fast.

The material components for the spell are sand, lime, and water.



# Transmute Rock to Mud

Alteration

Level:

5

Range:

10 yards/level

Components:

V, S, M

Duration:

Special

Casting Time:

5

Area of Effect:

One 20-foot  
cube/level

Saving Throw:

None

Reference:

*PHB*, page 172



This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed one-half its length or breadth. If it is cast upon a rock, for example, the rock affected collapses into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud will sink at the rate of 10 feet per round and suffocate, except for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount of brush required subject to the DM's discretion. The mud remains until a *dispel magic* spell or the reverse of this spell, *transmute mud to rock*, restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt, at the rate of 1d6 days per 10 cubic feet.

## Von Gasik's Refusal

Abjuration

Level: 5  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 5  
Area of Effect: 20-foot  
square/level  
Saving Throw: None  
Reference: *TOM*, page 36



This powerful spell is designed to prevent unauthorized spellcasters from entering a hallway, doorway, window, or other point of entry.

The spell creates an invisible barrier that blocks the targeted area. Any nonspellcasters and those spellcasters specifically named by the caster may pass freely. All other spellcasters collide with the invisible barrier. Members of classes with lesser spellcasting abilities (paladins, rangers, and bards) are blocked only if the character is of sufficient level to cast spells.

The wizard is able to ward one area of up to 20 square feet for each level of his experience. Thus, a 12th-level wizard may protect a 240-square-foot area. The area of effect may be divided among several smaller portals as long as the total area does not exceed

the caster's limit. Each portal must be in range and sight of the caster at the time the spell is cast.

The barriers exist for one hour per level of the caster unless they are dismissed by the caster or dispelled by a *dispel magic* spell. A *disintegrate* spell immediately destroys a barrier, as does a *rod of cancellation* or a *sphere of annihilation*.

The invisible walls are not affected by physical blows, cold, heat, or electricity. Thrown and projected weapons (both magical and mundane) are not repelled by the barrier and may pass through the area normally. Spells can be cast through the barrier. *Dimension door*, *teleport*, and similar effects can bypass the barriers.

The material component is a pinch of dust from any wizard's tomb.

## Vortex

Evocation (Wild Magic)

Level: 5

Range: 30 yards

Components: V, S, M

Duration: 1d4 rounds + 1  
round/level

Casting Time: 5

Area of effect: 5-foot-diameter  
circle

Saving Throw:  $\frac{1}{2}$

Reference: TOM, page 36



A vortex is a swirling mass of magical energy, barely controllable by the caster. On the round of casting, a small sparkle of lights fills the air at the desired position. On the second round, a seven-foot-tall, multi-colored tornado appears. From then on, the caster must maintain concentration in order for the vortex to remain.

Each round, the caster can move the vortex 60 feet, but control of direction is not perfect. The caster only has complete control over distance. The caster has a 50% chance of moving the vortex in the direction he desires; if the die roll indicates failure, the vortex moves according to the scatter diagram for grenade-like missiles. Thus, the vortex usually moves in the general direction desired, but it may move to either side or directly toward the caster.

The vortex cannot pass through objects larger than its area of effect and will be redirected by these, rebounding along the general line of movement.

The vortex is composed of raw magical energy. Nonmagical creatures struck by the vortex suffer 1d4 points of damage per level of the caster. Magical creatures and spellcasters suffer 1d6 points of damage per level of the caster. Creatures struck are allowed a saving throw vs. magic to suffer only half damage.

Each time a creature is struck, there is a 5% chance that the vortex will explode in a wild surge. See *TOM*, pp. 7-8, to determine the results of any wild surge. If the vortex causes a wild surge, the spell terminates.

The material components are a silk streamer and a handful of straw.

## Wall of Force

Evocation

Level:

5

Range:

30 yards

Components:

V, S, M

Duration:

1 turn + 1  
round/level

Casting Time:

5

Area of Effect:

Up to 10-foot  
square/level

Saving Throw:

None

Reference:

*PHB*, page 172



A *wall of force* spell creates an invisible barrier in the locale desired by the caster, up to the spell's range. The wall of force cannot move and is totally unaffected by most spells, including *dispel magic*. A *disintegrate* spell will immediately destroy it, as will a *rod of cancellation* or sphere of annihilation. Likewise, the wall of force is not affected by blows, missiles, cold, heat, electricity, etc. Spells and breath weapons cannot pass through it in either direction, although *dimension door*, *teleport* and similar effects can bypass the barrier.

The wizard can, if desired, form the wall into a spherical shape with a radius up to one foot per level or to an open hemispherical shape of 1<sup>1</sup>/<sub>2</sub>-foot radius per caster level. The wall of force must be continuous and unbroken when formed; if its surface is broken by any object or creature, the spell fails. The caster can end the spell on command.

The material component for this spell is a pinch of powdered diamond worth 5,000 gp.



# Wall of Iron

Evocation

Level: 5

Range: 5 yards/level

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 15 square feet/level  
or special

Saving Throw: None

Reference: *PHB*, pages 172-3



When this spell is cast, the wizard causes a vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall of iron is 1/4 inch thick per level of experience of the spellcaster. The wizard is able to create an area of iron wall 15 square feet for each of his experience levels, so at 12th-level, a wall of iron 180 square feet in area can be created. The wizard can double the wall's area by halving its thickness.

If the caster desires, the wall can be created vertically, resting on a flat surface such that it can be tipped over, to fall on and

crush any creature beneath it. The wall is 50% likely to tip in either direction. This chance can be modified by a force of not less than 30 Strength and 400 pounds mass—each pound over 400 or Strength point over 30 alters the chance by 1% in favor of the stronger side. Creatures with room to flee the falling wall may do so by making successful saving throws vs. death. Those who fail are killed. Huge and gargantuan creatures cannot be crushed by the wall.

The wall is permanent, unless successfully dispelled, but it is subject to all forces a normal iron wall is subject to—rust, perforation, etc. The material component of this spell is a small piece of sheet iron.

## Wall of Stone

Evocation

Level:

5

Range:

5 yards/level

Components:

V, S, M

Duration:

Permanent

Casting Time:

5

Area of Effect:

Special

Saving Throw:

None

Reference:

*PHB*, page 173



This spell creates a wall of granite rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 1/4 inch thick and up to 20 square feet in area per level of experience of the wizard casting the spell. Thus, a 12th-level wizard creates a wall of stone three inches thick and 240 square feet in surface area (a 12-foot-wide and 20-foot-high wall, for example, to completely close a 10-foot by 16-foot passage). The wall created need not be vertical nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can

be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requires mass sufficient to reduce the area of effect by half. Thus, a 20th-level caster can create a span with a surface area of 200 square feet. The wall can be crudely shaped to allow crenelations, battlements, and so forth by likewise reducing the area. The stone is permanent unless destroyed by a *dispel magic* spell or a *disintegrate* spell, or by normal means such as breaking or chipping.

The material component is a small block of granite.

## Waveform

Alteration (Wild Magic)

Level: 5  
Range: 40 yards  
Components: S, M  
Duration: 1d10 rounds  
Casting Time: 5  
Area of Effect: 10-foot-cube/level  
Saving Throw:  $\frac{1}{2}$   
Reference: *TOM*, pages 36-7



With this spell, the wild mage shapes and directs the patterns of water currents into a variety of desired forms, affecting a quantity of liquid no larger than the area of effect. The spell does not bind the liquid together; it is still limited by its fluid properties and gravity. Thus, a mage could not create a distinct humanoid, but he could create a roughly human shape that rises out of the water, crashes forward in a huge splash, and repeats the process.

The shape takes one round to form, is maintained by concentration, and can be moved 90 feet per round. It causes 1d4 points of damage per level of the caster to creatures in its path (saving throw for half damage), but loses one die of damage for every 10 feet of dry ground crossed. This spell also can make a *single* attack at a

water-based creature, causing 1d6 points of damage per level of the caster.

Creatures of small size who are in water are carried along with the form, at its speed. Medium and large size creatures are swept along at half the water's speed. Creatures larger than this resist the movement. All may make a Strength check each round to swim free of the current.

Ships are particularly vulnerable to the waveform. If the waveform is twice the size of the vessel or more, the ship must make a seaworthiness check (Table 77, *DMG*). Vessels passing the check suffer the above damage, reducing seaworthiness ratings by 2d6 points until repairs are made.

The material component is a small, carved oar decorated with aquamarines (500 gp worth), consumed by the spell.

## Anti-Magic Shell

Abjuration

Level: 6

Range: 0

Components: V, S

Duration: 1 turn/level

Casting Time: 1

Area of Effect: One foot/level-  
diameter sphere

Saving Throw: None

Reference: *PHB*, page 173



By means of this spell, the wizard surrounds himself with an invisible barrier that moves with him. The area with this barrier is totally impervious to all magic and magical spell effects. Likewise, it prevents the function of any magical items or spells within its confines. The area is also impervious to breath weapons, gaze attacks or voice attacks, and similar special attack forms.

The anti-magic shell also hedges out charmed, summoned, and conjured creatures. It cannot, however, be forced against any creature it would keep at bay; any attempt to do so creates a discernable pressure against the barrier, and continued pressure will break the spell. Normal creatures (a normally encountered troll rather than one

conjured up, for instance) can enter the area, as can normal missiles. Furthermore, while a magical sword does not function magically within the area, it is still a sword. Note that creatures on their home plane are normal creatures there. Thus, on the elemental plane of Fire, a randomly encountered fire elemental cannot be kept at bay by this spell. Artifacts, relics, and creatures of demigod or higher status are unaffected by mortal magic such as this.

Should the caster be larger than the area enclosed by the barrier, parts of the person may be considered exposed, at the DM's option. A *dispel magic* spell does not remove the spell; the caster can end it upon command.



## Augmentation II

Evocation

Level: 6

Range: 0

Components: V, S, M

Duration: 3 turns

Casting Time: 6

Area of Effect: Special

Saving Throw: None

Reference: TOM, page 37



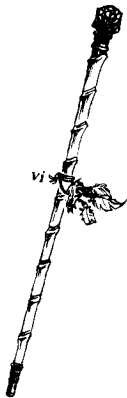
This spell augments the damage inflicted by five spells of levels 1-3. For each die of damage caused by the augmented spells, one hit point is added to the damage total.

*Augmentation II* affects the first five spells which cause direct damage that are cast within the duration of the *augmentation II* spell. Only spells that cause direct physical damage are affected by this spell.

The material component is a pair of concentric circles of gold or platinum.

# Bigby's Forceful Hand

Evocation  
Level: 6  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 6  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 173



*Bigby's forceful hand* is a more powerful version of *Bigby's interposing hand*. It creates a man-sized (five feet) to gargantuan-sized (21 feet) hand that places itself between the caster and a chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. This force can push away a creature weighing 500 pounds or less, slow movement to 10 feet per round if the creature weighs between 500 and 2,000

pounds, or slow movement by 50% if the creature more than 2,000 pounds.

A creature pushed away will be pushed to the range limit, or until pressed against an unyielding surface. The hand itself inflicts no damage. It has an Armor Class of 0, has as many hit points its creator in full health, and vanishes when destroyed. The caster can cause it to retreat (to release a trapped opponent, for example) or dismiss it upon command.

Its material component is a glove.

## Bloodstone's Spectral Steed

Necromancy  
Level: 6  
Range: 10 yards  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 37



This spell allows a wizard to create a quasi-real, vulture-like creature. The flying steed can carry the caster and one other person per three levels of the wizard's experience (four at 12th level, five at 15th, etc.). All passengers must be specifically named during the casting.

The spectral steed looks like a huge, skeletal vulture with tattered wings. As it flies, it utters hideous screeches that echo through the sky. The spectral steed flies at a movement rate of 4 per level of the caster, to a maximum movement rate of 48. It appears

with a bit and bridle, plus one saddle per passenger.

All normal animals shun the spectral steed, and only monsters will attack it. The mount has AC 2 and 10 hit points plus 1 hit point per level of the caster. If it loses all of its hit points, the spectral steed disappears. It has no attack mode.

The material component is a hollow bone from a vulture's wing, which must be carved into a whistle and blown when the spell is cast.

# Chain Lightning

Evocation

Level: 6

Range: 40 yards + 5  
yards/level

Components: V, S, M

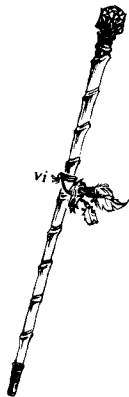
Duration: Instantaneous

Casting Time: 5

Area of Effect: Special

Saving Throw:  $\frac{1}{2}$

Reference: *PHB*, pages 173-4



This spell creates an electrical discharge that begins as a single stroke of lightning, 2 1/2 feet wide, commencing from the fingertips of the caster. Chain lightning strikes one object or creature initially, then arcs to a series of others within range, losing energy with each jump.

The bolt initially inflicts 1d6 points of damage per level of the caster, to a maximum of 12d6 (half damage if the object or creature rolls a successful saving throw vs. spell). After the first strike, the lightning arcs to the nearest object or creature. Each jump reduces the strength of the lightning by 1d6. Each creature or magical object hit receives a saving throw vs. spell. Success indicates the creature suffers only half damage from the bolt.

The chain can strike as many times (in-

cluding the first object or creature) as the spellcaster has levels, although each creature or object can be struck only once. The bolt continues to arc until it has struck the appropriate number or objects or creatures, until it strikes an object that grounds it (interconnecting bars of a cage, a large pool of liquid, etc.), or until there is nothing else to strike.

Direction is not a consideration when plotting chain lightning arcs. Distance is a factor—an arc cannot exceed the spell's range. Creatures immune to electrical attack can be struck, even though no damage is taken. Note that it is possible for the chain to arc back to the caster.

The material components are a bit of fur, a piece of amber, glass, or crystal rod, one silver pin for each level of the spellcaster.



## Claws of the Umber Hulk

Alteration

Level:

6

Range:

Touch

Components:

V, S, M

Duration:

1 turn/level

Casting Time:

1 round

Area of Effect:

One creature

Saving Throw:

None

Reference:

TOM, page 38



When this spell is cast, the subject's hands widen and his fingernails thicken and grow, becoming equal in size and power to the iron-like claws of an umber hulk. The transformation takes one full round and is excruciatingly painful, requiring a system shock roll. A failed roll causes the subject to suffer 3d4 points of damage.

The subject can burrow as an umber hulk, cutting through 10 feet of solid stone or 60 feet of soil per turn. The only limitation to this is the subject's stamina; at the end of each turn of burrowing, the subject must make a successful Constitution check or be forced to rest for one turn.

Burrowing through *soil* does not necessarily create a passable tunnel. If the subject

wishes to make a passage in which others can travel or that he can exit when the spell ends, he must dig at a slower rate of 30 feet per turn. Cutting a tunnel through solid rock does not require extra care or time.

The recipient of this spell can make two claw attacks per round, each inflicting 2d6 points of damage plus Strength bonuses. Each attack is made with a -2 penalty to hit. This penalty applies until the subject has made two successful consecutive attacks (not necessarily in the same round), at which time he is accustomed to using the claws. The penalty is dropped for the remainder of the spell.

The material component is an umber hulk's claw.

## Conjure Animals

Conjuration/Summoning

Level: 6  
Range: 30 yards  
Components: V, S  
Duration: 1 round/level  
Casting Time: 6  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 174



The *conjure animals* spell enables the wizard to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if determined randomly, or his level if a specific animal type is requested (see the *DMG*). Thus, a wizard of 12th level could randomly conjure two mammals with 12 Hit Dice, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, twelve with 2 Hit Dice each, or 24

with 1 Hit Die each. Count every +1 hit point bonus of a creature as 1/4 of a Hit Die, thus a creature with 4 + 3 Hit Dice equals a 4 3/4 Hit Dice creature. The conjured animal(s) remains for one round for each level of the conjuring wizard, or until slain. They follow the caster's verbal commands. Conjured animals unfailingly attack the wizard's opponents, but will resist being used for any other purpose.

# Contingency

Evocation

Level: 6

Range: 0

Components: V, S, M

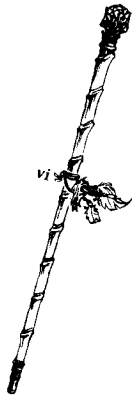
Duration: 1 day/level

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

Reference: *PHB*, page 174



The wizard is able to place another spell upon his person so that the latter spell comes into effect upon occurrence of the situation dictated during the casting of the *contingency* spell. The *contingency* spell and the spell it is to bring into effect are cast together (the one turn casting time indicated above is a total for both castings).

The spell to be brought into effect by the prescribed contingency must be one that affects the wizard's person (*feather fall, levitation, fly, statue, feign death, etc.*) and is of a level no higher than  $\frac{1}{3}$  of the caster's experience level (rounded down), but not higher than the 6th spell level.

Only one *contingency* spell may be placed on the spellcaster at any one time; if a second is used, the first one (if still active) is cancelled. The conditions needed to bring

the spell into effect must be clear, although it can be rather general. In all cases, the contingency immediately brings into effect the second spell. Note that complex, complicated, and/or convoluted prescribed conditions are likely to cause the whole spell complex to simply fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gp worth of quicksilver and an eyelash of an ogre mage, ki-rin, or similar spell-using creature. In addition, the spell requires a statuette of the wizard carved from elephant ivory, (which is not destroyed, although it might be subject to wear and tear), and which must be carried for the *contingency* spell to perform its function when called upon.

# Control Weather

Alteration

Level: 6  
Range: 0  
Components: V, S, M  
Duration: 4d6 hours  
Casting Time: 1 turn  
Area of Effect: 4d4 square miles  
Saving Throw: None  
Reference: *PHB*, pages 174-5



The *control weather* spell allows a wizard to change the weather in the local area. The caster can also control the direction of the wind. The spell requires an additional 1d4 turns beyond casting for the effects to be felt. Multiple castings can be used only in succession.

Weather conditions have three components which can be affected: precipitation, temperature, and wind.

**Precipitation:** CLEAR WEATHER can change to very clear or light clouds and hazy; PARTLY CLOUDY can become clear, cloudy, misty/lightly rainy (with small hail), or sleet/light snow; CLOUDY can become partly cloudy, deeply cloudy, foggy, heavily rainy (with large hail), or driving sleet/heavy snow.

**Temperature:** HOT can change to swel-

tering heat or warm; WARM can change to hot or cool; COOL can change to warm or cold; COLD can change to cool or arctic.

**Wind:** CALM can become dead calm, light, or moderate wind; MODERATE WIND can become calm or strong; STRONG WIND can become moderate or a gale; GALE can become a strong wind or a storm; STORM wind can become a gale or a hurricane-typhoon wind.

Note that contradictions aren't possible—fog and strong wind, for example.

The material components for this spell are burning incense and bits of earth and wood mixed in water. Obviously, this spell functions only in areas where there are appropriate climatic conditions.



# Death Fog

Alteration, Evocation

Level: 6  
Range: 30 yards  
Components: V, S, M  
Duration: 1d4 rounds + 1  
round/level  
Casting Time: 6  
Area of Effect: Two 10-foot  
cubes/level  
Saving Throw: None  
Reference: *PHB*, page 175



The casting of a *death fog* spell creates an area of *solid fog* that has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die—grass and similar small plants in two rounds, bushes and shrubs in four, small trees in eight, and large trees in 16 rounds. Animal life not immune to acid will suffer damage according to the length of time it is exposed to the vapors of a *death fog*:

1st round: 1 point

2nd round: 2 points

3rd round: 4 points

4th and each succeeding round: 8 points

The death fog otherwise resembles the 2nd-level *fog cloud*: rolling, billowing vapors that can be moved only by a very strong wind. Any creature attempting to move through the fog progresses at a rate of but one foot per unit of normal movement rate per round. A *gust of wind* spell cannot affect it. A fireball, flame strike, or a wall of fire can burn it away in a single round.

The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals), which must be obtained from an alchemist.

## Death Spell

Necromancy

Level: 6  
Range: 10 yards/level  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 6  
Area of Effect: One 30-foot  
cube/level  
Saving Throw: None  
Reference: *PHB*, page 175



When a *death* spell is cast, it snuffs out the life forces in the area of effect instantly and irrevocably. Such creatures cannot be raised or resurrected, but an individual slain in this manner might be brought back via a *wish*. The number of creatures that can be slain is a function of their Hit Dice:

Victim's Hit Dice	Maximum Number of Creatures Affected
Under 2	4d20
2 to 4	2d20
4 + 1 to 6 + 3	2d4
6 + 4 to 8 + 3	1d4

If a creatures of differing Hit Dice are attacked with a *death* spell, roll 4d20 to determine how many creatures under 2 Hit Dice are affected. If the number rolled is greater than the actual number of sub-2 Hit Dice

creatures, apply the remainder of the roll to the higher Hit Die creatures:

Creature's Hit Dice	Conversion Factor
Under 2	1
2 to 4	2
4 + 1 to 6 + 3	10
6 + 4 to 8 + 3	20

In other words, if there are remaining points from the 4d20 roll, subtract 2 for each creature of 2 to 4 Hit Dice (these creatures also die), and continue moving up the chart until the 4d20 is used up.

A *death* spell does not affect undead creatures, lycanthropes, or creatures from other than the Prime Material plane.

The material component is a crushed black pearl with a minimum value of 1,000 gp.

## Demi-Shadow Magic

Illusion/Phantasm

Level: 6

Range: 60 yards + 10  
yards/level

Components: V, S

Duration: Special

Casting Time: 6

Area of Effect: Special

Saving Throw: Special

Reference: *PHB*, page 175



This spell enables the casting of quasi-real 4th- and 5th-level evocations (*cone of cold, wall of fire, wall of ice, cloudkill, etc.*). If recognized as *demi-shadow magic* (if a saving throw vs. spell is successful) damaging spells inflict only 40% of normal damage, with a minimum of two points per die of damage. A demi-magic cloudkill slays creatures with fewer than 2 Hit Dice and inflicts 1d2 points of damage per round.

## Dilation II

Alteration

Level: 6  
Range: 0  
Components: V  
Duration: Special  
Casting Time: 5  
Area of Effect: Special  
Saving Throw: None  
Reference: TOM, page 38



This spell allows a wizard to increase the area of effect of any one spell of 1st-, 2nd-, or 3rd-level by 50%. Alternatively, the wizard may extend the area of effect of one 4th- or 5th-level spell by 25%. Fractions of feet or yards (as appropriate to the spell) are dropped.

*Dilation II* must be cast immediately prior to the spell to be dilated; if a complete round or more elapses, the dilation is wasted. The dilation spell affects only spells which have areas of effect in feet or yards (numbers of creatures cannot be increased). The dilation affects only spells cast by the same wizard.



# Disintegrate

Alteration

Level: 6  
Range: 5 yards/level  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 6  
Area of Effect: Special  
Saving Throw: Negates  
Reference: *PHB*, page 175



This spell causes matter to vanish. It affects even matter (or energy) of a magical nature, such as Bigby's forceful hand, but not a globe of invulnerability or an anti-magic shell. Disintegration is instantaneous and permanent. Any single creature can be affected, even undead. Nonliving matter within a 10' x 10' x 10' cube can be obliterated by the spell. The spell creates a thin, green ray that causes physical material touched to glow and vanish, leaving traces of fine dust. Creatures that successfully save vs. the spell have avoided the ray (material items have resisted the magic) and are not affected. Only the first creature or object struck can be affected.

The material components are a lodestone and a pinch of dust.

## Enchant An Item

Enchantment, Invocation

Level: 6  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: Special  
Area of Effect: One item  
Saving Throw: Negates  
Reference: *PHB*, pages 175-6



The *enchant an item* spell is extremely complex—too much so to cover within the confines of this card. The basics are covered here, but any wizard wishing to enchant an item should study the *PHB*.

This spell prepares an object to accept magic. The item must meet the following tests: 1) it must be in sound and undamaged condition; 2) it must be the finest possible, considering its nature; and 3) its cost or value must reflect the second test, and in most cases the item must have a raw materials cost in excess of 100 gp. With respect to requirement 3, it is not possible to apply this test to items such as ropes, leather goods, cloth, and pottery not normally embroidered, bejeweled, tooled, carved, or engraved; however, if such work or materi-

als can be added to an item without weakening or harming its normal functions, these are required for the item to be enchanted.

The materials needed for this spell vary according to both the nature of the item being enchanted and the magic to be cast upon it. For example, a *cloak of displacement* might require the hides of one or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type(s) of dragon(s) it will be effective against, and a *ring of shooting stars* might require pieces of meteorites and the horn of a ki-rin. These specifics, as well as other information pertaining to this spell, are decided by your Dungeon Master and must be discovered or researched in play.

## Ensnarement

Conjuration/Summoning)

Level: 6  
Range: 10 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: Negates  
Reference: *PHB*, page 176



The *ensnarement* spell is an extremely complex spell, involving the creation and maintenance of magical wards. Wizards seeking to create these wards should research them in the *PHB* under this spell listing. The spell lures a powerful creature from another plane to a specially prepared trap (the warding circle) where it is held until it agrees to perform one service in return for freedom. The spell causes an awareness of a *gate*-like opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a *gate*. To save, the creature must roll equal to or less than its Intelligence score on 1d20. The score is modified by the difference between the crea-

ture's Intelligence and that of the caster. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the caster has a higher score, the difference is added to the total of the 1d20. If the saving throw succeeds, the creature merely ignores the spell-created opening and the spell fails. If the saving throw is not made, the creature steps into the opening and is *ensnared*. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this also must be used in casting of the *ensnarement* spell.

Once the service is completed, the creature need only so inform the spellcaster to be instantly sent from whence it came. The creature might later seek revenge.

## Extension III

Alteration

Level: 6  
Range: 0  
Components: V  
Duration: Special  
Casting Time: 6  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 177



By use of an *extension III* spell, the wizard extends 1st- through 3rd-level spells to double duration and extends the duration of 4th- or 5th-level spells by 50% of the indicated duration. Thus, a *levitate* spell can be made to last two turns per level of the wizard casting it, while a *wall of ice* spell lasts 15 minutes per level of the caster. Naturally, only spells that have duration are affected. This spell must be cast immediately after the spell to be extended. If a complete round or more elapses, the extension fails and is wasted.



# Eyebite

Enchantment/Charm,  
Illusion/Phantasm)

Level: 6  
Range: 20 yards  
Components: V, S  
Duration: 1 round/3 levels  
Casting Time: 6  
Area of Effect: One creature  
Saving Throw: Special  
Reference: *PHB*, page 177



This gaze attack is in addition to other attacks allowed the wizard. He selects one (unchangeable) attack when the spell is cast. Any gaze attack is negated by a successful saving throw vs. spell, with Wisdom adjustments. Possible effects of the spell are:

*Charm:* The subject becomes loyal to the charmer to the point of personal danger. It is otherwise the same as a *charm monster* spell. Creatures other than (demihumans and humanoids save with +2 bonuses.

*Fear:* The subject flees for 1d4 rounds. After this, the creature refuses to face the caster and bolts for the nearest cover if subsequently confronted by the caster (50% chance). The latter effect lasts one turn per caster level. This attack can be negated by spells that counter *fear*.

*Sicken:* Ability scores are halved and

physical attacks inflict half damage. Movement is one-half normal rate. The subject remains stricken for one turn per level of the caster, after which all abilities return at the rate of 1 point per turn of complete rest or 1 point per hour of moderate activity. Only a *remove curse* or successful *dispel magic* spell will be of help. All but (demi) humans and humanoids save with +2 bonuses vs. this attack.

*Sleep:* Creatures normally subject to a 1st-level *sleep* spell save with -2 penalties.

In all cases, the gaze attack has a speed factor of 1. The spell does not affect undead of any type, nor does it extend beyond the caster's plane. The caster is subject to reflected attacks and is allowed any applicable saving throw. A reflected charm gaze paralyzes the caster.

## Flesh to Stone

Alteration  
Level: 6  
Range: 10 yards/level  
Components: V, S, M  
Duration: Permanent  
Casting Time: 6  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *PHB*, page 181



This spell is the reverse of *stone to flesh*.

The spell turns flesh of any sort to stone. All possessions on the person of the creature likewise turn to stone. The intended subject of the spell receives a saving throw vs. spell to avoid the effect. If a statue created by this spell is subjected to breakage or withering, the being (if ever returned to his original, fleshy state) will have similar damage, deformities, etc. The DM may allow such damage to be repaired by various high-level clerical spells, such as *regenerate*. Of course, the subject must make a system shock survival roll.

## Forest's Fiery Constrictor

Conjuration/Summoning

Level: 6  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 6  
Area of Effect: One source of fire  
Saving Throw: Special  
Reference: TOM, page 38



This spell causes a tentacle of magical flame to snake forth from any existing source of natural or magical fire. The flaming tendril is 10 feet long, has AC 7, can be hit only by magical weapons of +2 or better, and it has hit points equal to double the caster's level.

Any creature within 20 feet of the tentacle is subject to attack as directed by the caster. The victim must attempt a saving throw; if successful, the subject has avoided entanglement, but suffers 1d6 points of fire damage

from contact with the tendril. If the saving throw is failed, the victim is entangled by the flaming serpent and suffers 3d6 points of fire damage each round until the tendril is destroyed or the spell expires.

If the fire source from which the tentacle emanates is extinguished, the remaining time that the fiery constrictor may remain in existence is cut in half.

The material component of this spell is a red dragon's scale.

## Geas

Enchantment/Charm

Level: 6  
Range: 10 yards  
Components: V  
Duration: Special  
Casting Time: 4  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 177



A *geas* spell places a magical command upon a creature (usually human or humanoid) to carry out some service, or refrain from some action or course of activity, as desired by the spellcaster. The creature must be intelligent, conscious, under its own volition, and able to understand the spellcaster. While a *geas* cannot compel a creature to kill itself or perform acts that are likely to result in certain death, it can cause almost any other course of action. The geased creature must follow the instructions until the

*geas* is completed. Failure to do so will cause the creature to grow sick and die within 1d4 weeks. Deviation from or twisting of the instructions causes corresponding loss of Strength points until the deviation ceases. A *geas* can be done away with by a *wish* spell, but a *dispel magic* or *remove curse* spell will not negate it. Your DM must decide any additional details of a *geas*, for its casting and fulfillment are tricky, and an improperly cast *geas* is ignored.



# Glassee

Alteration  
Level: 6  
Range: Touch  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 177



By means of this spell, the wizard is able to make a section of metal, stone, or wood as transparent as glass to his gaze, or even make it into transparent material as explained hereafter. Normally, up to four inches of metal can be seen through, stone up to six inches thick can be made transparent, and 20 inches of wood can be affected by the *glassee* spell. The spell will not work on lead, gold, or platinum. The wizard can opt to make the *glassee* work only for himself for the duration of the spell, or he can actually make a transparent area, a one-way window, in the material affected. Either case gives a viewing area three feet wide and two feet high. If a window is created, it has the strength of the original material.

The material component of the spell is a small piece of crystal or glass.

# Globe of Invulnerability

Abjuration

Level: 6

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: 5-foot-radius  
sphere

Saving Throw: None

Reference: *PHB*, page 177



This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, 3rd-, or 4th-level spell effects from penetrating. The area of effect of any such spell does not include the area of the globe of invulnerability. This includes innate spell-like abilities and effects from magical devices. However, any type of spell can be cast out of the magical sphere, and these pass from the caster of the globe to the subject without effect upon the globe. Fifth- and higher-level spells are not affected by the globe. The globe can be brought down by a successful *dispel magic* spell.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

## Guards and Wards

Evocation, Alteration,  
Enchantment/Charm

Level: 6

Range: 0

Components: V, S, M

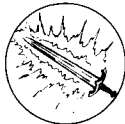
Duration: 1 hour/level

Casting Time: 3 turns

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 178



This ward protects a one-story stronghold, with base dimensions of 400' × 400'. A multiple-story area can be warded by reducing the base area proportionately. The following take place in upon casting of the spell:

1. Corridors become misty, and visibility is reduced to 10 feet.
2. All doors are *wizard locked*.
3. Stairs are filled with webs that act as the 2nd-level *web* spell, except that they regrow within one turn if destroyed.
4. Where there are choices in direction, it is 50% probable that intruders will believe they are going in the opposite direction.
5. The whole area radiates magic. The normal use of the *detect magic* spell becomes impossible for those of less than the caster's level and difficult for others.

6. One door per level of experience of the wizard is covered by an illusion to appear as if it were a plain wall.

7. The wizard can place one of the following additional magical effects: *dancing lights* in four corridors; *magic mouths* in two places; *stinking clouds* in two places; *gust of wind* in one corridor or room; or *suggestion* in one place.

Items 6 and 7 function only when the wizard is totally familiar with the area of the spell's effect. *Dispel magic* can remove one effect, at random, per casting of a *dispel*. A *remove curse* will not work.

The material components of the spell are burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.

## Invisible Stalker

Conjuration/Summoning

Level: 6

Range: 10 yards

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 178



This spell summons an *invisible stalker* from the elemental plane of Air. This 8 Hit Dice monster obeys and serves the spellcaster in performance of whatever tasks are set before it. It is a faultless tracker within one day of the quarry's passing. The invisible stalker follows instructions even if they send him hundreds or thousands of miles away and, once given an order, will follow through unceasingly until the task is accom-

plished. However, the creature is *bound* to serve—it does not do so from loyalty or desire. Therefore, it resents prolonged missions or complex tasks, and it attempts to pervert instructions accordingly. Invisible stalkers understand common speech, but speak no language save their own.

The material components of this spell are burning incense and a piece of horn carved into a crescent shape.



## Legend Lore

Divination

Level:

6

Range:

0

Components:

V, S, M

Duration:

Special

Casting Time:

Special

Area of Effect:

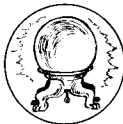
Special

Saving Throw:

None

Reference:

*PHB*, page 178



The *legend lore* spell is used to determine information available regarding a known person, place, or thing. If the person or thing is at hand, or if the wizard is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1d4 turns. If detailed information on the person, place or thing is known, casting time is 1d10 days. If only rumors are known, casting time is 2d6 weeks.

During the casting, the wizard cannot engage in activities other than the routine: eating, sleeping, etc. When completed, the divination will reveal if legendary material

is available. It will often reveal where this material is—by place, name, rhyme, or riddle. It sometimes gives certain information regarding the person, place or thing (when the object of the *legend lore* is at hand), but this data is always in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.).

The spell is cast with incense and strips of ivory formed into a rectangle, but some item must be sacrificed in addition—a potion, magical scroll, magical item, etc.

Naturally, *legend lore* reveals information only if the person, place, or thing is noteworthy or legendary.

## Lorloveim's Shadowy Transformation

Illusion  
Level: 6  
Range: Touch  
Components: V, S  
Duration: 1d4 rounds + 1  
round/level  
Casting Time: 6  
Area of Effect: Special  
Saving Throw: Negates  
Reference: TOM, pages 38-9



When this spell is cast, the illusionist transforms one creature or a specified amount of nonliving material into shadow, making it insubstantial. Thus, a door could be turned to shadow and passed. The maximum amount of inanimate material that may be transformed is one cubic foot per level of the caster.

Unwilling creatures are allowed a saving throw to resist the *shadowy transformation*. Magical items and the magical effects of spells (such as *Bigby's forceful hand* or a *wall of stone*) cannot be affected.

A transformed creature and all its gear become insubstantial. The creature can pass through small holes, narrow openings, and the smallest cracks. The creature cannot fly without additional magic.

No form of attack is possible when in shadow form, except against creatures that exist on the Ethereal plane. In this case, all attacks are normal; however, the creature may be harmed by magical weapons of +1 or greater enchantment or by creatures able to affect those struck only by magical weapons. Spells and special attacks have normal effects.

Most undead creatures will ignore a creature in shadow form, believing it to be a wraith or spectre; however, liches and powerful undead may save vs. spell with a -4 penalty to recognize the spell. A successful *dispel magic* spell forces the creature in shadow form back to normal form.

## Lower Water

Alteration

Level: 6  
Range: 80 yards  
Components: V, S, M  
Duration: 5 rounds/level  
Casting Time: 1 turn  
Area of Effect: 10-foot-square  
area/level  
Saving Throw: None  
Reference: *PHB*, page 178



The wizard casting a *lower water* spell causes water or similar fluid in the area of affect to sink away. The water can be lowered up to two feet for every experience level of the wizard, to a minimum depth of one inch. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, a 12th-level wizard affects a volume 24' × 120' × 120', a 13th-level caster a volume of 26' × 130' × 130', and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a

whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and similar water-based creatures, this spell acts as a *slow* spell: the creature moves at half speed and makes half the number of attacks each round. It has no effect on other creatures.

The material component of this spell is a small vial of dust.

# Mass Suggestion

Enchantment/Charm

Level: 6

Range: 30 yards

Components: V, M

Duration: 4 turns + 4  
turns/level

Casting Time: 6

Area of Effect: One creature/level

Saving Throw: Negates

Reference: *PHB*, page 179



The *mass suggestion* spell enables the wizard to influence the actions of one or more chosen creatures in the same manner as the 3rd-level *suggestion* spell. Up to one creature per level of experience the spellcaster has attained can be influenced, provided that all subject creatures are within range. Undead are not affected. The suggestion must be reasonably worded and understood by the creatures, and must be the same for all hearing it. Saving throws against the spell suffer a penalty of -1, and

if a single creature is to be affected, its saving throw suffers a -4 penalty. Note that a *very* reasonable mass suggestion can cause the saving throw to be made with an additional penalty, at the discretion of the DM. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, then the action will not be performed.

The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.



## Mirage Arcana

Illusion/Phantasm, Alteration

Level: 6

Range: 10 yards/level

Components: V, S,  
(M optional)

Duration: Special

Casting Time: Special

Area of Effect: 10 foot/level radius

Saving Throw: None

Reference: *PHB*, page 179



This spell enables the caster to make an area appear to be something other than it is, a setting he has personally seen. The spell remains as long as the caster maintains minimal concentration upon it (*i.e.*, normal conversation but not spell casting, melee, or if harmed by an attack). Even after this, the spell persists for a total of one hour plus one additional turn for each experience level of the caster. If the caster actually uses a small bit of anything connected with the place to create this spell, then it takes on a quasi-reality.

In its basic form, forceful contact is necessary to have any hope of discovering the magic, short of a detection device or spell. In its more complex form, where a material component is used, detection is possible only by some magical means, whether device,

item, or spell. Either form of mirage arcana is subject to the *dispel magic* spell. As with all powerful illusions, the mind of the beholder urges appropriate effects upon the viewer's body. Under the influence of the spell, the viewer could possibly walk across a bed of hot coals, thinking it was a shallow stream of water (and suffer no damage), dine upon imaginary food and actually be satisfied, or rest comfortably upon a bed of sharp stones, thinking it a featherbed. Gravity is not affected by the spell, so that an envisioned bridge spanning a deep chasm will not support the believer. Those who may be there to witness the event will see it as a sudden disappearance of the individual unless they are otherwise aware of some magic at work.

# Mislead

Illusion/Phantasm

Level: 6  
Range: 10 yards  
Components: S  
Duration: 1 round/level  
Casting Time: 1  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 179



When a *mislead* spell is cast by the wizard, he actually creates a phantasmal double at the same time that he is cloaked by *improved invisibility* magic. The wizard is then free to go elsewhere while his double seemingly moves away. The spell allows the illusion of the wizard to speak and gesture as if it were real, and there are full olfactory and touch components as well. A *true seeing* spell or a *gem of seeing* will reveal the illusion for what it is. A *detect invisibility* or *true seeing* spell, or items such as a *gem of seeing* or *robe of eyes* can detect the invisible wizard (see the 5th-level wizard spell, *shadow door*).

## Monster Summoning IV

Conjuration/Summoning

Level: 6  
Range: 60 yards  
Components: V, S, M  
Duration: 5 rounds + 1  
round/level  
Casting Time: 6  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 179



Within one round of casting this spell, the wizard magically conjures 1d3 4th-level monsters. These appear within spell range and attack the caster's opponents, until he commands them to cease, the spell duration expires, or until the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

## Mordenkainen's Lucubration

Alteration  
Level: 6  
Range: 0  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, page 179



By use of this spell, the wizard is able to instantly recall any 1st- through 5th-level spell he has used and otherwise forgotten during the past 24 hours. The spell must have been memorized and actually used during that time period. *Mordenkainen's lubrication* allows the recovery of only one spell. If the recalled spell requires material components, these must be provided by the caster; the recovered spell is not usable until the material components are available.



# Move Earth

Alteration

Level: 6  
Range: 10 yards/level  
Components: V, S, M  
Duration: Permanent  
Casting Time: Special  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, pages 179-80



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When cast, the *move earth* spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc. The area to be affected dictates the casting time; for every 40-yard  $\times$  40-yard surface and 100 feet of depth, one turn of casting time is required. The maximum area that can be affected is 240 yards  $\times$  240 yards, which takes four hours. If terrain features are to be moved—as compared to simply caving in banks or walls of earth—it is necessary that an earth elemental be subsequently summoned to assist. All spell casting or summoning must be completed before any effects occur. As any summoned earth elemental will perform most of its work underground, it is unlikely that it will be intercepted or interrupted. Should this

occur, however, the movement of the earth requiring its services must be stopped until the elemental is once again available. Should the elemental be slain or dismissed, the *move earth* spell is limited to collapsing banks or walls of earth.

The spell cannot be used for tunneling, and it is generally too slow to trap or bury creatures; its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag, and an iron blade.

This spell does not violently break the surface—trees, structures, and so on, are relatively unaffected, save for changes in elevation and relative topography.

# Otiluke's Freezing Sphere

Alteration, Evocation

Level: 6  
Range: Special  
Components: V, S, M  
Duration: Special  
Casting Time: 6  
Area of Effect: Special  
Saving Throw: Special  
Reference: *PHB*, page 180



This may create any of the following:

*Frigid globe.* A small globe of matter at absolute zero temperature that spreads upon contact with a liquid that is principally water, freezing it to a depth of six inches over an area equal to 100 square feet per level of the caster. This ice lasts for one round per level of the caster.

The material component is a thin sheet of crystal about an inch square.

*Cold ray.* The spell can be used as a thin ray of cold that springs from the caster's hand to a distance of 10 yards per level of the wizard, inflicting  $1d4 + 2$  points of damage per level of the caster. A saving throw vs. spell is applicable—success indicates the ray missed. If the first creature is missed, the path of the ray is plotted to its full distance, and anything else in its path

must save (if applicable) or take appropriate damage.

The material component is a white sapphire of not less than 1,000 gp value.

*Globe of cold.* This creates a small globe about the size of a sling stone, cool to the touch. This globe can be hurled by hand to a distance of 40 yards or as a sling bullet. It shatters upon impact, inflicting  $6d6$  points of cold damage upon all creatures within a 10-foot radius (half damage if a saving throw vs. spell is successful). Use the *DMG* "Grenade-like Missile Table" to find where misses strike. If the globe is not thrown or slung within one round per level of the spell-caster, it will shatters and causes cold damage as stated above.

The material component is a 1,000-gp diamond.

## Part Water

Alteration  
Level: 6  
Range: 10 yards/level  
Components: V, S, M  
Duration: 5 rounds/level  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 180



By employing a *part water* spell, the wizard is able to cause water or similar liquid to move apart, thus forming a 20-foot-wide trough. The depth and length of the trough are dependent upon the level of the wizard, and a trough three feet deep and 10 yards long is created per level. For example, at 12th-level the wizard would part water 36 feet deep by 30 yards wide by 120 yards long. The trough will remain as long as the

spell lasts or until the wizard who cast it opts to end its effects. If cast underwater, this spell creates a cylinder of appropriate length and diameter. If cast directly on a water elemental or similar water-based creature, the creature receives 4d8 damage and must roll a successful saving vs. spell or flee in panic for 3d4 rounds.

The material components for the spell are two small sheets of crystal or glass.

# Permanent Illusion

Illusion/Phantasm

Level: 6  
Range: 10 yards/level  
Components: V, S, M  
Duration: Permanent  
Casting Time: 6  
Area of Effect: 20-foot cube +  
10-foot cube/level  
Saving Throw: Special  
Reference: *PHB*, page 180



When this spell is cast, the wizard creates an illusion with visual, audio, olfactory, and thermal elements. The spell can create the illusion of any object or creature or force, as long as it is within the boundaries of the spell's area of effect. It affects all creatures that view the illusion, even to the extent of suffering damage from falling into an illusory pit full of sharp spikes.

Creatures that attempt to disbelieve the

illusion gain a saving throw vs. spell and, if successful, they see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The permanent illusion is subject to *dispel magic* spell, of course.

The material component of the spell is a bit of fleece.



# Programmed Illusion

## Illusion/Phantasm

Level: 6  
Range: 10 yards/level  
Components: V, S, M  
Duration: Special  
Casting Time: 6  
Area of Effect: 20-foot cube +  
10-foot cube/level  
Saving Throw: Special  
Reference: *PHB*, page 180



This spell creates a *spectral force* spell that activates upon command or when a specific condition occurs. The illusion has visual, audio, olfactory, and thermal elements. It can be of any object or creature or force, as long as it remains within the boundaries of the spell's area of effect.

The occurrence that begins the illusion can be as general or specific as desired, such as the following: "Begin only when a venerable female human carrying a sack of groat clusters sits crosslegged within one foot of this spot." Such visual triggers can react to a character using the *disguise* ability. Command range is five yards per level of the wizard, so a 12th-level wizard can command the *programmed illusion* to occur at a maximum encounter range of 60 yards. A programmed illusion cannot distinguish in-

visible creatures, or alignment, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word. The spell lasts until the illusion occurs, thus the spell duration is variable. The illusion will last for a maximum of one round per level of the spellcaster.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, they see it for what it is and add +4 to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The illusion is subject to *dispel magic*.

The material component of the spell is a bit of fleece.

## Project Image

Alteration, Illusion/Phantasm

Level: 6

Range: 10 yards/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 6

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, pages 180-1



By means of this spell, the wizard creates a nonmaterial duplication of himself or herself, projecting it to any spot within spell range. This image performs actions decided by the wizard—walking, speaking, spell-casting—conforming to the actual actions of the wizard, unless the wizard concentrates on making it act differently (in which case the wizard is limited to half movement and no attacks).

The image can be dispelled only by means of a successful *dispel magic* spell (or upon command from the spellcaster); attacks pass harmlessly through it. The image must be

within view of the wizard projecting it at all times, and if his sight is obstructed, the spell is broken. Note that if the wizard is invisible at the time the spell is cast, the image is also invisible until the caster's invisibility ends, though the wizard must still be able to see the image (by means of a *detect invisibility* spell or other method) to maintain the spell. If the wizard uses *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks his line of vision, the *project image* spell ends.

The material component of this spell is a small replica (doll) of the wizard.

## Raise Water

Alteration  
Level: 6  
Range: 80 yards  
Components: V, S, M  
Duration: 5 rounds/level  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 178



This spell is the reverse of *lower water*.

The spell causes water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges at the DM's option. It negates *lower water* and vice versa.

The material component of the *raise water* spell is a small vial of water.

# Reincarnation

Necromancy

Level: 6  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 turn  
Area of Effect: Person touched  
Saving Throw: None  
Reference: *PHB*, page 181



The wizard can bring back a dead person if death occurred no more than one day per level of the wizard before the casting of the spell. The essence of the dead person is transferred to another body, possibly one very different. Reincarnation does not require any saving throw, system shock, or resurrection survival rolls. The corpse is touched and a new incarnation of the person will appear in the area in 1d6 turns. The reincarnated will recall the majority of his former life. The new incarnation is determined on the following table. If a player character race is indicated, the character must be created. Very good or very evil persons will not be reincarnated as creatures whose general alignment is the opposite.

The material components of the spell are a small drum and a drop of blood.

<b>Die Roll</b>	<b>Incarnation</b>
01-05	Bugbear
06-11	Dwarf
12-18	Elf
19-23	Gnoll
24-28	Gnome
29-33	Goblin
34-40	Half-elf
41-47	Halfling
48-54	Half orc
55-59	Hobgoblin
60-73	Human
74-79	Kobold
80-85	Orc
86-90	Ogre
91-95	Ogre wizard
96-00	Troll



# Repulsion

Abjuration  
Level: 6  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 round/2 levels  
Casting Time: 6  
Area of Effect: 10-foot-wide path  
Saving Throw: None  
Reference: *PHB*, page 181



When this spell is cast, the wizard is able to cause all creatures in the path of the area of effect to move directly away from his person. Repulsion is at the speed of the creature attempting to move toward the spell-caster. The repelled creature continues to move away for the balance of a complete move, even though this takes it beyond spell range. The caster can designate a new direction each round, but use of this power counts as the caster's principle action in the round. The caster can, of course, choose to do something else instead of using the repulsion attack.

The material component to this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.

# Shades

Illusion/Phantasm

Level: 6

Range: 30 yards

Components: V, S

Duration: 1 round/level

Casting Time: 6

Area of Effect: 20-foot cube

Saving Throw: Special

Reference: *PHB*, page 181



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This spell is related to *shadow monsters* and *demi-shadow monsters* spells. The *shades* spell uses material from the plane of Shadow to form semi-real illusions of one or more monsters, up to 1 Hit Die per caster level. All shades created by one spell must be of the same sort, and they have 60% of the hit point total that the real creatures would have. Those viewing the shades and failing their saving throws vs. spell believe the illusion.

The shades perform as the real monsters

with respect to Armor Class and attack forms. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes they are real will react appropriately until the illusion is countered by a *dispel magic* spell or the condition is countered by a *heal* spell. Those who roll successful saving throws see the shades as transparent images superimposed on vague shadowy forms. These are Armor Class 6 and cause only 60% of the true monsters' normal melee damage.

## Stone to Flesh

Alteration

Level: 6  
Range: 10 yards/level  
Components: V, S, M  
Duration: Permanent  
Casting Time: 6  
Area of Effect: One creature  
Saving Throw: Special  
Reference: *PHB*, page 181



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The *stone to flesh* spell turns any sort of stone into flesh. If the recipient stone object was formerly living, it will restore life (and goods), although the survival of the creature is subject to the usual system shock survival roll. Ordinary stone can be likewise turned to flesh at a volume of nine cubic feet per level of experience of the spellcaster.

Note that the use of spells such as *stone shape* and *transmute rock to mud* may be used before the *stone to flesh* spell is cast, and the effects of these spells remain with the reshaped creature.

The material components of the spell are a pinch of earth and a drop of blood.

# Tenser's Transformation

Alteration, Evocation

Level: 6  
Range: 0  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 6  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, pages 181-2



Tenser's transformation is a sight guaranteed to astound any creature not aware of its power, for when the wizard casts the spell, he undergoes a startling transformation. The size and strength of the wizard increases to heroic proportions, so he becomes a formidable fighting machine; the spell causes the caster to become a berserk warrior! The wizard's hit points double, and all damage he sustains comes first from the magical points gained; once these points are eliminated, all subsequent damage (to his true hit points) is doubled. The Armor Class of the wizard is 4 better than that he possessed prior to casting the spell (AC 10 goes to 6, AC 9 to 5, AC 8 to 4, etc.), to a maximum Armor Class of -10.

All attacks are as a warrior of the same level as the wizard (*i.e.*, the wizard uses the

combat table normally reserved for warriors). The wizard can use either a dagger or a staff when attacking. A dagger may be used twice per round, and each successful attack inflicts an additional two points of damage. A staff can be used only once per round, but with a +2 bonus to attack and damage rolls. The wizard fights in melee in preference to all other forms of attack, and continues attacking until all opponents are slain, he is killed, the magic is dispelled, or the spell duration expires.

The material component for casting this spell is a *potion of heroism* (or *superheroism*) that the wizard must consume during the course of uttering the spell.



# Transmute Dust to Water

Alteration  
Level: 6  
Range: 60 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 5  
Area of Effect: One 10-foot  
cube/level  
Saving Throw: None (special)  
Reference: *PHB*, page 182



This spell is the reverse of *transmute water to dust* and is simply a high-powered *create water* spell. When cast, the subject area instantly undergoes a change from dust to liquid.

Living creatures are unaffected, except for those native to the elemental plane of Earth. Such creatures receive saving throws vs. spell. Failure inflicts 1d6 points of damage per caster level upon the subject, while success means the creature receives but half damage. Only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

The material components required are diamond dust of at least 500 gp value and a pinch of dust.

# Transmute Water to Dust

Alteration  
Level: 6  
Range: 60 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 5  
Area of Effect: One 10-foot  
cube/level  
Saving Throw: None (special)  
Reference: *PHB*, page 182



When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is being transmuted, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly soaks the latter, turning the dust into silty mud, if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly.

Only liquid actually existing in the area of effect at the moment of spell casting is affected. Liquids that are only partially water are affected only insofar as the actual water

is concerned, except that potions that contain water are rendered useless. Living creatures are unaffected, except for those native to the elemental plane of Water. Such creatures receive saving throws vs. spell. Failure inflicts 1d6 points of damage per caster level upon the subject, while success means the creature receives but half damage. Only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

The material components required are diamond dust of at least 500 gp value and a bit of seashell.

## True Seeing

Divination  
Level: 6  
Range: Touch  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 1 round  
Area of Effect: 60-foot light range  
Saving Throw: None  
Reference: *PHB*, page 182



When the wizard employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become visible. Illusions and apparitions are seen through. Polymorphed, changed, or magicked things are apparent. (The real form appears translucently superimposed on the apparent form: a gold dragon polymorphed into human form would appear human with a ghostly dragon form looming over the human form). Unlike the priestly

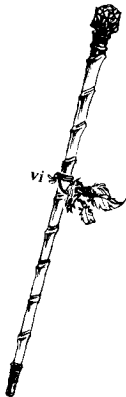
version of this spell, the recipient cannot determine alignment. The recipient can focus his vision to see into the Ethereal plane or the bordering areas of adjacent planes. The range of vision conferred is 60 feet. True seeing does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. Furthermore, the spell effects cannot be further enhanced with magic.

The spell requires an ointment for the eyes that is made from very rare mushroom powder, saffron, and fat. It costs no less than 300 gp per use and must be aged for 1d6 months.

# Veil

Illusion/Phantasm

Level: 6  
Range: 10 yards/level  
Components: V, S  
Duration: 1 turn/level  
Casting Time: 6  
Area of Effect: 20-foot cube/level  
Saving Throw: None  
Reference: *PHB*, page 182



The *veil* spell enables the wizard to instantly change the appearance of his surroundings and party or to create hallucinatory terrain so as to fool even the most clever creatures unless they have *true seeing* spell, a *gem of seeing*, or similar magical aid. The *veil* can make a sumptuous room seem a filthy den and even tactile impressions will conform to the visual illusion. Likewise, a party can be made to resemble a mixed band of brownies, pixies and faeries led by a treant. If hallucinatory terrain is created, touch will not cause it to vanish.



# Wildshield

Alteration (Wild Magic)

Level: 6

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

Reference: *TOM*, page 39



This spell cloaks the caster in a whirling band of scintillating colors, completely concealing him. The caster is able to see normally within and outside the shield.

The *wildshield* protects the caster from the effects of spells and magical items. The shield can completely absorb 2d6 spell levels (*i.e.*, if the roll of 2d6 results in 10, the shield could absorb ten 1st-level spells, two 5th-level spells, or any similar combination), thereby negating their effects on the caster. Both area spells and those individually targeted at the wild mage can be absorbed. In the case of area spells, the *wildshield* protects only the mage. All others in the area of effect suffer normal effects from the spell.

*Wildshield* also protects against wild surges, whether caused by the caster's magic

or by an outside source. Each wild surge is considered equal to 1d6 spell levels.

The spell remains in effect until it is either canceled by the caster or it reaches its spell level capacity. If the capacity is met exactly, the *wildshield* simply ceases to function. However, if the *wildshield* is struck by more spell levels than it can absorb, it explodes in a wild surge. The spell that triggered the surge is completely negated, its energy instead transformed into a wild surge (see *TOM*, pp. 7-8). Since the shield no longer functions, the formerly protected wizard is subject to full effects of this wild surge.

The material component is a small sponge.

# Wildstrike

Conjuration/Summoning  
(Wild Magic)

Level: 6  
Range: 30 yards  
Components: V, S, M  
Duration: 2d4 rounds  
Casting Time: 6  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: TOM, page 39



This spell is used primarily against hostile spellcasters. It distorts all attempts at spellcasting, converting spell energy to wild surges.

The victim of a *wildstrike* is allowed a saving throw; if successful, the spell has no effect. If the saving throw is failed, the target is enclosed within a field of wild magic. If the victim casts spells or uses a charge from a magical item, a wild surge is automatically created. When determining the effects of this surge (see *TOM*, pp. 7-8), the true level of the wild mage who cast the *wildstrike* is subtracted from the die roll, making the effects of the wild surge more likely to affect the victim.

The material component is a small glass tube that is shattered in the casting.

# Acid Storm

Evocation

Level: 7

Range: 10 yards/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 7

Area of Effect: 40-foot-diameter  
circle

Saving Throw:  $\frac{1}{2}$

Reference: TOM, page 40



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This deadly spell unleashes a downpour of magical, gelatinous acid droplets. All creatures within the area of effect are coated by globs of gooey acid. The acid can be washed off only with wine, vinegar, or removed by a successful *dispel magic* or similar spell. The acid remains present for one round per level of the caster, then vanishes.

Creatures coated by the acid suffer 1d4 hit points of damage each round during

rounds one through three, 1d6 points in each of rounds four through six, and 1d8 points on each round thereafter. Characters who successfully save vs. spell during the first round suffer only half damage from the acid for the remaining rounds. When the spell expires, no further damage is inflicted.

Acid damage can be healed through any means except regeneration. The material component is a drop of acid.

## Banishment

Abjuration  
Level: 7  
Range: 20 yards  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 7  
Area of Effect: One or more  
creatures in a  
60-foot radius  
Saving Throw: Special  
Reference: *PHB*, pages 182-3



A *banishment* spell enables the caster to force some extraplanar creature out of the caster's home plane. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. Up to 2 Hit Dice or levels of creature per caster level can be banished.

The caster must both name the type of creature(s) to be sent away and give its name and title as well, if any. In any event, the creature's magic resistance must be defeated for the spell to be effective.

The material components of the spell are substances harmful, hateful, or opposed to the nature of the subject(s) of the spell. For every such substance included in the casting, the subject creature(s) loses 5% from its

magic resistance and suffers a -2 penalty to its saving throw vs. spell. For example, if iron, holy water, a sunstone, and a sprig of rosemary were used in casting a banishment upon a creature that hates those things, its saving throw vs. the spell would be made with a -8 penalty (four substances times the factor of -2). Special items, such as hair from the tail of a ki-rin or couatl feathers, could also be added to bring the factor up to -3 or -4 per item. In contrast, a titan's hair, or mistletoe blessed by a druid might lower the factor to -1 with respect to the same creature. If the subject creature successfully rolls its saving throw vs. spell, the caster is stung by a backlash of energy, suffers 2d6 points of damage, and is stunned for one round.



# Bigby's Grasping Hand

Evocation

Level: 7  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 7  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 183



*Bigby's grasping hand* is a superior version of the 6th-level *Bigby's forceful hand*. It creates a man-sized (five feet) to gargantuan-sized (21 feet) hand that appears and grasps a creature designated by the caster, regardless of what the spellcaster does or how the opponent tries to escape it. The grasping hand can hold motionless a creature or object of up to 1,000-pound weight, slow movement to 10 feet per round if the creature weighs between 1,000 and

4,000 pounds, or slow movement by 50% if the creature weighs up to 16,000 pounds. The hand itself inflicts no damage. The grasping hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can order it to release a trapped opponent or can dismiss it on command.

The material component is a leather glove.

## Bloodstone's Frightful Joining

Necromancy

Level: 7

Range: Touch

Components: V, S

Duration: 1 turn/level

Casting Time: 7

Area of Effect: One undead  
creature

Saving Throw: Special

Reference: *TOM*, page 40



With this spell, the wizard transfers his spirit to the body of an undead creature, totally dominating it. If the undead creature has intelligence, it is allowed a saving throw vs. spell to resist the joining. If the save is successful, the caster's spirit is forced back to his own body, and the wizard must make a system shock roll; if the roll fails, the wizard suffers 5d6 points of damage. If the roll succeeds, the wizard suffers half this damage.

While in the creature's body, the caster can use all of the creature's special attacks and innate abilities, excluding spells.

The wizard's body remains comatose, is subject to all regular attacks, and suffers damage normally. The wizard's spirit and body must remain on the same plane.

If intelligent, the possessed undead con-

tinually tries to purge the caster with ghastly mental threats heard only by the wizard. At the beginning of each hour of possession, the caster must succeed at an Intelligence check in order to retain his sanity. If the undead has a higher score, the difference is added to the die roll; if the necromancer has a higher Intelligence, the difference is subtracted. If the Intelligence roll fails, the wizard's intellect degenerates, making him a raving, homicidal maniac. His spirit is forced to return to his body, and he must attempt a system shock roll with damage occurring as outlined above. The caster remains dangerously insane until a *heal* or *wish* spell is used to restore his intellect.

When the spell's duration expires, the wizard's spirit returns to his body.

## Charm Plants

Enchantment/Charm

Level: 7

Range: 30 yards

Components: V, S, M

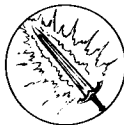
Duration: Permanent

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Negates

Reference: *PHB*, page 183



The *charm plants* spell allows the spellcaster to bring under command vegetable life forms and communicate with them. These plants obey instructions to the best of their ability. The spell will charm plants in a 30' x 10' area. While the spell does not endow the vegetation with new abilities, it does allow the wizard to command the plants to use whatever they have in order to fulfill his instructions; if the plants in the area of effect do have special or unusual abili-

ties, these are used as commanded by the wizard. For example, this spell can generally duplicate the effects of the 1st-level clerical spell *entangle*, if the caster desires. The saving throw applies only to intelligent plants, and is made with a -4 penalty to the die roll.

The material components of the spell are a pinch of humus, a drop of water, and a twig or leaf.

## Control Undead

Necromancy

Level: 7

Range: 60 feet

Components: V, S, M

Duration: 3d4 rounds + 1  
round/level

Casting Time: 1 round

Area of Effect: 1d6 undead

Saving Throw: Special

Reference: *PHB*, page 183



This spell enables the wizard to command 1d6 undead creatures for a short period of time. Upon casting the spell, the wizard selects one point within range of the spell. Those undead nearest to this point are affected, until either undead equal in Hit Dice to the caster's level or six undead are affected. Undead with 3 Hit Dice or less are automatically controlled. Those of greater Hit Dice are allowed a saving throw vs. spell, which, if successful, negates the attempt to control that creature. Regardless of the success or failure of the saving throw, each creature required to make a check counts toward the Hit Dice limit of the spell.

Those creatures under the control of the wizard can be commanded by the caster if they are within hearing range. There is no telepathic communication between the caster and the controlled undead. There is no language requirement, either. Even if communication is impossible, the controlled undead do not attack the spellcaster. At the end of the spell, the controlled undead revert to their normal behaviors. Those not mindless will remember the control exerted by the wizard.

The material components for this spell are a small piece each of bone and raw meat.



# Delayed Blast Fireball

Evocation

Level: 7

Range: 100 yards + 10  
yards/level

Components: V, S, M

Duration: Special

Casting Time: 7

Area of Effect: 20-foot-radius  
globe

Saving Throw:  $\frac{1}{2}$

Reference: *PHB*, page 183



This spell creates an explosive burst of flame which releases its blast anywhere from instantly to five rounds later, according to the command given by the wizard, and which detonates with a low roar and delivers damage proportionate to the level of the wizard who cast it—1d6 + 1 points of damage for each level of experience of the spellcaster (up to a maximum of 10d6 + 10). The burst of the fireball creates little pressure, and the burst generally conforms to the shape of the area in which it occurs, thus filling an area equal to its normal spherical volume (roughly 33,000 cubic feet—33 10' × 10' × 10' cubes). Besides causing damage to creatures, the fireball ignites all combustible materials within its burst ra-

dius, and the heat of the fireball will melt soft metals such as gold, copper, silver, etc. Exposed items must roll saving throws vs. magical fire to determine if they are affected, but items in the possession of a creature that rolls a successful saving throw are unaffected.

Creatures failing their saving throws each take full damage from the blast. Those who make their saving throws manage to dodge, fall flat or roll aside, each taking half the full hit point damage—each and every one within the blast area!

The material component of this spell is a tiny ball composed of bat guano and sulphur.

## Drawmij's Instant Summons

Conjuration/Summoning

Level: 7

Range: Infinite + special

Components: V, S, M

Duration: Instantaneous

Casting Time: 1

Area of Effect: One small object

Saving Throw: None

Reference: *PHB*, page 183



The wizard teleports some desired item from virtually any location directly to his hand. The single object can be no larger in any dimension than a sword, can have no more weight than a shield, and it must be nonliving. To prepare this spell, the wizard must hold a gem of not less than 5,000 gp value in his hand and utter all but the final word of the conjuration. He then must crush this gem and utter the final word. The item must have been previously touched during the initial incantation and specifically named; only that particular item will be summoned by the spell. The special gem used to summon the item has a magically created inscription naming the item to be summoned. The inscription is invisible and unreadable, except by means of a *read magic* spell, to all but the wizard who cast the summons.

If the item is in the possession of another creature, the spell will not work, and the caster knows who the possessor is and roughly where he, she, or it is located. For each level of experience above the 14th, the wizard is able to summon a desired item from one plane further removed from the plane he is on. Note that special wards or barriers, or factors blocking the *teleport* or *plane shift* spells may also block the operation of this spell.

Note that if the item is wizard marked, it can be summoned from anywhere on the same plane unless special local conditions apply. Furthermore, the details of the location of the item will be more specific, and the item will be more easily traceable with other types of scrying magic.

## Duo-Dimension

Alteration

Level: 7  
Range: 0  
Components: V, S, M  
Duration: 3 rounds + 1  
round/level  
Casting Time: 7  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, page 184



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A *duo-dimension* spell causes the caster to have only two dimensions, height and width, but no depth. He is thus invisible when turned sideways. This invisibility can only be detected by means of a *true seeing* spell or similar methods. In addition, the duo-dimensional wizard can pass through the thinnest of spaces as long as these have the proper height according to his actual length—going through the space between a door and its frame is a simple matter. The wizard can perform all actions normally. He can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following round.

Note that when turned, the wizard cannot be affected by any form of attack, but when visible, he is subject to double the nor-

mal amount of damage. Furthermore, the wizard has a portion of his existence on the Astral plane when the spell is in effect, and he is subject to possible notice by creatures there. If noticed, it is 25% probable that the wizard is pulled entirely into the Astral plane by any attack (normal damage) from an astral creature.

The material components of this spell are a flat ivory likeness of the spellcaster (which must be of finest workmanship, gold filigreed, and enameled and gem-studded at an average cost of 500 to 1,000 gp) and a strip of parchment. As the spell is uttered, the parchment is given a half twist and joined at the ends. The figurine is then passed through the parchment loop, and both disappear forever.

## Finger of Death

Necromancy

Level:

7

Range:

60 yards

Components:

V, S

Duration:

Permanent

Casting Time:

5

Area of Effect:

One creature

Saving Throw:

Neg.

Reference:

*PHB*, page 184



The *finger of death* spell snuffs out the victim's life force. If successful, the victim can be neither *raised* nor *resurrected*. In addition, in human subjects the spell initiates changes to the body such that after three days the caster can, by means of a special ceremony costing not less than 1,000 gp plus 500 gp per body, animate the corpse as a juj-zombie under the control of the caster. The changes can be reversed before animation by a *limited wish* or similar spell cast

directly upon the body, while a full *wish* restores the subject to life.

The caster utters the *finger of death* spell incantation, points his index finger at the creature to be slain, and unless the victim succeeds in a saving throw vs. spell, death occurs. A creature successfully saving still receives 2d8 + 1 points of damage. If the subject dies of damage, no internal changes occur and the victim can then be revived normally.



# Forcecage

Evocation

Level: 7  
Range: 10 yards/2 levels  
Components: V, S + special  
Duration: 6 turns + 1/level  
Casting Time: 3-4  
Area of Effect: 20-foot cube  
Saving Throw: None  
Reference: *PHB*, page 184



This powerful spell enables the caster to bring into being a cube of force, but it is unlike the magic item in one important respect: The forcecage does not have solid walls of force; it has alternating bands of force with 1/2-inch gaps between. Creatures within the area of effect of the spell are caught and contained unless they are able to pass through the openings.

A creature with magic resistance has a single attempt to pass through the walls of the cage. Note that a successful check does not destroy the cage, nor does it allow other creatures (save familiars) to flee with the escaping creature. The forcecage is also unlike a *cube of force* in that it can be gotten rid of only by means of a *dispel magic* spell or by expiration of the spell.

A *forcecage* spell can be altered to a *force-*

*cube* spell. The cube created is 10 feet on a side, and the spell then resembles that of a *cube of force* in all respects save the differences between the methods of defeating its power.

Although the actual casting of either application of the spell requires no material component, the study of the spell required to commit it to memory does demand that the wizard powder a diamond of at least 1,000 gp value, using the diamond dust to trace the outlines of the cage or cube he desires to create via spell casting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the wizard must then toss the dust into the air and it will disappear.

## Hatch the Stone from the Egg

Alteration, Enchantment, Evocation  
Level: 7  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 1d4 + 4 hours  
Area of Effect: One alchemical  
mixture  
Saving Throw: None  
Reference: TOM, pages 40-1



When a wizard wishes to create the magical item known as the *philosopher's stone*, he must first discover its alchemical formula, which tells him the necessary ingredients and the method of preparing them. This information is not provided by this spell, and this spell is useless without the formula. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the wizard in the course of adventuring.)

When the formula has been discovered and the ingredients prepared, the wizard en-

chants the alchemical mixture with the *enchant an item* spell. *Hatch the stone from the egg* is then cast upon the mixture. This spell slowly transmutes the mixture into its final form as the philosopher's stone. The process is then completed with a *permanency* spell.

The material component for this spell is a magical item known as the *philosopher's egg*, which is an enchanted retort used to hold the alchemical mixture. The *egg* is not destroyed upon completion of the spell and may be used again.

# Hornung's Surge Selector

Alteration (Wild Magic)

Level: 7

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

Reference: *TOM*, page 41



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The great Hornung, having been blasted more than once by his own wild surges, devised a method of improving the results of wild magic and, not incidentally, his own chances of survival. The result was *Hornung's surge selector*. By casting this spell, the wild mage gains greater control over wild surges. When the caster's spell creates a wild surge, two separate results are determined (see *TOM*, pp.7-8). The caster can then choose which of the two results will take effect. This spell can be used in

conjunction with *Nahal's reckless dweomer*.

The spell's duration is a fixed number of surges or 12 hours, whichever comes first. The wild mage is able to shape one wild surge per five levels of his experience; thus, a 15th-level caster could shape three wild surges within a 12-hour period. At the end of 12 hours, the spell expires, regardless of the number of surges the spell has remaining.

The material component is a small brass spinner.

# Intensify Summoning

Conjuration/Summoning,  
Necromancy

Level: 7  
Range: Special  
Components: V, S, M  
Duration: 1 turn  
Casting Time: 6  
Area of Effect: Special  
Saving Throw: None  
Reference: TOM, page 41



This spell enhances the strength of creatures summoned by the caster via 1st-through 6th-level conjuration/summoning spells. Only spells which bring summoned-creatures to the wizard are affected.

The first two conjuration/summoning spells cast by the wizard within one turn following the *intensify summoning spell* are affected. Summoned creatures gain 2 hit points per hit die. The affected creatures retain their bonus hit points until the normal expiration of the spell which summoned them.

The material components are a small leather pouch and a miniature silver candelabra.



## Limited Wish

Conjuration/Summoning,  
Invocation/Evocation

Level: 7  
Range: Unlimited  
Components: V  
Duration: Special  
Casting Time: Special  
Area of Effect: Special  
Saving Throw: Special  
Reference: *PHB*, page 184



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The *limited wish* is a very potent but difficult spell. It will fulfill literally, but only partially or for a limited duration, the utterance of the spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the wizard unless the wording of the spell is most carefully stated) in some limited manner. The use of a *limited wish* will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some hit points (or all hit points for a limited duration) lost by the wizard. It can re-

duce opponent hit probabilities or damage, it can increase duration of some magical effect, it can cause a creature to be favorably disposed to the spellcaster, mimic a spell of 7th level or less, and so on. Greedy desires usually end in disaster for the wisher. Casting time is based on the actual time spent preparing the wording for the spell (clever players decide what they want to say before using the spell). Normally, the casting time is one round (most of it being taken up by deciding what to say). Casting this spell ages the caster one year per 100 years of regular life span.

# Malec-Keth's Flame Fist

Evocation

Level: 7

Range: 0

Components: V, S

Duration: 1 round/level

Casting Time: 1

Area of Effect: One creature or  
object

Saving Throw: Special

Reference: TOM, page 41



When this spell is completed, one of the caster's hands (his choice) bursts into light and is surrounded by an aura of flame. The caster suffers no damage from this effect. Illumination is equal to that of a torch.

If the wizard successfully touches an opponent, the subject must attempt a saving throw vs. spell. If the roll is successful, the flame remains on the caster's hand (and he may use it to make further attacks until the spell's duration expires) and the touched creature suffers  $1d4 + 2$  points of fire damage. If the save is failed, the flame leaves the

caster's hand to surround the victim's body in an aura of searing fire. The super-heated aura burns for one round, inflicting  $1d4$  points of damage per level of the caster.

Instead of attacking a creature, the caster may choose to touch any single object, which is automatically surrounded by the searing aura for one round and must succeed at an item saving throw vs. magical fire or be destroyed. The aura can surround an object up to 5 cubic feet in volume per level of the caster.

# Mass Invisibility

Illusion/Phantasm

Level: 7

Range: 10 yards/level

Components: V, S, M

Duration: Special

Casting Time: 7

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 184



This is a more extensive adaptation of the *invisibility* spell for battlefield use. It can hide creatures in a 60 yard by 60 yard area; up to 300 to 400 man-sized creatures, 30 to 40 giants, or six to eight large dragons. The effect is mobile with the unit and is broken when the unit attacks. Individuals leaving the unit become visible. The wizard can end this spell upon command.

## Monster Summoning V

Conjuration/Summoning

Level: 7

Range: 70 yards

Components: V, S, M

Duration: 6 rounds + 1  
round/level

Casting Time: 6

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 185



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This spell is much like the 3rd-level *monster summoning I* spell, except that this spell summons 1d3 5th-level monsters. These appear within spell range and attack the caster's opponents until either he commands them to cease, the spell duration expires, or until the monsters are slain. These creatures do not check morale, and vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.



# Mordenkainen's Magnificent Mansion

Alteration, Conjunction

Level: 7

Range: 10 yards

Components: V, S, M

Duration: 1 hour/level

Casting Time: 7 rounds

Area of Effect: 300 sq. ft./level

Saving Throw: None

Reference: *PHB*, page 185



The wizard conjures up an extradimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. Those creatures observing the area will see only a faint shimmering in the air, an area of four feet wide and eight feet high. The caster of the spell controls entry to the mansion, and the portal is shut and made invisible behind him when he enters. He may open it again from his own side at will. Once observers have passed beyond the entrance, they will behold a magnificent foyer and numerous chambers beyond. The place contains sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spellcaster has levels of experience. There is a staff of near-transparent servants.

Outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place is normal, but the food is not. It will seem excellent and be quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and if those resting have not eaten real food within a reasonable time span, ravenous hunger strikes.

The material components of this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

# Mordenkainen's Sword

## Evocation

Level: 7  
Range: 30 yards  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 7  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 185



Upon casting this spell, the wizard brings into being a shimmering, swordlike plane of force. The spellcaster is able to mentally wield this weapon (to the exclusion of all activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for Mordekainen's sword to hit is the same as the chance for a sword wielded by a fighter of one-half the level of the spellcaster (e.g., if cast by a 14th-level wizard, the weapon has the same hit probability as a sword wielded by a 7th-level fighter). The sword has no magical attack bonuses, but it can hit nearly any sort of opponent, even those normally

struck only by +3 weapons, or those who are astral, ethereal, or out of phase. It hits any Armor Class on a roll of 19 or 20. It inflicts 5d4 points of damage to opponents of man-size or smaller and 5d6 on opponents larger than man-sized. It lasts until the spell duration expires, a *dispel magic* is used successfully upon it, or its caster no longer desires it.

The material component is a miniature platinum sword with a grip and pommel of copper and zinc which costs 500 gp to construct, and which disappears after the spell's completion.

## Phase Door

Alteration  
Level: 7  
Range: Touch  
Components: V  
Duration: 1 usage/2 levels  
Casting Time: 7  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 185



When this spell is cast, the wizard attunes his body, and a section of wall is affected as if by a *passwall* spell. The phase door is invisible to all creatures save the spellcaster, and only he can use the space or passage the spell creates, disappearing when the phase door is entered, and appearing when it is exited. If the caster desires, one other creature of man-size or less can be taken through the door; this counts as two uses of the door. The door does not pass light, sound, or spell effects, nor can the caster see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of seeing* and similar magic will reveal the presence of a phase door, but will not allow the its use.

The phase door lasts one usage for every two levels of experience of the spellcaster. It can be dispelled only by a casting of *dispel magic* from a higher-level wizard, or by several lower-level wizards casting in concert, whose combined levels of experience are more than double that of the wizard who cast the spell (this is the only instance in which combining dispel effects can be done).

Rumor has that this spell has been adapted by a certain powerful wizard (or wizards) to create renewable (or permanent) portals, which may (or may not) be keyed to specific individuals (henchmen) or items (such as rings).

## Power Word, Stun

Conjuration/Summoning

Level: 7

Range: 5 yards/level

Components: V

Duration: Special

Casting Time: 1

Area of Effect: One creature

Saving Throw: None

Reference: *PHB*, page 185



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When a *power word, stun* spell is uttered, any creature of the wizard's choice is stunned—reeling and unable to think coherently or act—for a duration dependent on its current hit points. Of course, the wizard must be facing the creature, and the creature must be within the range of five yards per experience level of the caster. Creatures with 1 to 30 hit points will be stunned for 4d4 rounds, those with 31 to 60 hit points will be stunned for 2d4 rounds, those with 61 to 90 hit points will be stunned for 1d4 rounds, and creatures with over 90 hit points will not be affected. Note that if a creature is weakened due to any cause so that its hit points are below their usual maximum, the current number of hit points possessed is used.



## Power Word, Blind

Conjuration/Summoning

Level: 8

Range: 5 yards/level

Components: V

Duration: Special

Casting Time: 1

Area of Effect: 15-foot-radius  
sphere

Saving Throw: None

Reference: *PHB*, page 191



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When a *power word*, *blind* spell is cast, one or more creatures within spell range and area of effect become sightless. The spellcaster selects one creature as the target center, and the effect spreads outward from the center, affecting creatures with the lowest hit point totals first; alternatively, the spell can be focused to affect only an individual creature. Creatures with a current hit point total over 100 hit points are not affected and do not count against the number of creatures affected. The spell affects up to 100 hit points of creatures, but the duration de-

pends upon how many hit points of creatures are affected. If 25 or fewer hit points are affected, the blindness is permanent until cured. If 26 to 50 hit points are affected, the blindness lasts for  $1d4 + 1$  turns, and if 51 to 100 hit points of creatures are affected, the spell duration is but  $1d4 + 1$  rounds. An individual creature cannot be partially affected; if all of its current hit points are affected, it is blinded, otherwise, it is not. Blindness can be removed by a *cure blindness* or *dispel magic* spell.

## Prismatic Spray

Conjuration/Summoning

Level: 7

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 7

Area of Effect: 70-foot-long plane,  
15 feet wide at end,  
5 feet wide at base

Saving Throw: Special

Reference: *PHB*, page 186



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When this spell is cast, the wizard causes seven shimmering multi-colored rays of light to flash from his hand. These include all seven colors of the visible spectrum; each ray has a different power and purpose. Any creature with fewer than 8 Hit Dice struck by a ray is blinded for 2d4 rounds, regardless of any other effect. Any creature in the area of effect will be touched by one or more of the rays. To determine which ray strikes the concerned creature, roll 1d8: 1 = red, 2 = orange, 3 = yellow, 4 = green, 5 = blue, 6 = indigo, 7 = violet, 8 = struck by two rays—roll again twice, ignoring any 8's.

Color, Order	Effects
Red, 1st	20 points damage, save vs. spell for $1/2$
Orange, 2nd	40 points damage, save vs. spell for $1/2$
Yellow, 3rd	80 points damage, save vs. spell for $1/2$
Green, 4th	save vs. poison or dead, otherwise, 20 points poison damage
Blue, 5th	save vs. petrification or turned to stone
Indigo, 6th	save vs. wand or insane
Violet, 7th	save vs. spell or sent to another plane

## Reverse Gravity

Alteration

Level: 7  
Range: 5 yards/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 7  
Area of Effect: 30 feet × 30 feet  
Saving Throw: None  
Reference: *PHB*, page 186



This spell reverses gravity in the area of effect, causing all unattached objects and creatures within it to "fall" upward. The reversed gravity lasts for as long as the caster desires or until the spell expires. If some solid object is encountered in this "fall," the object strikes it in the same manner as a normal downward fall. At the end of the spell duration, the affected objects and creatures fall downward. As the spell affects an area, objects tens, hundreds, or even thousands of feet in the air can be affected.

The material components of this spell are a lodestone and iron filings.

## Sequester

Illusion/Phantasm, Abjuration  
Level: 7  
Range: Touch  
Components: V, S, M  
Duration: 1 week + 1  
day/level  
Casting Time: 7  
Area of Effect: 2-foot cube/level  
Saving Throw: Special  
Reference: *PHB*, page 186



When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the *sequester* spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a *sequester* spell can mask a secret door, a treasure vault, or whatever. Of course, it does not render the subject proof from tactile discovery or from devices such as a *robe of eyes* or a *gem of seeing*. If

cast upon a creature not desiring to be affected, a normal saving throw vs. spell is allowed. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

The material components of the spell are basilisk eyelash, gum arabic, and a dram of whitewash.



# Shadow Walk

Illusion, Enchantment

Level: 7

Range: Touch

Components: V, S

Duration: 6 turns/level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 186



In order to use the *shadow walk* spell, the wizard must be in an area of heavy shadows. The caster and any creature he touches will then be transported to the edge of the Prime Material plane where it borders the plane of Shadow. In this region, the wizard can move at a relative rate of up to seven miles per turn, moving normally on the borders of the plane of Shadow, but much more rapidly relative to the Prime Material plane. Thus, rapid travel can be accomplished by moving in the plane of Shadow and then stepping from the plane of Shadow to the Prime Material plane. The wizard knows where he will come out on the Prime Material plane.

The *shadow walk* spell can also be used to travel to other planes which border on the plane of Shadow, but this requires the potentially perilous transit of the plane of Shadow to arrive at a border with another plane of reality. Any creatures touched by the wizard when *shadow walk* is cast will also make the transition to the borders of the plane of Shadow. They may opt to follow the wizard, wander off into the Shadow plane, or stumble back into the Prime Material plane (50% chance for either result if they are lost or abandoned by the wizard). Creatures unwilling to accompany the wizard into the plane of Shadow get a saving throw, negating the effect if successful.

## Simulacrum

Illusion/Phantasm

Level: 7  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: Special  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 186



The wizard is able to create a duplicate of any creature. The duplicate appears exactly the same as the original, but there are differences: the simulacrum has only 51% to 60% (50% + 1d10%) of the hit points of the real creature, there are personality differences, there are areas of knowledge which the duplicate does not have, and a *detect magic* spell will instantly reveal it as a simulacrum, as will a *true seeing* spell. At all times, the simulacrum remains under the absolute command of the wizard who created it. No special telepathic link exists, so command must be exercised in some other manner. The spell creates the form of the creature, but it is only a zombie-like creation. A *reincarnation* spell must be used to give the duplicate a vital force, and a *limited wish* spell must be used to empower the duplicate with

40% to 65% (35% + 5d6%) of the knowledge and personality of the original. The level, if any, of the simulacrum is from 20% to 50% of the original creature.

The duplicate creature is formed from ice or snow. The spell is cast over the rough form, and some piece of the creature to be duplicated must be placed inside the snow or ice. Additionally, the spell requires powdered ruby.

The simulacrum has no ability to become more powerful: it cannot increase its level or abilities. If destroyed, it reverts to snow and melts into nothingness. Damage to the simulacrum can be repaired by a complex process requiring at least one day, 100 gp per hit point, and a fully equipped laboratory.

## Spell Shape

Alteration (Wild Magic)

Level: 7

Range: 0

Components: V, S, M

Duration: 1d4 + 1 rounds

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: Special

Reference: *TOM*, page 42



If a wild mage is the target of a spell or magical item, this spell automatically allows him a saving throw. If the saving throw is failed, the opponent's spell has normal effect. If the saving throw is successful, the *spell shape* absorbs the magical energy of the opponent's spell. The wild mage can then choose to let the energy dissipate or he can instantly use it to cast a spell back at the opposing mage. The return spell must be of an equal or lesser spell level than the original one and must be currently memorized by the mage. The act of returning the spell does not cost the wild mage any of his currently memorized spells. Spell energy not used immediately will dissipate.

For example, a wild mage protected by *spell shape* is struck by a *finger of death* spell (a 7th-level spell). He succeeds at his

saving throw, so he can now cast a spell of 7th level or lower. Having *feblemind*, a 5th-level spell, memorized, he chooses to cast it at his enemy. He makes his level variation check (and doesn't get a wild surge), so the *feblemind* spell is cast. He still has his original *feblemind* spell memorized. The remaining two spell levels are lost since they were not used in the same round.

While in effect, the spell gives no visible sign of its existence. It offers no protection against area effect spells. If the mage is struck by two spells at once, he may choose which spell to shape. He suffers all effects of the remaining spell.

The material component is a diamond worth no less than 2,000 gp, transformed into a lump of coal.

## Spell Turning

Abjuration  
Level: 7  
Range: 0  
Components: V, S, M  
Duration: Up to 3  
                  rounds/level  
Casting Time: 7  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, page 187



This powerful abjuration causes spells cast against the wizard to rebound on the original caster. This specifically excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, etc.

From seven to 10 spell levels will be affected by the turning. The exact number is secretly rolled by the DM.

A spell may be only partially turned—divide the number of remaining levels that can be turned by the spell level of the incoming spell to see what fraction of the effect is turned—the remainder affects the formerly protected wizard. Partially turned *hold* or *paralysis* spells will *slow* those who are 50% or more affected.

If the protected wizard and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the following effects:

<b>D100 Roll</b>	<b>Effect</b>
01-70	Spell drains away without effect
71-80	Spell affects both equally at full effect
81-97	Both turning effects are negated; items turning spells are nonfunctional for 1d4 turns
98-00	Both casters go through a rift into the Positive Material plane

The material component for the spell is a small silver mirror.



## Statue

Alteration  
Level: 7  
Range: Touch  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 7  
Area of Effect: Creature touched  
Saving Throw: Special  
Reference: *PHB*, page 187



When a *statue* spell is cast, the wizard or other creature is apparently turned to solid stone, along with any garments and equipment worn or carried. The initial transformation from flesh to stone requires one full round after the spell is cast. During this initial transformation, the creature must roll a saving throw of 82% or less, with -1 deducted from the dice roll score for each point of Constitution, so an 18 Constitution indicates certain success. Failure indicates system shock and death. Thereafter, the creature can withstand any inspection and appear to be a stone statue, although a faint magic is detected from the stone if it is checked for.

Despite being in this condition, the petrified individual can see, hear, and smell normally. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body—*i.e.*, chipping is equal to a slight wound, but breaking off one of the statue's arms is serious damage.

The individual under the effects of a *statue* spell can return to his normal state instantly, act, and then return to statue state if he so desires, as long as the spell duration is in effect.

The material components of this spell are lime, sand, and a drop of water stirred by an iron bar such as a nail or spike.

## Steal Enchantment

Enchantment  
Level: 7  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 hour  
Area of Effect: One item  
Saving Throw: Negates  
Reference: TOM, page 42



This spell "steals" the enchantment from a magical item and places it within another, nonmagical item. Both objects must be touched by the wizard during casting. The two items must be of the same category (blunt weapon, edged weapon, ring, amulet, shield, armor, wand, etc.).

The enchantment can be transferred only to a nonmagical item. Only the energy of one item can be transferred; it is not possible to combine two magical items into one item. The new item has all properties of the original magical item (including the same number of charges, if any).

At the culmination of the spell, the original magical object is allowed an item saving throw vs. disintegration with all modifiers it is allowed as a magical item. If the saving throw is successful, the magical object re-

sists the effect and the spell ends in failure. If the roll is failed, the magical item loses all powers, which are transferred to the previously nonmagical object. Exceptionally powerful objects (such as artifacts) automatically succeed their saving throw at the DM's discretion.

Even if the magical item fails its saving throw, there is a chance that the enchantment might be lost, leaving both items nonmagical. The base chance of this occurring is 100%, modified by -5% per level of the caster. Thus, a 20th-level wizard has no chance of losing the magic.

The material component is the nonmagical item which is to receive the enchantment. It must be of equal or greater value than the object to be drained.

## Suffocate

Alteration, Necromancy

Level: 7

Range: 30 yards

Components: V, S, M

Duration: 1 round/level

Casting Time: 7

Area of Effect: 10-foot-radius  
circle

Saving Throw: Negates

Reference: *TOM*, page 43



This spell draws the breath out of all creatures within the area of effect who fail a saving throw vs. spell. Their breath is placed within a small silk bag held by the caster.

Each round, a victim of this spell must attempt a Constitution check. If failed, the creature suffers 2d4 points of damage. If successful, the subject has taken in enough air to reduce the damage to 1d4.

As they struggle and gasp for air, affected creatures move and attack at half their normal rates, have a +4 Armor Class penalty, an attack penalty of -4, and lose all Dexterity combat bonuses.

Effects of this spell continue each round, regardless of whether the victims remain in the original area of effect. The damage accumulates until the spell expires, the silken bag is opened, or a successful *dispel magic* spell is cast upon the bag. The penalties to combat remain in effect for 1d3 rounds after the spell ends.

The material component is a small silk bag studded with black opals worth a total of no less than 5,000 gp. The bag is not destroyed during casting, but becomes useless for future castings if a successful *dispel magic* spell is used on it.

# Teleport Without Error

Alteration

Level: 7  
Range: Touch  
Components: V  
Duration: Instantaneous  
Casting Time: 1  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 187



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This spell is similar to the *teleport* spell. The caster is able to transport himself, along with 250 pounds, plus 150 pounds per level over 10th-, to any known location on his home plane with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area for an eventual *teleportation without error* spell. (Also see 9th-level wizard spell, *succor*, page 197, *PHB*.) The caster can do nothing else the round that he appears from a teleport.

Destination:	Probability of Teleporting		
	High	On Target	Low
Very familiar	01-02	03-99	00
Studied	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00



## Vanish

Alteration  
Level: 7  
Range: Touch  
Components: V  
Duration: Special  
Casting Time: 2  
Area of Effect: One object  
Saving Throw: None  
Reference: *PHB*, page 187



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When the wizard employs this spell, he causes an object to vanish (*i.e.*, to be teleported as if by a *teleport* spell) if it weighs no more than 50 pounds per caster level. Thus, a 14th-level caster can “vanish,” and cause to reappear at a desired location, an object of up to 700 pounds weight. The maximum volume of material that can be affected is three cubic feet per level of experience. Thus, both weight and volume limit the spell. An object that exceeds either limitation is unaffected and the spell fails.

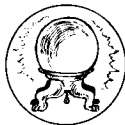
If desired, a vanished object can be placed deep within the Ethereal plane. In this case,

the point from which the object vanished remains faintly magical until the item is retrieved. A successful *dispel magic* spell cast on the point will bring the vanished item back from the Ethereal plane. Note that creatures and magical forces cannot be made to vanish.

There is a 1% chance a vanished item will be disintegrated instead. There is also a 1% chance a creature from the Ethereal plane will be able to gain access to the Prime Material plane through the vanished item's connection.

## Vision

Divination  
Level: 7  
Range: 0  
Components: V, S, M  
Duration: Special  
Casting Time: 7  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, page 187



' At such time as the wizard wishes to gain supernatural guidance, he casts a *vision* spell, calling upon whatever power he desires aid from, and asking the question for which a vision is to be given in answer. Two six-sided dice are rolled. If they total 2 to 6, the power is annoyed and will cause the wizard, by an ultra-powerful geas or quest, to do some service, and no questions will be answered. If the dice total 7 to 9, the power is indifferent, and some minor vision, possi-

bly unrelated to the question, is given. A score of 10 or better indicates that the vision is granted.

The material component of the spell is the sacrifice of something valued by the spell-caster or by the power supplicated. The more precious the sacrifice, the better the chance of spell success. A very precious item will be given a bonus of +1 on the dice, one that is extremely precious adds +2, and a priceless item adds +3.

## Abi-Dalzim's Horrid Wilting

Alteration, Necromancy

Level: 8

Range: 20 yards/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 8

Area of Effect: 30-foot cube

Saving Throw:  $\frac{1}{2}$

Reference: *TOM*, page 43



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This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 points of damage per level of the caster. Affected creatures are allowed a saving throw, with success indicating half damage.

This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

The material component of this spell is a bit of sponge.

## Airboat

Alteration, Enchantment

Level: 8

Range: 1 mile

Components: V, S

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Reference: TOM, page 43



This spell must be cast under a cloudy sky. The caster points at a cloud, which immediately descends toward him. As it comes closer, the cloud changes shape, becoming any sort of vessel imagined by the wizard (a dragon-shaped galley, a one-man dinghy, etc.).

Although the airboat is made of cloud, it feels solid and can support the weight of the caster plus one passenger per level of the wizard. It can fly at any speed up to five miles per hour per level of the caster (to a maximum of 90 miles per hour).

The caster maintains total telepathic control over the airboat's speed and direction. While controlling the vessel, the wizard is able to perform other actions, but he may not cast other spells.



## Antipathy-Sympathy

Enchantment/Charm

Level: 8  
Range: 30 yards  
Components: V, S, M  
Duration: 2 hours/level  
Casting Time: 1 hour  
Area of Effect: Special  
Saving Throw: Special  
Reference: *PHB*, page 188



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This allows the wizard to set vibrations to emanate from an object or location that will tend to either repel or attract. The wizard must decide the *specific* creature or alignment to be affected before casting—the components of each differ. The spell cannot be cast upon living creatures.

*Antipathy:* This spell causes the creature or alignment type to feel an overpowering urge to leave the area or not touch the affected item. If a saving throw vs. spell is successful, the creature can stay/touch the item, but the creature will feel very uncomfortable and a persistent itching will cause the loss of 1 point of Dexterity per round, subject to a maximum loss of 4 points and a minimum Dexterity of 3.

The material component is a lump of alum soaked in vinegar.

*Sympathy:* This causes a particular type of creature or alignment to feel pleased to be in an area or with the prospect of touching an object or item—the desire will be overpowering. If a saving throw vs. spell is failed, the subject stays or refuses to release the object. If the saving throw is successful, a subsequent saving throw must be rolled 1d6 turns later; if this saving throw fails, the affected creature will return to the area or object.

The material components are 1,000 gp of crushed pearls and a drop of honey.

If this spell is cast upon an area, a 10-foot cube can be enchanted per experience level of the caster. If an object or item is enchanted, only that single thing can be enchanted, but affected creatures or characters save vs. spell with a -2 penalty.

# Bigby's Clenched Fist

Evocation  
Level: 8  
Range: 5 yards/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 8  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 188



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This spell brings forth a huge, disembodied hand that is balled into a fist. This magical member is under the mental control of the spellcaster, who can cause it to strike an opponent each round. No concentration is required once the spell is cast. The clenched fist never misses, but it can only strike as directed by the caster. The effectiveness of its blows varies from round to round.

The fist has an Armor Class of 0 and is destroyed by damage equal to the hit points of its caster at full health.

The material component of this spell is a leather glove and a small device consisting of four rings joined so as to form a slightly

curved line, with an "I" upon which the bottoms of the rings rest, the whole fashioned of an alloy of copper and zinc.

<b>D20 Roll</b>	<b>Result</b>
1-12	glancing blow—1d6 hp
13-16	solid punch—2d6 hp
17-19	hard punch—3d6 hp, and opponent is stunned* next round
20	Crushing blow*—4d6 hp and opponent is stunned for 3 rounds

\* The wizard adds +4 to the die rolls of subsequent attacks if the opponent is stunned.

## Binding

Enchantment, Evocation

Level: 8

Range: 10 yards

Components: V, S, M

Duration: Special

Casting Time: Special

Area of Effect: One creature

Saving Throw: Special

Reference: *PHB*, pages 188-9



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A *binding* spell creates a magical restraint to hold a creature, usually from another plane of existence. The specific methods of binding should be researched in the *PHB*. There are six types of binding:

*Chaining*: The subject is confined by restraints that generate an *antipathy* affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s). The subject of this form of binding remains within the restraining barrier.

*Slumber*: Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

*Bound Slumber*: A combination of chaining and slumber that lasts for up to one month per level of the caster(s).

*Hedged Prison*: The subject is brought within a confined area from which it cannot wander until the magical hedge is somehow broken.

*Metamorphosis*: Changes the subject to noncorporeal form, save for its head or face. The binding is permanent until some prescribed act frees the subject.

*Minimis Containment*: The subject is shrunk to a height of one inch or less and held within the hedged prison of some gem or similar object. The subject of a minimis containment, metamorphosis, or hedged prison radiates a very faint aura of magic.

Again, please see the *PHB* for other information.

# Clone

Necromancy  
Level: 8  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 189



This spell creates a duplicate of a human, demihuman, or humanoid creature. This clone is in most respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate is a person, so that if the original and a duplicate exist at the same time, each knows of the other's existence; the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. If one cannot destroy the other, one (98%) will go insane (90% likely to be the clone) and destroy itself, or possibly (2% chance) both will become mad and destroy themselves. These events nearly always occur within one week of the dual existence. Note that the clone will become the person as he existed at the time at which the flesh was taken, and all subsequent knowl-

edge, experience, etc. is totally unknown to the clone. The clone will be a physical duplicate, and possessions of the original are another matter entirely. A clone takes 2d4 months to grow, and only after that time is dual existence established. Finally, the clone has one less Constitution point than the body it was cloned from, and the cloning fails if the clone would have a Constitution of 0.

The material component is a small piece of the flesh of the person to be duplicated. The DM may, in addition, add other stipulations to the success of a cloning effort, requiring that some trace of life must remain in the flesh sample, requiring that some means of preserving the sample must be devised and maintained, etc.



## Demand

Evocation, Enchantment/Charm  
Level: 8  
Range: Special  
Components: V, S, M  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: One creature  
Saving Throw: Special  
Reference: *PHB*, page 189



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This spell allows a brief contact with a far distant creature, and the message can also contain a *suggestion* spell, which the subject will do its best to carry out if it fails its saving throw vs. spell with a -2 penalty. Of course, if the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand comes, the message is understood but no saving throw is necessary and the suggestion is ineffective.

The caster must be familiar with the creature contacted, and must know its name and appearance well. If the creature in question is not on the same plane of existence as the spellcaster, there is a base 5% chance that the demand does not arrive. Local condi-

tions on other planes may worsen this chance considerably at the option of the DM. The demand, if received, will be understood even though the creature has an Intelligence ability score as low as 1 (animal Intelligence). Creatures of demigod status or higher can choose to come or not, as they please.

The demand message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature—a hair, bit of nail, etc.

## Glassteel

Alteration  
Level: 8  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 8  
Area of Effect: Object touched  
Saving Throw: None  
Reference: *PHB*, page 189



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The *glassteel* spell turns normal, non-magical crystal or glass into a transparent substance that has the tensile strength and unbreakability of actual steel. Only a relatively small volume of material can be affected, a maximum weight of 10 pounds per level of experience of the spellcaster, and it must form one whole object. The Armor Class of the substance is 1.

The material components of this spell are a small piece of glass and a small piece of steel.

# Gunther's Kaleidoscopic Strike

Invocation/Evocation

Level: 8

Range: 5 yards/level

Components: V, S

Duration: Instantaneous

Casting Time: 8

Area of Effect: One creature

Saving Throw: Negates

Reference: *TOM*, pages 43-4



viii



When this spell is cast, a thin beam of shimmering, kaleidoscopic light shoots from the wizard's fingertips toward his target. The victim is allowed a saving throw to resist the beam.

This spell has no effect on nonspellcasters, causing them no harm whatsoever. Creatures with innate spell-like abilities are also unaffected. Against wizards and priests, however, this spell can be devastating. It "short-circuits" the arcane energy stored in a spellcaster's mind, wiping away a number of memorized spells. Lost spells must be rememorized.

The number of spells drained is equal to the caster's level minus 1d20. Thus, a 16th-level wizard drains a maximum of 15 spells, but might drain zero spells, depending upon the die roll. After subtracting the die roll from the caster's level, any result of zero or a negative number indicates that the victim loses no spells.

Spells are drained from the wizard's list of currently memorized spells beginning with 1st-level spells and working up to higher level spells. Any decision regarding which spell should be drained from a specific level should be determined randomly.

# Homunculus Shield

Evocation, Necromancy

Level: 8

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

Reference: *TOM*, page 44



viii



By creating a *homunculus shield*, the wizard separates a portion of his mind in the form of an exteriorized magical homunculus. This creature is invisible to all but the caster, appearing as a miniature of the caster, perched atop his head.

The wizard may move and act normally while this spell is in effect. The magical homunculus operates as an independent spellcaster. It may cast only *teleport*, *contingency*, and protective spells of 4th level and lower. It casts only spells from the wizard's memorized store of spells, but any spells cast by the homunculus are done so with a casting time of 1. The wizard selects which spells are cast.

The homunculus has 1 hit point per two levels of the caster; while the homunculus is present, the wizard's hit points are reduced

by this amount.

The homunculus generally cannot be attacked separately from the wizard, but can be damaged separately (e.g., by area effect spells). The homunculus has the attributes and saving throws of the wizard.

At the end of the spell's duration, the homunculus disappears and any hit points it had are restored to the wizard. Hit points lost by the homunculus can only be regained by magical healing.

If the wizard's hit points are reduced to zero, the wizard is dead even if the homunculus had hit points remaining.

A wizard with an active homunculus shield suffers a -4 saving throw penalty against *magic jar* spells cast upon him.

The material component is a miniature sculpted bust of the spellcaster.



# Hornung's Random Dispatcher

Abjuration (Wild Magic)  
Level: 8  
Range: 30 yards  
Components: V  
Duration: Instantaneous  
Casting Time: 2  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: TOM, pages 44-5



viii



This spell can hurl a creature and all items carried by him to a random plane and leave him there. The caster has no control over the destination of the target. The conditions at the destination may kill the target or merely make life difficult. This determination is left to the DM. To determine the plane, roll on the table.

01-03	Abyss
04-06	Acheron
07-12	Alternate Prime Material plane
13-17	Arcadia
18-23	Astral plane
24-27	Beastlands
28-30	Concordant Opposition
31-35	Elemental plane
36-38	Elysium

39-44	Ethereal plane
45-47	Gehenna
48-50	Gladsheim
51-53	Hades
54-58	Limbo
59-61	Negative Material plane
62-64	Negative quasi-plane
65-67	Nine Hells
68-70	Nirvana
71-73	Olympus
74-76	Pandemonium
77-79	Para-Elemental plane
80-82	Positive Material plane
83-85	Positive quasi-plane
86-91	Prime Material plane
92-94	Seven Heavens
95-97	Tarterus
98-100	Twin Paradises

# Incendiary Cloud

Alteration, Evocation

Level: 8  
Range: 30 yards  
Components: V, S, M  
Duration: 4 rounds + 1d6 rounds  
Casting Time: 2  
Area of Effect: Special  
Saving Throw:  $\frac{1}{2}$   
Reference: *PHB*, page 189



viii



An *incendiary cloud* spell exactly resembles the smoke effects of a *pyrotechnics* spell, except that its minimum dimensions are a cloud of 10-foot height and 20-foot length and breadth. This dense vapor cloud billows forth, and on the third round of its existence it begins to flame, causing 1d2 hit points per level of the wizard who cast it. On the fourth round, it inflicts 1d4 points of damage per level of the caster, and on the fifth round this again drops to 1d2 hit points of damage per level as its flames burn out.

Any successive rounds of existence are simply harmless smoke that obscures vision within its confines. Creatures within the cloud need to make only one saving throw if it is successful, but if they fail the first saving throw, they roll again on the fourth and fifth rounds (if necessary) to attempt to reduce damage sustained by one half.

In order to cast this spell, the wizard must have an available fire source (just as with a *pyrotechnics* spell), scrapings from beneath a dung pile, and a pinch of dust.

## Mass Charm

Enchantment/Charm

Level: 8  
Range: 5 yards/level  
Components: V  
Duration: Special  
Casting Time: 8  
Area of Effect: Special  
Saving Throw: Negates  
Reference: *PHB*, page 190



A *mass charm* spell affects either persons or monsters just as does a *charm person* spell or a *charm monster* spell. The *mass charm* spell, however, affects a number of creatures whose combined levels of experience and/or Hit Dice do not exceed twice the level of experience of the spellcaster. All affected creatures must be within the spell range and within a 30-foot cube. Note that the creatures' saving throws are unaffected by the number of recipients (see the *charm person* and *charm monster* spells), but all target creatures are subject to a -2 penalty on their saving throws because of the efficiency and power of this spell. The Wisdom bonus against charm spells does apply.

## Maze

Conjuration/Summoning

Level: 8  
Range: 5 yards/level  
Components: V, S  
Duration: Special  
Casting Time: 3  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 190



viii



An extradimensional space is brought into being upon utterance of a *maze* spell. The subject vanishes into the shifting labyrinth of force planes for a period of time that is totally dependent upon its Intelligence. (Note: Minotaurs are not affected by this spell.)

<b>Intelligence of Mazed Creature</b>	<b>Time Trapped in Maze</b>
Under 3	2d4 turns
3 to 5	1d4 turns
6 to 8	5d4 rounds
9 to 11	4d4 rounds
12 to 14	3d4 rounds
15 to 17	2d4 rounds
18 and up	1d4 rounds

Note that *teleport* and *dimension door* spells will not help a character escape a *maze* spell, although a *plane shift* spell would.



# Mind Blank

Abjuration  
Level: 8  
Range: 30 yards  
Components: V, S  
Duration: 1 day  
Casting Time: 1  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 190



viii



When the very powerful *mind blank* spell is cast, the creature is totally protected from all devices and spells that detect, influence, or read emotions or thoughts. This protects against *augury, charm, command, confusion, divination, empathy* (all forms), *ESP, fear feeblemind, mass suggestion, phantasmal killer, possession, rulership, trap the soul, suggestion, and telepathy* spells. Cloaking protection also extends to prevention of discovery or information gathering by *crystal balls* or other scrying devices, *clairaudience, clairvoyance, communing, contacting other planes* spells, or wish-related methods (*wish, limited wish, alter reality* spells). Of course, exceedingly powerful deities would be able to penetrate the spell's barrier.

## Monster Summoning VI

Conjuration/Summoning

Level: 8

Range: 80 yards

Components: V, S, M

Duration: 7 rounds + 1  
round/level

Casting Time: 8

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 190



viii



Within one round of casting this spell, the wizard magically conjures 1d3 6th-level monsters. These appear in 1d3 rounds within the spell range and attack the caster's opponents, until he commands them to cease, the spell duration expires, or until the monsters are slain. These creatures do not check morale, and vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

## Otiluke's Telekinetic Sphere

Evocation, Alteration

Level: 8

Range: 20 yards

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 4

Area of Effect: One-foot-diameter  
sphere/level

Saving Throw: Negates

Reference: *PHB*, page 190



This spell creates a globe of shimmering force that encloses the subject creature, if it is small enough to fit within the diameter of the sphere and fails to successfully save vs. spell. The resilient sphere contains its subject for as long as its duration persists, and it is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, or a *disintegrate* or *dispel magic* spell. These cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, in or out, though the subject can breathe normally. The subject may struggle, but all that occurs is a movement of the sphere.

Creatures or objects inside the globe are virtually weightless—anything contained within it weighs only 1/16 of its normal weight. Any subject weighing up to 5,000

pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 10 yards/level after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight are englobed, the essential weight is but 1/16 of actual, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein. The caster can dismiss the effect with a word.

In addition to a hemispherical piece of diamond and a matching piece of gum arabic, the caster must also have a pair of small bar magnets as material components for this spell.

## Otto's Irresistible Dance

Enchantment/Charm  
Level: 8  
Range: Touch  
Components: V  
Duration: 1d4 + 1 rounds  
Casting Time: 5  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 190



viii



When *Otto's irresistible dance* is placed upon a creature, the spell causes the recipient to begin dancing, feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance; this cavorting lowers the Armor Class of the creature by 4, makes saving throws impossible except on a roll of 20, and negates any consideration of a shield. Note that the creature must be touched as if melee combat were taking place and the spellcaster were striking to do damage.



# Permanency

Alteration  
Level: 8  
Range: Special  
Components: V, S  
Duration: Permanent  
Casting Time: 2 rounds  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, pages 190-1



viii



The spells upon which a permanency is known to be effective are *comprehend languages*, *protection from evil*, *detect evil*, *protection from normal missiles*, *detect invisibility*, *read magic*, *detect magic*, *tongues*, *infravision*, *unseen servant*, and *protection from cantrips*.

The wizard casts the spell and then follows with the *permanency* spell. Each casting lowers the wizard's Constitution by 1 point. The wizard cannot cast these spells upon other creatures. This spell can be dispelled only by a wizard of greater level than the caster was when he cast it.

The *permanency* spell can be used to make lasting *enlarge*, *prismatic sphere*, *fear*, *stinking cloud*, *gust of wind*, *wall of fire*, *invisibility*, *wall of force*, *magic mouth*, and *web*. *Alarm*, *audible glamer*, *dancing lights*,

*solid fog*, *wall of fire*, *distance distortion*, and *teleport* might be rendered permanent.

The entire spell complex can be dispelled normally, and thus negated.

The *permanency* spell is also used in the fabrication of magical items. At the DM's option, permanency might fail after a long period. Unstable effects might operate intermittently or fail altogether.

The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell. If the DM has already determined that the application is not possible, the research automatically fails. Note that the wizard never learns what is possible, save by the success or failure of his research.

# Polymorph Any Object

Alteration  
Level: 8  
Range: 5 yards/level  
Components: V, S, M  
Duration: Variable  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: Special  
Reference: *PHB*, page 191



viii



When used as a *polymorph other* or *stone to flesh* spell, treat the spell as a more powerful version, saving throws made with -4 penalties. When it is cast in order to change other objects, the duration of the spell will depend on how radical a change it is from the original state to its enchanted state, as well as how different it is in size. This is determined by the DM.

A change in *kingdom* (animal, vegetable, mineral) makes the spell work only temporarily (see the *PHB*). All polymorphed objects radiate a strong magic, and if a *dispel magic* spell is cast successfully upon them, they return to their natural form. A *stone to flesh* spell will affect objects under this spell. Damage sustained in the new form can result in injury or death of the creature. In

general, damage occurs when the new form is altered through physical force, although the DM will have to adjudicate many of these situations.

A system shock roll must be applied to living creatures, as must the restrictions noted regarding the *polymorph others* and *stone to flesh* spells. Also note that a polymorph effect often detracts from an item's or creature's powers, but does not add new powers—except possibly movement capabilities not present in the old. Thus, a *vorpal sword* polymorphed into a dagger would not retain full vorpal capability. Likewise, valueless items cannot be made into valuable items of permanence.

The material components of this spell are mercury, gum arabic, and smoke.

## Prismatic Wall

Conjuration/Summoning

Level: 8

Range: 10 yards

Components: V, S

Duration: 1 turn/level

Casting Time: 7

Area of Effect: Special

Saving Throw: Special

Reference: *PHB*, pages 191-2



viii



This spell enables the wizard to conjure up a shimmering, multi-colored wall of light that protects him from all forms of attack. This scintillating wall flashes all colors of the visible spectrum. Each color has a distinct power and purpose. Any creature with fewer than 8 Hit Dice that is within 20 feet of the wall and does not shield its vision will be blinded for 2d4 rounds. The wall is immobile. The spellcaster can pass through it without harm. Each color can also be negated by a specific magical effect, but the colors must be negated in the precise order of the spectrum: 1st—**Red**: stops non-magical missiles, inflicts 20 points of damage, save for half, negated by *cone of cold*; 2nd—**Orange**: stops magical missiles, inflicts 40 points of damage, save for half, negated by *gust of wind*; 3rd—**Yellow**: stops

poisons, gasses, and petrification, inflicts 80 points of damage, save for half, negated by *disintegrate*; 4th—**Green**: stops breath weapons, save vs. poison or dead, survivors suffer 20 points of damage, negated by *passwall*; 5th—**Blue**: stops location/detection and mental attacks, save vs. petrification or turned to stone, negated by *magic missile*; 6th—**Indigo**: stops magical spells, save vs. wand or insane, negated by *continual light*; 7th—**Violet**: force field protection, save vs. spell or sent to another plane, negated by *dispel magic*.

The wall is a maximum of 40 feet wide and 20 feet high per level of experience of the spellcaster. A prismatic wall cast to materialize in a space occupied by a creature is wasted.

## Screen

Divination/Illusion

Level: 8

Range: 0

Components: V, S

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: 30-foot cube/level

Saving Throw: Special

Reference: *PHB*, page 192



viii



This spell combines several elements to create a powerful protection from scrying and direct observation. When the spell is cast, the wizard dictates what will and will not be seen in the area of effect. The illusion created must be stated in general terms. Thus, the caster could specify the illusion of him and another playing chess for the duration of the spell, but he could not have the illusionary chess players take a break, make dinner, and then resume their game. He could have a crossroads appear quiet and empty while an army is actually passing through the area. He could specify that no one be seen (including passing strangers), that his troops be undetected, or even that every fifth man or unit should be made visible. Once conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by the caster with no saving throw allowed. Sight and sound are appropriate to the illusion created. A band of men standing in a meadow could be concealed as an empty meadow with birds chirping, etc. Direct observation may allow a saving throw (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly, onlookers in the area would become suspicious if the column of a marching army disappeared at one point to reappear at another! Even entering the area does not cancel the illusion or necessarily allow a saving throw, assuming care is taken by the hidden beings to stay out of the way of those affected by the illusion.



## Serten's Spell Immunity

Abjuration

Level: 8

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 round/recipient

Area of Effect: Creature(s) touched

Saving Throw: None

Reference: *PHB*, page 192



viii



By use of this spell, the wizard is able to confer virtual immunity to certain spells and magical attack forms upon those he touches. For every four levels of experience of the wizard, one creature can be protected by the *Serten's spell immunity* spell, but if more than one is protected, the duration of the protection is divided among the protected creatures. (Example: A 16th-level wizard can cast the spell upon one creature and it will last 16 turns, or place it upon two creatures for eight turns, or upon four creatures for four turns.) The protection gives a bonus to saving throws, according to level and type, as shown in the following table.

<b>Spell level</b>	<b>Wizard Spell</b>	<b>Priest Spell</b>
1st-3rd	+9*	+7
4th-6th	+7	+5
7th-8th	+5	+3

\* includes *beguiling* effects

The material component of this spell is a diamond of at least 500 gp value, which must be crushed and sprinkled over the spell recipients. Each such creature must also have in its possession a diamond of at least one carat size, intact and carried on its person.

## Sink

Enchantment, Alteration

Level: 8

Range: 10 yards/level

Components: V, S

Duration: Special

Casting Time: 8

Area of Effect: One creature or  
one object of one  
cubic foot/level

Saving Throw: Special

Reference: *PHB*, page 192



The wizard must chant the spell for the full round without interruption. At that juncture, the subject becomes rooted to the spot unless a saving throw vs. spell (for a creature) or vs. disintegration (for a magical object) is successful. Items of a nonmagical nature are not entitled to a saving throw. If failed, the subject becomes of slightly greater density than the surface upon which it stands.

The spellcaster now has the option of ceasing his spell and leaving the subject as it is, in which case the spell expires in four turns. If the wizard proceeds with the spell (into the next round), the subject begins to sink slowly into the ground. Before any actions are taken in the new round, the subject sinks one-quarter of its height; after the first group acts, another one-quarter; after

the second group acts, another; at the end of the round, the victim is totally sunken into the ground.

This entombment places a subject into a state of suspended animation. The subject does not grow older and all functions cease, but the subject is unharmed and exists in undamaged form, its upper point as far beneath the surface as the subject has height. If the ground around the subject is removed, the spell is broken and the subject will return to normal, but it does not rise up. If a *detect magic* spell is cast over an area upon which a *sink* spell was used, it will reveal a faint spell of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the detection, the spell's schools can be discovered.

## Symbol

Conjuration/Summoning

Level: 8

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 8

Area of Effect: Special

Saving Throw: Special

Reference: *PHB*, page 193



viii



A *symbol* spell causes the creation of magical runes affecting subjects that pass over, touch, read the runes, or pass through a portal upon which the symbol is inscribed. The wizard inscribes the symbol of his choice upon the surface he desires:

**Death:** Subjects whose total hit points do not exceed 80 are slain; **Discord:** Subjects fall to bickering. There is a 50% chance that subjects of different alignments attack each other. The bickering lasts 5d4 rounds, the fighting 2d4 rounds; **Fear:** Creates an extra-strong *fear* spell—all to save vs. spell with -4 penalties or flee; **Hopelessness:** All must save vs. spell. Affected subjects submit to the demands of any opponent. The effect lasts 3d4 turns, during which it is 25% probable that subjects will take no action and 25% likely that those taking action turn

back or retire from battle; **Insanity:** Subjects whose total hit points do not exceed 120 become mad, as if *confusion* had been placed upon them, until a *heal*, *restoration*, or *wish* spell is used; **Pain:** Subjects are afflicted with wracking pains, causing a -2 to Dexterity and -4 penalty to attack dice for 2d10 turns; **Sleep:** Subjects under 8 + 1 Hit Dice fall into a slumber and cannot be awakened for 1d12 turns; **Stunning:** Subjects whose total hit points do not exceed 160 are stunned for 3d4 rounds, dropping anything they hold.

The type of symbol cannot be recognized without it being read and thus activating its effects.

The material components of this spell are powdered black opal and diamond dust worth not less than 5,000 gp, each.

## Trap The Soul

Conjuration/Summoning

Level: 8

Range: 10 yards

Components: V, S, M

Duration: Permanent until  
broken

Casting Time: Special + 1

Area of Effect: One creature

Saving Throw: Special

Reference: *PHB*, page 193



viii



This spell forces the creature's *life force* (and its material body) into a special prison gem. The creature must be seen by the caster when the final word is uttered.

The spell can be triggered in one of two ways. First, the final word of the spell can be spoken when the creature is within spell range, allowing magic resistance and a saving throw vs. spell. If the creature's real name is spoken, magic resistance is ignored and the saving throw vs. spell suffers a penalty of -2. If the saving throw is successful, the prison gem shatters.

The second method automatically places the creature's soul into the trap. To use this method, both the creature's real name and a trigger word must be inscribed on a trigger item when the gem is enchanted. When the subject picks up or accepts the trigger item,

its life force is transferred to the gem without the benefit of magic resistance or a saving throw.

The gem prison holds the trapped entity until the gem is broken and the life force is released, allowing the material body to reform. If the creature trapped is a creature from another plane, it may be required to perform a service upon being freed.

Before the casting of the spell, the wizard must prepare the prison—a gem of at least 1,000 gp value for every Hit Die or level of experience of the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. Creating the gem requires an *enchant an item* spell and the placement of a *maze* spell into the gem, thereby forming the prison to contain the life force.



## Wildzone

Conjuration/Summoning  
(Wild Magic)

Level: 8

Range: 0

Components: V, S, M

Duration: 2d6 turns

Casting Time: 1d6 rounds

Area of Effect: 300-foot X 300-foot  
square

Saving Throw: None

Reference: TOM, page 45



viii



This powerful spell creates a disruption in magical forces similar to the conditions found in wild magic regions (areas where the effects of magic have been permanently altered). This spell has only a temporary effect, although the effects of a *wildzone* spell could possibly be rendered permanent.

The spell creates a wild magic region centered on the caster. The area of effect cannot be shaped in any way; it is *always* a square 300 feet long on each side (90,000 square feet).

Within the wildzone, wild magic reigns. Any spell cast in the area of effect is auto-

matically treated as a wild surge (see *TOM*, pp. 7-8). Effects from magical items that expend charges are also treated as wild surges when used in the area. Other magical items function normally.

Spells cast into the wildzone from outside the area of effect function normally, but spells cannot be cast out of the area of effect without triggering a wild surge.

The material components are several pots of paint which must be spilled across a sheet of hammered silver worth no less than 2,000 gp.

## Astral Spell

Evocation  
Level: 9  
Range: Touch  
Components: V, S  
Duration: Special  
Casting Time: 9  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 194



A wizard can project his astral body into the Astral plane, leaving his physical body and material possessions behind in the Prime Material plane. Only magical items can be brought into the Astral plane. As the Astral plane touches upon all of the first levels of the outer planes, the wizard can travel astrally to any of these outer planes as he wills. The wizard then leaves the Astral plane, forming a body in the plane of existence he has chosen to enter. It is also possible to travel astrally anywhere in the Prime Material plane by means of the *astral spell*, but a second body cannot be formed in the Prime Material plane. As a general rule, a person astrally projected can be seen only by creatures in the Astral plane.

It is recommended that the spell reference be consulted regarding astral travel and activities.

The wizard can project the astral forms of up to seven other creatures with him by means of the *astral spell*, providing the creatures are linked in a circle with the wizard. These fellow travelers are dependent upon the wizard and can be stranded. Travel in the Astral plane can be slow or fast according to the wizard's desire. The ultimate destination arrived at is subject to the conceptualization of the wizard.

Again, please consult the *PHB* spell reference for more details on taking magic items into the Astral plane.

## Bigby's Crushing Hand

Evocation  
Level: 9  
Range: 5 yards/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 9  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 194



The *Bigby's crushing hand* spell creates a huge, disembodied hand similar to those of other *Bigby's hand* spells. The crushing hand is under the mental control of the caster, and he can cause it to grasp and squeeze an opponent. No attack roll is necessary; the hand automatically grasps and inflicts constriction damage any round in which the wizard concentrates. The damage inflicted depends on the number of rounds it acts upon the victim:

1st round	1d10 points
2nd, 3rd rounds	2d10 points
4th & beyond	4d10 points

The crushing hand has an Armor Class of 0, has as many hit points as its caster at full

strength, and vanishes when destroyed. The hand is susceptible to normal combat attacks and damaging spells, but if it is struck by an area-effect spell, the person held suffers the same fate as the hand (*i.e.*, if the hand fails its saving throw, the victim automatically fails his). The hand is not effective against noncorporeal or gaseous forms, but it does prevent creatures that are able to slip through small cracks from escaping. If the hand grasps an item or construction, the appropriate saving throw must be rolled as if squeezed by a Strength of 25.

The material components of the spell are a glove of snake skin and the shell of an egg.

## Chain Contingency

Evocation  
Level: 9  
Range: 0  
Components: V, S, M  
Duration: 1 day/level  
Casting Time: 2 turns  
Area of Effect: The caster  
Saving Throw: None  
Reference: *TOM*, pages 45-6



*Chain contingency* must be cast together with the spells (8th-level or lower) it is to trigger, either two spells to occur together or three to occur consecutively, one per round. *Contingency* may not be included.

Spells "stored" in *chain contingency* can affect creatures other than the caster. The wizard defines the conditions that will trigger the "stored" spells. This definition must be carefully worded, but may be as limiting or general as the caster desires. The caster also states the exact order, target, range, and manner in which the stored spells are to be cast. An instruction to "target the highest-level enemy" is not possible. A spell cannot involve a delay.

When the named conditions are met, the *chain contingency* is automatically triggered. If all details of casting are not specified,

the effect is centered on the caster.

If a second *chain contingency* is cast, the first is cancelled. It is possible to have both a *contingency* and a *chain contingency* operating at the same time, provided that there is no overlap in trigger conditions.

Triggered spells have a casting time of 1. Spells with impossible conditions fail. If a spell in a series cannot be fulfilled, the rest are lost. All spells originate from the caster; it is not possible for a caster to teleport and leave behind a series of spells.

The material components (plus those of the companion spells) are 500 gp worth of quicksilver; a gem of at least 1,000 gp value; an eyelash from an ogre mage, ki-rin, or similar spell-using creature; and an ivory statuette of the wizard (which is not destroyed in the casting).



# Crystalbrittle

Alteration  
Level: 9  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 9  
Area of Effect: Two cubic  
feet/level  
Saving Throw: Special  
Reference: *PHB*, page 194



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The magic of this spell causes metal, whether as soft as gold or hard as adamantite, to turn into a crystalline substance as brittle and fragile as crystal. Thus a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glasslike material easily shattered by any forceful blow. Furthermore, this change is unalterable short of a *wish* spell; a *dispel magic* will not reverse the spell.

The caster must physically touch the item—if it is an opponent or something an opponent is using or wearing, the wizard must get into melee and roll a successful attack roll. Any single metal item can be affected by the spell. Thus, a suit of armor worn by a creature can be changed to crys-

tal, but the creature's shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection (the DM has this information). A +1/+3 sword would get a 10% (average of the two plusses) chance to save; +5 magic armor a 25% chance to be unaffected; an iron golem a 15% chance to save (for it is hit only by magical weapons of +3 or better quality). Artifacts and relics constructed of metal may be affected at the discretion of the DM (this is highly unlikely). Affected items not immediately protected are shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

## Elemental Aura

Abjuration, Evocation

Level: 9

Range: 0

Components: V

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

Reference: *TOM*, page 46



This spell has four different effects, depending on the type of *elemental aura* cast. Only the caster may receive an elemental aura, and it is not possible to benefit from more than one at one time. Each aura is three inches thick and covers the caster's entire body. An aura of air is hazy-white in color, an aura of earth is dull-grey, an aura of fire is flickering red, and an aura of water is shimmering blue.

An **Air** aura conveys immunity to gas- and air-based attacks; immunity to physical attacks by Air elementals; and the ability to cast *fly* and *protection from normal missiles* spells once. An **Earth** aura conveys immunity to attacks from nonmagical weapons made of stone or metal; immunity to physical attacks by Earth elementals; the ability to breathe and move at full movement rate

within the element of Earth; and the ability to cast the 5th-level *wall of stone* spell once. A **Fire** aura conveys immunity to normal and magical fire; immunity to physical attacks by creatures of the elemental plane of Fire; the ability to breathe and move at full movement rate within the element of fire; immunity to environmental effects of the plane of Fire; and the ability to cast a *wall of fire* spell once. A **Water** aura conveys immunity to water- and cold-based attacks; immunity to physical attacks by creatures of the plane of Water; the ability to breathe and move at full movement rate within the element of Water; and the ability to cast a *wall of ice* spell once.

The caster is free to move and act normally while under the influence of an aura.

## Energy Drain

Evocation, Necromancy

Level: 9

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 3

Area of Effect: One creature

Saving Throw: None

Reference: *PHB*, pages 194-5



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By casting this spell, the wizard opens a channel between the plane he is in and the Negative Material plane, the caster becoming the conductor between the two planes. As soon as he touches (equal to a hit if melee is involved) any living creature, the victim loses two levels (as if struck by a spectre). A monster loses 2 Hit Dice permanently, both for hit points and attack ability. A character loses levels, Hit Dice, hit points, and abilities permanently (until regained through adventuring, if applicable).

The material component of this spell is essence of spectre or vampire dust. Preparation requires mere moments, then the material component is cast forth, and upon

touching the victim, the wizard speaks the triggering word, causing the spell to take effect instantly.

The spell remains effective for a single round only. Humans or humanoids brought below zero energy levels by this spell can be animated as juju zombies under the control of the caster.

The caster always has a 5% (1 in 20) chance of being affected by the dust, losing one point of Constitution at the same time the victim is drained. When the number of Constitution points lost equals the caster's original Constitution ability score, the caster dies and becomes a shade.

## Estate Transference

Alteration	
Level:	9
Range:	0
Components:	V, S, M
Duration:	Permanent
Casting Time:	10 turns
Area of Effect:	A sphere 1,000-square-foot diameter/level
Saving Throw:	None
Reference:	TOM, pages 46-7



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The caster can transfer a large area of land in the Prime Material plane to any elemental planes. All buildings, people, and wildlife within the area of effect are also transported. The land forms a pocket of the Prime Material plane within the elemental plane. The surface of the pocket allows creatures to exit or enter, but prevents the elements from entering.

Inside, the land is surrounded by air of a temperature matching that of the Prime Material plane at the moment that the land was moved. A source of water is created.

The area to be moved must be surrounded by solid markers of material from the destination plane. The blocks must be spaced no more than five feet apart and may be placed above ground or no more than three feet below the ground.

The wizard must then be within the area to be moved when he casts the spell, leaving a hemispherical crater behind in the Prime Material plane. Inside its pocket on the desired plane, the land continues its existence as if nothing had changed.

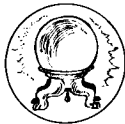
Any land that is moved in this manner can never again be moved with this spell.

The material component ( in addition to the markers) is the appropriate magical device to control elements of the desired plane. The item must be permanently placed at the heart of the effect and cannot be used for any other purpose. If the device is disturbed in any way, the spell immediately fails, allowing the energies of the elemental plane to flood into the affected area.



# Foresight

Divination  
Level: 9  
Range: 0  
Components: V, S, M  
Duration: 2d4 rounds + 1  
round/level  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 195



This spell grants the caster a powerful sixth sense in relation to himself or another. Although cast upon himself, the wizard can specify that he or another is the beneficiary of the spell. Once the spell is cast, the wizard receives instantaneous warnings of impending danger or harm to the object of the spell. Thus, if he were the object of the spell, the wizard would be warned in advance if a thief were about to attempt to backstab him, or if a creature were about to leap out from an unexpected direction, or if an attacker were specifically targeting him with a spell or missile weapon. When the warnings are about him personally, the wizard cannot be surprised and always knows the direction from which any attack on him is made.

In addition, the spell gives the wizard a general idea of what action he might take to best protect himself—duck, jump right, close his eyes, etc.—and gives him a defensive bonus of 2 to his Armor Class. When another is the object of the spell, the wizard receives warnings about that person. He must still communicate this to the other to negate surprise. Shouting a warning, yanking the person back, even telepathically communicating through a *crystal ball* can all be accomplished before the trap is sprung—if the wizard does not hesitate. The object of the spell does not gain the defensive bonus to his Armor Class, however.

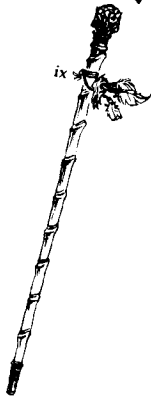
The material component for this spell is a hummingbird's feather.

# Freedom

Abjuration  
Level: 9  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 9  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 195



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The *freedom* spell, the reverse of the *imprisonment* spell, cast upon the spot at which the creature was entombed and sunk into the earth by the *imprisonment* spell, causes it to reappear at that spot. If the caster does not perfectly intone the name and background of the creature to be freed, there is a 10% chance that 1 to 100 creatures will be freed from imprisonment at the same time.

Note: The exact details of any creatures freed are up to the DM. A random method of determining this is to roll percentile dice twice (once for imprisoned creature density and once for a base number of creatures at

maximum density). The rolls are multiplied and rounded to the nearest whole number. Each released creature has a 10% chance to be in the area of the spellcaster. If monsters are being generated randomly, roll 1d20 for level, with rolls of 9+ considered 9, and the exact monsters determined by the random encounter tables.

For example, if the initial rolls were 22 and 60, the number of monsters released is  $.22 \times .60 = .1320 = 13$  monsters. Since only 10% of these will be in the immediate vicinity of the caster, the wizard may only encounter one or two of them.

## Gate

Conjuration/Summoning

Level: 9

Range: 30 yards

Components: V, S

Duration: Special

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 195



The casting of a *gate* spell has two effects. First, it causes an interdimensional connection between the plane of existence the wizard is in and the plane in which dwells a specific being of great power, enabling the being to merely step through the gate, or portal, from its plane to that of the caster. Second, the utterance of the spell attracts the attention of the sought-after dweller on the other plane. When casting the spell, the wizard must name the entity he desires to use the gate and come to the wizard's aid. There is a 100% certainty that something steps through the gate. Unless the DM has some facts prepared regarding the minions serving the being called forth by the *gate* spell, the being itself comes.

If the matter is trifling, the being might leave, inflict an appropriate penalty on the

wizard, or attack the wizard; if the matter is of middling importance, the being can take some positive action to set matters aright, then demand appropriate repayment; and if the matter is urgent, it can act accordingly and ask whatever is its wont thereafter, if appropriate. The actions of the being that comes through depend on many factors, including the alignments of the wizard and the being, the nature of his companions, and who or what opposes or threatens the wizard. Such beings generally avoid direct conflict with their equals or betters. The being gated in will either return immediately (very unlikely) or remain to take action. Casting this spell ages the wizard five years.

# Glorious Transmutation

Alteration  
Level: 9  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 47



This spell turns iron into silver or lead into gold at the caster's option. The prime ingredient for this spell is a magical item called the *philosopher's stone*, which must be touched by the wizard and alchemically combined with the metal during casting. The formula for mixing the stone and the metal must be known by the caster; this information is not provided by this spell, and the spell is useless without it. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the wizard in the course of adventuring.)

*Philosopher's stones* vary in quality so much that each is capable of transmuting either  $1d10 \times 50$  pounds of iron into an equal quantity of silver or  $1d10 \times 10$  pounds of lead into the same amount of gold. It is not possible to know how much metal can be transmuted until the process is complete.

The entire transmutation must be made at one time. Only one stone may be used per casting of the spell. The entire *philosopher's stone* is consumed in the process.



# Imprisonment

Abjuration  
Level: 9  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 9  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 195



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When an *imprisonment* spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The victim remains there unless a reverse of the spell, *freedom*, with the creature's name and background, is cast. Magical search by *crystal ball*, a *locate object* spell, or similar means will not reveal the fact that a creature is imprisoned. The spell functions only if the subject creature's name and background are known.

## Mordenkainen's Disjunction

Alteration, Enchantment

Level: 9

Range: 0

Components: V

Duration: Instantaneous

Casting Time: 9

Area of Effect: 30-foot radius

Saving Throw: Special

Reference: *PHB*, page 196



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When this spell is cast, all magic and magical items within the radius of the spell, except those on the person of or being touched by the spellcaster, are disjoined. That is, spells being cast are separated into their individual components (usually spoiling the effect as a *dispel magic* spell does), and permanent and enchanted items must save (vs. spell if actually cast on a creature, or vs. a *dispel magic* spell otherwise) or be turned into normal items. Even artifacts and relics are subject to *Mordenkainen's disjunction*, although there is only a 1% chance per caster experience level of actually affecting such powerful items. Thus, all potions, scrolls, rings, rods, miscellaneous magical items, artifacts and relics, arms and armor,

swords, and miscellaneous weapons within 30 feet of the spellcaster can possibly lose all their magical properties when the *Mordenkainen's disjunction* spell is cast. The caster also has a 1% chance per level of destroying an anti-magic shell. If the shell survives the disjunction, no items within it are disjoined.

Note: Destroying artifacts is a dangerous business, and 95% likely to attract the attention of some powerful being who has an interest or connection with the device. Additionally, if an artifact is destroyed, the casting wizard must roll a successful saving throw vs. spells with a -4 penalty or permanently lose all spellcasting abilities.

# Meteor Swarm

Evocation  
Level: 9  
Range: 40 yards + 10  
yards/level  
Components: V, S  
Duration: Instantaneous  
Casting Time: 9  
Area of Effect: Special  
Saving Throw:  $\frac{1}{2}$   
Reference: *PHB*, page 195



A *meteor swarm* is a very powerful and spectacular spell which is similar to the *fireball* spell in many aspects. When it is cast, either four spheres of two-foot diameter or eight spheres of one-foot diameter spring from the outstretched hand of the wizard and streak in a straight line to the distance demanded by the spellcaster, up to the maximum range. Any creature in the straight-line path of these missiles receives the full effect of the missile, or missiles, without benefit of a saving throw. The meteor missiles leave a fiery trail of sparks, and each bursts as a fireball. The large spheres inflict 10d4 points of damage, bursting in a diamond or box pattern. Each has a 30-foot diameter area of effect, and each sphere is 20

feet apart, along the sides of the pattern, so that there are overlapping areas of effect, and the center will be exposed to all four blasts. The eight spheres have one-half the diameter (15 feet) and one-half the damage potential (5d4). They burst in a pattern of a box within a diamond or vice versa, each of the outer sides 20 feet long. Note that the center will have four areas of overlapping effect, and there are numerous peripheral areas that have two overlapping areas of effect. A saving throw for each area of effect indicates whether full damage or half damage is sustained by creatures within each area, except as already stated with regard to the missiles impacting.

## Monster Summoning VII

Conjuration/Summoning  
Level: 9  
Range: 90 yards  
Components: V, S, M  
Duration: 8 rounds + 1  
round/level  
Casting Time: 9  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, pages 195-6



Within one round of casting this spell, the wizard magically conjures 1d2 7th-level monsters, or, two rounds after the spell is cast, one 8th-level monster (selected by the DM, from his encounter tables). The monsters appear in an area within the spell range, as desired by the wizard. They attack the spell user's opponents to the best of their ability until he commands that attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain.

Note that if no opponent exists to fight, summoned monsters can, if the wizard can communicate with them and if they are physically capable, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.



## Power Word, Kill

Conjuration/Summoning

Level: 9

Range: 5 yards/2 levels

Components: V

Duration: Permanent

Casting Time: 1

Area of Effect: 10-foot radius

Saving Throw: None

Reference: *PHB*, page 196



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When a *power word, kill* spell is uttered, one or more creatures of any type within the spell range and area of effect are slain. The power word slays one creature with up to 60 hit points, or it kills two or more creatures with 10 or fewer hit points, up to a maximum of 120 hit points. The option to attack a single creature, or multiple creatures, must be stated along with the spell range and area of effect center. The current hit points of the creatures are used.

# Prismatic Sphere

Abjuration,  
Conjuration/Summoning  
Level: 9  
Range: 0  
Components: V  
Duration: 1 turn/level  
Casting Time: 7  
Area of Effect: 10-foot-radius  
sphere  
Saving Throw: Special  
Reference: *PHB*, page 196



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This spell enables the wizard to conjure up an immobile, opaque globe of shimmering, multi-colored light to surround him, giving protection from all forms of attack. This scintillating sphere flashes in all colors of the visible spectrum. Any creature with fewer than 8 Hit Dice is blinded for 2d8 turns. Only the spellcaster can pass in and out of the prismatic sphere without harm. The sphere can be destroyed, color by color, by various magical effects; however, the first must be brought down before the second can be affected, etc. Any creature passing through the barrier receives the effect of every color still remaining. The colors and effects of the *prismatic sphere*, as well as what will negate each globe, are:

1st—**Red:** Stops all nonmagical missiles, inflicts 20 points of damage, save vs. spells for

half, negated by *cone of cold*; 2nd—**Orange:** Stops all magical missiles, inflicts 40 points of damage, save vs. spells for half, negated by *gust of wind*; 3rd—**Yellow:** Stops poisons, gases, and petrification, inflicts 80 points of damage, save vs. spells for half, negated by *disintegrate*; 4th—**Green:** Stops all breath weapons, save vs. poison or dead, successful save takes 20 points of poison damage, negated by *passwall*; 5th—**Blue:** Stops location/detection and mental attacks, save vs. petrification or turn to stone, negated by *magic missile*; 6th—**Indigo:** Stops all magic spells, save vs. wand or insane, negated by *continual light*; 7th—**Violet:** Force field protection, save vs. spell or sent to another plane, negated by *dispel magic*.

## Shape Change

Alteration  
Level: 9  
Range: 0  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 9  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, pages 196-7



The wizard is able to assume the form of any living thing or creature below demigod status. The spellcaster becomes the creature he wishes, and has all of the abilities save those dependent upon Intelligence, innate magical abilities, and magic resistance, for the mind of the creature is that of the spellcaster. These creatures have whatever hit points the wizard has at the time of the shape change. Each alteration in form requires but a second. No system shock is incurred.

Example: A wizard is in combat and assumes the form of a will o' wisp, and when this form is no longer useful, the wizard changes into a stone golem and walks away. When pursued, the golem-shape is changed to that of a flea, which hides upon a horse until it can hop off and become a bush. If

detected as the latter, the wizard can become a dragon, an ant, or just about anything he is familiar with.

A wizard adopting another form also adopts its vulnerabilities. For example, a wizard who becomes a spectre is powerless in daylight, and is subject to being turned, controlled, or destroyed by opposing priests. Unlike similar spells, a wizard who is killed in another form does not revert to his original shape, which may disallow certain types of revivification.

The material component is a jade circlet worth no less than 5,000 gp, which shatters at the end of the spell's duration. In the meantime, the circlet is left in the wake of the shape change, and premature shattering ends the spell immediately.

## Stabilize

Abjuration (Wild Magic)

Level: 9

Range: 0

Components: V, S

Duration: 1d4 + 1 turns

Casting Time: 1 turn

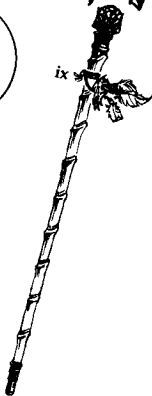
Area of Effect: 30-foot-radius  
circle

Saving Throw: None

Reference: TOM, page 47



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This spell requires immense magical effort to cast, relegating it to the highest spell level. *Stabilize* negates the effects of wild magic regions, allowing the caster and all creatures in a 30-foot radius to cast spells and use magical items normally. The spell is centered on the caster and follows his movements.

The caster's own spells never cause wild surges when cast within the duration of a *stabilize* spell, nor do the effects of wild surges extend into the protected area. Furthermore, the wild mage's spells function at his true level; Table 2 (in *TOM*, pp. 7-8) is *not* used to determine level variation. The spell affects *wildstrike*, *wildzone*, and *wildwind*.



## Succor

Alteration, Enchantment  
Level: 9  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 1d4 days  
Area of Effect: One individual  
Saving Throw: None  
Reference: *PHB*, page 197



By casting this spell, the wizard creates a powerful spell in some specially prepared object—a statuette, a jeweled rod, a gem, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the abode of the wizard who created it. Once the item is enchanted, the wizard must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he rends or breaks the item. When this is done, the individual and all that he is wearing and carrying are instantly transported to the abode of the wizard. No other creatures can be affected.

The reversed application of the spell

transports the wizard to the immediate vicinity of the possessor of the spelled item when it is broken and the command word is said. The wizard will have a general idea of the location and situation of the item possessor, but has no choice whether or not to go (making this a rare casting indeed!).

The material components used include gemstones totaling not less than 5,000 gp value; whether it is a faceted gem or not is immaterial. The components can be enchanted only once per month (usually on a night of a clear, full moon). At that time, the object is set for the type of succor and its final destination (either the location of the spellcasting or an area well known to the wizard).

# Temporal Reinstatement

Alteration

Level: 9  
Range: 10 yards  
Components: V  
Duration: Permanent  
Casting Time: 9  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 197



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Upon casting this spell, which is the reverse of the *temporal stasis* spell, the wizard brings the recipient creature out of a state of suspended animation created by *temporal stasis*.

## Temporal Stasis

Alteration  
Level: 9  
Range: 10 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 9  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 197



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Upon casting this spell, the wizard places the recipient creature into a state of suspended animation. This cessation of time means that the creature does not grow older. Its body functions virtually cease. This state persists until the magic is removed by a *dispel magic* spell or the reverse of the spell (*temporal reinstatement*) is uttered. Note that the reverse requires only a single word and no somatic or material components. The material component of a *temporal stasis* spell is a powder composed of diamond, emerald, ruby, and sapphire dust, each crushed stone of at least 100 gp value.

## Time Stop

Alteration	
Level:	9
Range:	0
Components:	V
Duration:	Special
Casting Time:	9
Area of Effect:	15-foot-radius sphere
Saving Throw:	None
Reference:	<i>PHB</i> , page 197



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Upon casting a *time stop* spell, the wizard causes the flow of time to stop for one round, in the area of effect. Outside this area, the sphere simply seems to shimmer for an instant. Inside the sphere, the caster is free to act for 1d3 rounds of apparent time. The wizard can move and act freely within the area where time is stopped, but all other creatures, except those of demigod or greater status or unique creatures, are frozen in their actions, for they are literally between ticks of the time clock. (The spell duration is subjective to the caster.) Nothing

can enter the area of effect without being stopped in time also. If the wizard leaves the area, the spell is immediately negated. When the spell duration ceases, the wizard is again operating in normal time.

Note: It is recommended that the DM use a stop watch or silent count to time this spell. If the caster is unable to complete the intended action before the spell duration expires, he will probably be caught in an embarrassing situation. The use of a *teleport* spell before the expiration of the *time stop* spell is permissible.



## Wail of the Banshee

Necromancy  
Level: 9  
Range: 0  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 9  
Area of Effect: 30-foot-radius  
sphere  
Saving Throw: Negates  
Reference: *TOM*, page 47



At the culmination of this dreadful spell, the wizard screams like a banshee (a groaning spirit). For each level of the caster, one listener within 30 feet hears the wail. Those who fail a saving throw vs. death magic die instantly.

The wizard cannot be the victim of his own spell, nor can he choose who will be affected. If there are more potential victims than the level of the caster, the DM must randomly determine which creatures are affected. Creatures who cannot hear (due to ear plugs, deafness, etc.) can be considered targets, but cannot be affected and are considered to automatically make their saving throw.

The material component of this spell is a lock of hair from an evil female elf.

# Weird

Illusion/Phantasm

Level: 9  
Range: 30 yards  
Components: V, S  
Duration: Concentration  
Casting Time: 9  
Area of Effect: 20-foot radius  
Saving Throw: Special  
Reference: *PHB*, page 197



This spell confronts those affected by it with phantasmal images of their most feared enemies, forcing an imaginary combat that seems real, but actually occurs in the blink of an eye. The wizard must be able to converse with the creatures to bring the spell into being. The wizard must call out to the creatures to be affected, informing one or all that their final doom is now upon them.

The force of the magic is such that even if the creatures make their saving throws vs. spell, fear will paralyze them for a full round, and they will lose 1d4 Strength points from this fear (the lost Strength will return in one turn). Failure to save vs. spell causes the creature or creatures to face their nemeses. Actual combat must then take place, for no magical means of escape is

possible. The foe fought is real for all intents and purposes. Affected creatures that lose, die. If a creature's phantasmal nemesis from the *weird* is slain, then the creature emerges with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. Experience for defeating the weird is gained if applicable. Although each round of combat seems normal, it takes but 1/10 of a round. During the course of the spell, the caster must concentrate fully upon maintaining it. If the battle goes beyond 10 rounds, those who saved against the spell can take action. If the caster is disturbed, the *weird* spell ends immediately. Creatures attacked while paralyzed with fear are free of the paralysis immediately.

# Wildfire

Invocation/Evocation (Wild Magic)

Level: 9

Range: 0

Components: V

Duration: Variable

Casting Time: 1

Area of Effect: Variable

Saving Throw: Variable

Reference: *TOM*, page 48



This spell channels raw magical energy through the mage, shaping it into any form or effect he desires. The energy is similar in many ways to a *wish* spell, but has unique differences.

*Wildfire* allows the caster to create the effect of any wizard spell of 8th level or lower. He needs only general knowledge of the spell and its effects; the spell does not need to be in his own spellbooks. Any saving throws vs. the spell effects are made at a -2 penalty.

*Wildfire* can also be used in the creation of magical items. The energy created by the spell may be used to generate effects that are not created by known spells.

*Wildfire* can also be used to create items out of nothing. The magical energy can be shaped and hardened to form solid objects

with a greenish glowing tinge that radiate magic strongly, and are stronger than steel yet possess almost no weight. They are immune to fire, cold, electricity, and all forms of magical attack except *dispel magic* and *wish* spells. Even if they are subjected to these spells, a saving throw equal to the creator's vs. spell is allowed.

When creating objects, the caster is limited only by his own skill and the dimensions of the object. Items larger than a 10-foot-radius sphere cannot be fashioned. Creating the object requires only one round, regardless of size.

Since the object is made of magic separated from the magical continuum, the material deteriorates until the magical bonds become too weak to hold the *wildfire*.

## Wildwind

Conjuration/Summoning  
(Wild Magic)

Level: 9  
Range: 100 yards  
Components: V, S  
Duration: 1d3 turns  
Casting Time: 8  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 48



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This spell is similar in effect to *wildstrike* and *wildzone*. When cast, a wall of faint multi-colored lights springs into existence at the point indicated by the caster. These lights form a line 150 feet long. After the first round of the spell, the wizard can move the wall of lights. Each round, the caster can move the wall in the same direction or as much as 45 degrees to either side. Once the wall is set in motion, it cannot be stopped unless the spell is cancelled or dispelled. The lights can move 60 feet per round.

The *wildwind* has two significant effects. First, all creatures struck by the magical lights suffer 2d6 points of damage. Second, any spellcaster struck while attempting to cast a spell automatically triggers a wild surge (see *TOM*, pp. 7-8). Magical items that expend charges which touch the wall of lights automatically release one charge, also resulting in a wild surge.



# Wish

Conjuration/Summoning  
Level: 9  
Range: Unlimited  
Components: V  
Duration: Special  
Casting Time: Special  
Area of Effect: Special  
Saving Throw: Special  
Reference: *PHB*, page 197



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The *wish* spell is a more potent version of a *limited wish*. If it is used to alter reality with respect to points of damage sustained by a party, to bring a dead creature back to life, or to escape from a difficult situation by lifting the spellcaster (and his party) from one place to another, it will not cause the wizard any disability. Other forms of wishes, however, will cause the spellcaster to weaken (-3 on Strength) and require 2d4 days of bed rest due to the stresses the wish places upon time, space, and his body. Re-

gardless of what is wished for, the exact terminology of the *wish* spell is likely to be carried out. Casting a *wish* spell ages the caster five years.

The discretionary power of the DM is necessary in order to maintain game balance. As wishing another creature dead would be grossly unfair, for example, your DM might well advance the spellcaster to a future period where the object is no longer alive, effectively putting the wishing character out of the campaign.