

POCKET GRIMOIRE
ARCANÉ



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PLAYER'S HANDBOOK FOR USE



GRR1201

POCKET GRIMOIRE

ARCAINE

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INTRODUCTION

Over the past two years, the game industry has seen an explosion of creativity thanks to the Open Game License. An unprecedented number of new companies and new titles have appeared, and more are announced every month. It is, by all accounts, a great time to be a gamer. There are dozens of new releases each month, on a wide array of topics. Indeed, d20 companies have become so prolific that keeping up with new releases is nearly a full time job. While some books are esoteric and others world-specific, there are certain game elements that translate over into any d20 fantasy game. Top on that list are spells, but with so many spells spread over so many books, it's nearly impossible to have access to them all.

The **POCKET GRIMOIRES** were conceived as a handy reference, a series of books that would collect the best d20 spells and make them easily accessible. It is thanks to the nature of the Open Game License that this project was able to come to fruition. Even better, the response we got from other publishers was most encouraging. We had worried that, despite the terms of the OGL, other publishers would not be receptive to the idea of their spells joining our spells in this volume. We were pleased to see the spirit of open gaming in action, as other publishers not only gave their blessings to the project, but also offered up additional material. That certainly bodes well for the future of open gaming.

Green Ronin would like thank all of the d20 publishers that contributed to the Pocket Grimoires, Wizards of the Coast for standing by the Open Game License, and the designers of 3E for creating the core spells of the d20 System. While game companies may bicker from time to time, it's nice to see a real sense of community underneath it all.

Chris Pramas
Green Ronin Publishing
5/1/02

spell Lists

ASSASSIN SPELLS

1st LEVEL

- Change Self.** Changes your appearance.
- Detect Poison.** Detects poison in one creature or small object.
- Devlin's Barb.** Creates arrow, bolt, bullet, sling stone.
- Ghost Sound.** Figment sounds.
- Obscuring Mist.** Fog surrounds you.
- Spider Climb.** Grants ability to walk on walls and ceilings.

2nd LEVEL

- Alter Self.** As *change self*, plus more drastic changes.
- Darkness.** 20 ft. radius of supernatural darkness.
- Pass Without Trace.** One subject/level leaves no tracks.
- Undetectable Alignment.** Conceals alignment for 24 hours.

3rd LEVEL

- Deeper Darkness.** Object sheds absolute darkness in 60 ft. radius.
- Devlin's Venomblade.** Creates any slashing weapon, covered with poison.
- Invisibility.** Subject is invisible for 10 min./level or until it attacks.
- Misdirection.** Misleads divinations for one creature or object.
- Nondetection.** Hides subject from divination, scrying.

4th LEVEL

- Dimension Door.** Teleports you and up to 500 lb.
- Freedom of Movement.** Subject moves normally despite impediments.
- Improved Invisibility.** As *invisibility*, but subject can attack and stay invisible.
- Poison.** Touch deals 1d10 Con damage, repeats in 1 min.

BARD SPELLS

0 LEVEL BARD SPELLS (CANTRIPS)

- Dancing Lights.** Figment torches or other lights.
- Daze.** Creature loses next action.
- Detect Magic.** Detects spells and magic items within 60 ft.
- Flare.** Dazzles one creature (-1 attack).
- Ghost Sound.** Figment sounds.
- Light.** Object shines like a torch.
- Mage Hand.** 5-pound telekinesis.

- Mending.** Makes minor repairs on an object.
- Open/Close.** Opens or closes small or light things.
- Peppershot.** Causes target to sneeze.
- Prestidigitation.** Performs minor tricks.
- Read Magic.** Read scrolls and spellbooks.
- Resistance.** Subject gains +1 on saving throws.
- Waterfind.** Locates nearby sources of potable water.

1st LEVEL BARD SPELLS

- Alarm.** Wards an area for 2 hours/level.
- Auric Aura.** Detects gold or other metals.
- Burst.** Causes a flash of light that blinds enemies.
- Cause Fear.** One creature flees for 1d4 rounds.
- Charm Person.** Makes one person your friend.
- Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).
- Darkness Visible.** Creature touched may look from nearby shadows.
- Detect Secret Doors.** Reveals hidden doors within 60 ft.
- Erase.** Mundane or magical writing vanishes.
- Expeditious Retreat.** Doubles your speed.
- Feather Fall.** Objects or creatures fall slowly.
- Guilt.** Evil creature forced to think about what it's done.
- Grease.** Makes 10 ft. square or one object slippery.
- Hypnotism.** Fascinates 2d4 HD of creatures.
- Identify.** Determines single feature of magic item.
- Mage Armor.** Gives subject +4 armor bonus.
- Magic Weapon.** Weapon gains +1 bonus.
- Message.** Whispered conversation at distance.
- Protection from Chaos/Evil/Good/Law.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
- Puff and Gone.** Caster becomes invisible for two rounds.
- Silent Image.** Creates minor illusion of your design.
- Silent Sound.** Sonic blast does 1d6 damage/level.
- Sleep.** Put 2d4 HD of creatures into comatose slumber.
- Slumber Swap.** Transfers need for sleep to target creature.
- Sneaky Feet.** Gives +2 bonus/level to Move Silently.
- Sober Up.** Cures the target of alcoholic influences.
- Summon Monster I.** Calls outsider to fight for you.
- Unseen Servant.** Creates invisible force that obeys your commands.
- Ventriloquism.** Throws voice for 1 min./level.
- Wash.** Cleans grime and dirt from one object or person.

2nd LEVEL BARD SPELLS

- Animal Trance.** Fascinates 2d6 HD of animals.
- Blindness/Deafness.** Makes subject blind or deaf.
- Blur.** Attacks miss subject 20% of the time.
- Bull's Strength.** Subject gains 1d4+1 Str for 1 hr./level.
- Cat's Grace.** Subject gains 1d4+1 Dex for 1 hr./level.
- Cry Havoc.** Stuns opponents in a cone area.
- Cure Moderate Wounds.** Cures 2d8 +1/level damage (max +10).

Darkness. 20 ft. radius of supernatural darkness.
Daylight. 60 ft. radius of bright light.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Detect Thoughts. Allows "listening" to surface thoughts.
Drunk. Causes intoxication ability penalties and possible unconsciousness.
Enthrall. Captivates all within 100 ft.+10 ft./level.
False Witness. Distorts memories of witnesses.
Forceful Footfalls. Spectral boots test safety of floors.
Ginzburg's Shriek of Fear. Cry that causes foes to be shaken, stunned or paralyzed.
Glitterdust. Blinds creatures, outlines invisible creatures.
Hold Person. Holds one person helpless for 1 round/level.
Hypnotic Pattern. Fascinates 2d4+1 HD/level of creatures.
Insistent Wave. Pushes away surrounding objects and creatures.
Invisibility. Subject is invisible for 10 min./level or until it attacks.
Last Look. View the last minutes of a corpse's life from its view.
Levitate. Subject moves up and down at your direction.
Locate Object. Senses direction toward object (specific or type).
Magic Mouth. Speaks once when triggered.
Minor Image. As silent image, plus some sound.
Mirror Image. Creates decoy duplicates of you (1d4+1/three levels, max 8).
Misdirection. Misleads divinations for one creature or object.
Obscure Object. Masks object against divination.
Phantom Fragrance. Creates an illusory smell.
Pyrotechnics. Turns fire into blinding light or choking smoke.
Scare. Panics creatures up to 5 HD (15-ft. radius).
See Invisibility. Reveals invisible creatures or objects.
Shadowpulse. Creates an area of shadowy light around a touched object.
Shatter. Sonic vibration damages objects or crystalline creatures.
Silence. Negates sound in 15-ft. radius.
Soul Bend. Weakens victim's Will to resist.
Sound Burst. Deals 1d8 sonic damage to subjects; may stun them.
Sound Mind. Subject gains 1d4+1 Int for 1 hr./level.
Spellslip. Confuses the magic of a spellcaster, causing him to discharge the wrong spell.
Suggestion. Compels subject to follow stated course of action.
Summon Monster II. Calls outsider to fight for you.
Summon Swarm. Summons swarm of small crawling or flying creatures.
Tasha's Hideous Laughter. Subject loses actions for 1d3 rounds.
Tongues. Speak any language.
Triple Threat. Transforms a single fired arrow into three.
Undetectable Alignment. Conceals alignment for 24 hours.
Whispering Wind. Sends a short message one mile/level.
Willflower. Subject gains 1d4+1 Cha for 1 hr./level.
Zev's Epic Song. Bardic song gives allies +3 to attack, damage and saving throws.

3RD LEVEL BARD SPELLS

Bestow Curse. -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
Blink. You randomly vanish and reappear for 1 round/level.
Call People of the Deep I. Calls aquatic humanoids to fight for the spellcaster.
Charm Monster. Makes monster believe it is your ally.

Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.
Cloaked Sphere of Radiance. *Daylight* in a shell of darkness.
Confusion. Makes subject behave oddly for 1 round/level.
Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).
Dispel Magic. Cancels magical spells and effects.
Displacement. Attacks miss subject 50%.
Distant Light. As *daylight* but Medium range.
Dragonskin. Dragon's skin gives +4 armor bonus plus damage reduction vs. an element.
Emotion. Arouses strong emotion in subject.
Fear. Subjects within cone flee for 1 round/level.
Gaseous Form. Subject becomes insubstantial and can fly slowly.
Greater Magic Weapon. +1 bonus/three levels (max +5).
Greater Sleep. As *sleep*, but 4d6 HD of creatures.
Gust of Wind. Blows away or knocks down smaller creatures.
Haste. Extra partial action and +4 AC.
Illusory Script. Only intended reader can decipher.
Invisibility Sphere. Makes everyone within 10 ft. invisible.
Keen Edge. Doubles normal weapon's threat range.
Killer Instinct. Increases caster's critical threat range and multiplier by one.
Leomund's Tiny Hut. Creates shelter for 10 creatures.
Lesser Geas. Commands subject of 7 HD or less.
Magic Circle Against Chaos/Evil/Good/Law. As protection spells, but 10 ft. radius and 10 min./level.
Major Image. As silent image, plus sound, smell and thermal effects.
Neurosis. Make a person deathly afraid of something harmless.
Phantom Steed. Magical horse appears for 1 hour/level.
Plunder Thoughts. Allows reading of deep thoughts.
Remove Curse. Frees object or person from curse.
Remove Disease. Cures all diseases affecting subject.
Scrying. Spies on subject from a distance.
Sculpt Sound. Creates new sounds or changes existing ones.
Sepia Snake Sigil. Creates text symbol that immobilizes reader.
Slow. One subject/level takes only partial actions, -2 AC, -2 melee rolls.
Speakeasy. Gives complete understanding of one language.
Summon Monster III. Calls outsider to fight for you.
Unfasten. Unfastens all buckles in area.
Wind Wall. Deflects arrows, smaller creatures, and gases.
Woeful Wail. Causes nearby creatures to lapse into despair.

4th LEVEL BARD SPELLS

Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification.
Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).
Deep in Thought. Aids concentration to ignore distractions.
Detect Scrying. Alerts you of magical eavesdropping.
Dimension Door. Teleports you and up to 500 lb.
Dismissal. Forces a creature to return to native plane.
Dominate Person. Controls humanoid telepathically.
Godsong. Bardic song aids divine spell recovery.
Hallucinatory Terrain. Makes one type of terrain appear like another (field into forest,

etc.).

- Hold Monster.** As *hold person*, but any creature.
Improved Invisibility. As *invisibility*, but subject can attack and stay invisible.
Legend Lore. Learn tales about a person, place, or thing.
Leomund's Secure Shelter. Creates sturdy cottage.
Locate Creature. Indicates direction to familiar creature.
Modify Memory. Changes 5 minutes of subject's memories.
Neutralize Poison. Detoxifies venom in or on subject.
Phantom Dweomer. Creates a phantom dweomer around a spell or magic item to foil *dispel magic* attempts.
Rainbow Pattern. Lights prevent 24 HD of creatures from attacking or moving away.
Shout. Deafens all within cone and deals 2d6 damage.
Summon Monster IV. Calls outsider to fight for you.
Turnabout. Victim sees allies as deadly enemies.

5th LEVEL BARD SPELLS

- Amnesia.** Subject loses all memory of his past life.
Contact Other Plane. Ask question of extraplanar entity.
Control Water. Raises or lowers bodies of water.
Dream. Sends message to anyone sleeping.
False Vision. Fools scrying with an illusion.
Greater Dispelling. As *dispel magic*, but +20 on check.
Healing Circle. Cures 1d8 +1/level damage in all directions.
Interrogate. Target must answer three questions truthfully.
Mind Fog. Subjects in fog get -10 Wis, Will checks.
Mirage Arcana. As *hallucinatory terrain*, plus structures.
Mislead. Turns you invisible and creates illusory double.
Nightmare. Sends vision dealing 1d10 damage, fatigue.
Persistent Image. As *major image*, but no concentration required.
Shield of Color. Creates shimmering shield that protects the caster from attack and shadow magic.
Siren Song. Causes one target per level to follow the caster's voice.
Straszman's Ballet of Seduction. Charms all who view the dancer.
Summon Monster V. Calls outsider to fight for you.
Wail of the Damned. Victims must make Fortitude saving throws or be deafened or paralyzed.

6th LEVEL BARD SPELLS

- Call People of the Deep II.** Calls aquatic humanoids to fight for the spellcaster.
Control Weather. Changes weather in local area.
Eyebite. Charm, fear, sicken or sleep one subject.
Geas/Quest. As *lesser geas*, plus it affects any creature.
Greater Scrying. As *scrying*, but faster and longer.
Mass Haste. As *haste*, affects one/level subjects.
Mass Suggestion. As *suggestion*, plus one/level subjects.
Mortal Vision. Convinces a single creature that it has died.
Permanent Image. Includes sight, sound, and smell.
Plane Shift. Up to eight subjects travel to another plane.
Programmed Image. As *major image*, plus triggered by event.

- Project Image.** Illusory double can talk and cast spells.
Repulsion. Creatures can't approach you.
Summon Monster VI. Calls outsider to fight for you.
True Fake. A real object is cloaked by illusion.
Urging Verse. Bardic song gives additional temporary feats.
Veil. Changes appearance of group of creatures.

SORCERER AND WIZARD SPELLS

0 LEVEL SORCERER AND WIZARD SPELLS (CANTGRIPS)

- Abjur** **Minor Ward.** Inscription harms those who enter, pass or open warded area or object.
Resistance. Subject gains +1 on saving throws.
- Conj** **Devlin's Barb.** Creates arrow, bolt, bullet, sling stone.
Ray of Frost. Ray deals 1d3 cold damage.
- Div** **Detect Poison.** Detects poison in one creature or small object.
Mental Alarm. All subjects mentally alerted simultaneously.
Sum Up. Allows caster to quickly count a number of creatures or objects.
Waterfind. Locates nearby sources of potable water.
- Ench** **Daze.** Creature loses next action.
Peppershot. Causes target to sneeze.
- Evoc** **Dancing Lights.** Figment torches or other lights.
Flame On. Creates a tiny spark.
Flare. Dazzles one creature (-1 attack).
Light. Object shines like a torch.
- Illus** **Ghost Sound.** Figment sounds.
Shadowsize. Change the size of a shadow.
- Necro** **Disrupt Undead.** Deals 1d6 damage to one undead.
Slumber Swap. Transfers need for sleep to target creature.
- Trans** **Cool/Heat.** Slowly raises or lowers temperature.
Enchanting Flavor. A meal so good it gives a +2 Cha bonus.
Mage Hand. 5-pound telekinesis.
Mending. Makes minor repairs on an object.
Open/Close. Opens or closes small or light things.
Sober Up. Cures the target of alcoholic influences.
Tongue of Angels. Speak Celestial.
Tongue of Fiends. Speak Infernal.
Wash. Cleans grime and dirt from one object or person.
- Univ** **Arcane Mark.** Inscribes a personal rune (visible or invisible).
Detect Magic. Detects spells and magic items within 60 ft.
Detect Temporal Disturbance. Sense the presence of a disturbance in the natural flow of time.
Prestidigitation. Performs minor tricks.
Read Magic. Read scrolls and spellbooks.

15th LEVEL SORCERER AND WIZARD SPELLS

- Abjur** **Alarm.** Wards an area for 2 hours/level.
Endure Elements. Ignores 5 damage/round from one energy type.
Hold Portal. Holds door shut.
Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
Shield. Invisible disc gives cover and blocks *magic missiles*.
- Conj** **Floater.** Target is forced to the water's surface.
Grease. Makes 10 ft. square or one object slippery.
Mage Armor. Gives subject +4 armor bonus.
Mount. Summons riding horse for 2 hr./level.
Obscuring Mist. Fog surrounds you.
Paste. Makes a 10 ft. square surface sticky.
Summon Monster I. Calls outsider to fight for you.
Unseen Servant. Creates invisible force that obeys your commands.
- Div** **Arcane Pointer.** Creates a magical pointer that leads the way to a pre-specified object or person.
Auric Aura. Detects gold or other metals.
Comprehend Languages. Understands all spoken and written languages.
Darkness Visible. Creature touched may look from nearby shadows.
Detect Secret Doors. Reveals hidden doors within 60 ft.
Detect Undead. Reveals undead within 60 ft.
Identify. Determines single feature of magic item.
True Strike. Adds +20 bonus to your next attack roll.
- Ench** **Charm Person.** Makes one person your friend.
Guilt. Evil creature forced to think about what it's done.
Hypnotism. Fascinates 2d4 HD of creatures.
Sleep. Put 2d4 HD of creatures into comatose slumber.
- Evoc** **Acidic Curse.** Victim's eyes burst with acid, 1d6 damage, blindness for 1d4 rounds.
Burning Bolt. Shoots flaming missiles.
Burst. Causes a flash of light that blinds enemies.
Magic Missile. 1d4+1 damage; +1 missile/two levels above 1st (max +5).
Silent Sound. Sonic blast does 1d6 damage/level.
Tenser's Floating Disk. 3-ft.-diameter horizontal disk that holds 100 lb./level.
- Illus** **Chameleon Blend.** Gives +1 bonus per level to Hide (max +10).
Change Self. Changes your appearance.
Color Spray. Knocks unconscious, blinds, or stuns 1d6 weak creatures.
Hidden Shade. Makes an ordinary shadow disappear.
Nystul's Magical Aura. Grants object false magic aura.
Nystul's Undetectable Aura. Masks magic item's aura.
Puff and Gone. Caster becomes invisible for 2 rounds.
Silent Image. Creates minor illusion of your design.
Sneaky Feet. Gives +2 bonus/level to Move Silently.
Ventriloquism. Throws voice for 1 min./level.
- Necro** **Cause Fear.** One creature flees for 1d4 rounds.
Chill Touch. 1 touch/level deals 1d6 damage and possibly 1 Str damage.
Ray of Clumsiness. Ray reduces Dex by 1d6 +1/two caster levels.
Ray of Enfeeblement. Ray reduces Str by 1d6 +1/two caster levels.
- Trans** **Animate Rope.** Makes a rope move at your command.
Burning Hands. 1d4 fire damage/level (max: 5d4).

- Enlarge.** Object or creature grows +10%/level (max +50%).
Erase. Mundane or magical writing vanishes.
Expeditious Retreat. Doubles your speed.
Feather Fall. Objects or creatures fall slowly.
Gills. Affected creatures grow gills.
Jump. Subject gets +30 on Jump checks.
Magic Weapon. Weapon gains +1 bonus.
Message. Whispered conversation at distance.
Precise Vision. Sees details more clearly, +5 to Search and Spot checks.
Punishing Spit. Expectorate a viscous glob of acid at an opponent.
Reduce. Object or creature shrinks 10%/level (max 50%).
Runecall. Triggers a previously placed, magical rune from a distance.
Sculpt Shadow. Changes the shape of a natural shadow.
Shocking Grasp. Touch delivers 1d8+1/level electricity.
Spider Climb. Grants ability to walk on walls and ceilings.
Swim. +30 on Swim checks.

2ND LEVEL SORCERER AND WIZARD SPELLS

- Abjur** **Arcane Lock.** Magically locks a portal or chest.
Dispel Temporal Effect. Dispel any spell cast on a creature or object that manipulates time.
Flaming Shield. Protects the caster against melee and missile attacks.
Obscure Object. Masks object against divination.
Protection From Arrows. Subject immune to most ranged attacks.
Resist Elements. Ignores 12 damage/round from one energy type.
Static Veil. Creates area that resists scrying.
Thief Ward. Sounds are magnified, shadows lessened, and details brightened.
- Conj** **Fog Cloud.** Fog obscures vision.
Forceful Footfalls. Spectral boots test safety of floors.
Glitterdust. Blinds creatures, outlines invisible creatures.
Living Proof. Creates a shield that draws power from the caster's life energy.
Mapping Companion. A spirit creates a map of the caster's movements.
Melf's Acid Arrow. Ranged touch attack; 2d4 damage for 1 round+1 round/three levels.
Saltburst. Explosion of salt and brine does 2d4 damage (2d8 to plants).
Summon Monster II. Calls outsider to fight for you.
Summon Swarm. Summons swarm of small crawling or flying creatures.
Web. Fills 20 ft. radius spread with sticky spider webs.
- Div** **Detect Thoughts.** Allows "listening" to surface thoughts.
Epiphany. +5 bonus to craft and knowledge checks.
Killer Instinct. Increases caster's critical threat range and multiplier by one.
Last Look. View the last minutes of a corpse's life from its view.
Locate Object. Senses direction toward object (specific or type).
Locate Owner. Like *locate creature* but you don't have to know what creature you're seeking.
See Invisibility. Reveals invisible creatures or objects.
True Filch. Grants a +20 bonus to one Pick Pocket check.
- Ench** **False Witness.** Distorts memories of witnesses.

Mantle of Unassailable Flame. Weapons used against subject take 3d6 damage.
Spellslip. Confuses the magic of a spellcaster, causing him to discharge the wrong spell.

Tasha's Hideous Laughter. Subject loses actions for 1d3 rounds.

Blackflame. Creates a flame of darkness that grants darkvision.

Cloak of Night. Creates magical cloak that smothers a target.

Continual Flame. Makes a permanent, heatless torch.

Cry Havoc. Cone area effect that stuns opponents.

Darkness. 20 ft. radius of supernatural darkness.

Daylight. 60 ft. radius of bright light.

Ethereal Blast. Bolt that damages ethereal and incorporeal targets.

Far-Flying Flame. Creates a bolt of flame with exceptional range.

Flaming/Freezing Weapon. Sheaths a weapon in fire or ice.

Flaming Sphere. Rolling ball of fire, 2d6 damage, lasts 1 round/level.

Frostbite. Numbs and injures an opponent with bone-chilling cold.

Icebolt. Bolt of ice does 2d6 piercing damage and 1d6 +1/caster level cold damage.

Insistent Wave. Pushes away surrounding objects and creatures.

Mark of Air. +2 to Dex or a shield of swirling air.

Mark of Earth. +2 to Str or special attack.

Mark of Fire. +2 to Dex or special attack.

Mark of Frost. +1 to AC or special attack.

Mark of Water. +2 to Con or special attack.

Rune of Midnight. Rune causes impenetrable darkness.

Shadowpulse. Creates an area of shadowy light around a touched object.

Shatter. Sonic vibration damages objects or crystalline creatures.

Soul Bend. Weakens victim's Will to resist.

Stunning Bolt. Ray does 1d6/caster level subdual damage.

Sundering Missile. Magical force targets solid object.

Blur. Attacks miss subject 20% of the time.

Hypnotic Pattern. Fascinates 2d4+1 HD/level of creatures.

Invisibility. Subject is invisible for 10 min./level or until it attacks.

Leomund's Trap. Makes item seem trapped.

Lesser Shadow Conjuration. Replicate 1st-level conjuration spells.

Magic Mouth. Speaks once when triggered.

Minor Image. As *silent image*, plus some sound.

Mirror Image. Creates decoy duplicates of you (1d4+1/three levels, max 8).

Misdirection. Misleads divinations for one creature or object.

Phantom Fragrance. Creates an illusory smell.

Shadow Selves. Creates quasi-real mirror images of the caster.

Ghoul Touch. Paralyzes one subject, who exudes stench (-2 penalty) nearby.

Ginzburg's Shriek of Fear. Cry that causes foes to be shaken, stunned or paralyzed.

Mortal Slumber. Feign death.

Scare. Panics creatures up to 5 HD (15-ft. radius).

Spectral Hand. Creates disembodied glowing hand to deliver touch attacks.

Alter Self. As *change self*, plus more drastic changes.

Blindness/Deafness. Makes subject blind or deaf.

Bull's Strength. Subject gains 1d4+1 Str for 1 hr./level.

Cat's Grace. Subject gains 1d4+1 Dex for 1 hr./level.

Darkvision. See 60 ft. in total darkness.

Dolphin Chant. Improved swimming abilities.

Drunk. Causes intoxication ability penalties and possible unconsciousness.

Endurance. Gain 1d4+1 Con for 1 hr./level.

Iron Fist. Punches do additional 1d6 damage.

Knock. Opens locked or magically sealed door.

Levitate. Subject moves up and down at your direction.

Pyrotechnics. Turns fire into blinding light or choking smoke.

Quicken Vessel. Enhances the speed of boats and ships.

Refound Focus. Refocuses caster's initiative.

Rope Trick. Up to eight creatures hide in extradimensional space.

Sound Mind. Subject gains 1d4+1 Int for 1 hr./level.

Undaunted Fixture. Binds two objects.

Whispering Wind. Sends a short message one mile/level.

Willflower. Subject gains 1d4+1 Cha for 1 hr./level.

Enhance Magical Flow. Caster's spells get +1 DC bonus.

Univ

3RD LEVEL SORCERER AND WIZARD SPELLS

Abjur

Dispel Magic. Cancels magical spells and effects.

Explosive Runes. Deals 6d6 damage when read.

Foil Tracer. Spells cannot be traced by *teleport tracer*.

Magic Circle Against Chaos/evil/Good/Law. As *protection* spells, but 10 ft. radius and 10 min./level.

Nondetection. Hides subject from divination, scrying.

Protection From Elements. Absorb 12 damage/level from one kind of energy.

Rune of Flames. Rune causes 1d6 fire damage per caster level.

Rune of Recumbence. Rune causes 1d6 Hit Dice of creatures per caster level to fall asleep.

Conj

Bolt of Conjuring. Fires bolt of force and summons monster.

Call People of the Deep I. Calls aquatic humanoids to fight for the spellcaster.

Devlin's Venoblade. Creates any slashing weapon, covered with poison.

Dragonskin. Dragon's skin gives +4 armor bonus plus damage reduction vs. an element.

Dust Storm. Storm blocks vision, does subdual damage.

Flame Arrow. Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).

Phantom Steed. Magical horse appears for 1 hour/level.

Sepia Snake Sigil. Creates text symbol that immobilizes reader.

Shadow Cloak. Shadow protects target from harmful effects of any light source.

Sleet Storm. Hampers vision and movement

Sphere of Pure Air. Creates 15-ft.-radius sphere of pure, fresh air.

Stinking Cloud. Nauseating vapors, 1 round/level.

Summon Monster III. Calls outsider to fight for you.

Summon Shadow Raven. Shadowy bird appears.

Triple Threat. Transforms a single fired arrow into three.

Waiting Air. Creates invisible gas that can explode for 1d6 damage/level.

Div

Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.

Detect Traps. Find all traps in an area.

Plunder Thoughts. Allows reading of deep thoughts.

Rune of Scrying. Rune allows scrying.

Tongues. Speak any language.

Ench

Greater Sleep. As *sleep*, but 4d6 HD of creatures.

Hold Person. Holds one person helpless; 1 round/level.

Suggestion. Compels subject to follow stated course of action.

Evoc **Blood Funnel.** Summons whirlwind of blood that obscures vision, damages foes and causes fear.

Cloaked Sphere of Radiance. *Daylight* in a shell of darkness.

Distant Light. As *daylight* but Medium range.

Fireball. 1d6 damage per level, 20 ft. radius.

Gust of Wind. Blows away or knocks down smaller creatures.

Leomund's Tiny Hut. Creates shelter for 10 creatures.

Lightning Bolt. Electricity deals 1d6 damage/level.

Metalstorm. Creates cloud of magnetic iron filings.

Serpent's Sigh. Caster breathes damaging effect, 1d6 per level.

Shadow Shaft. Thrown shadow energy that causes 1d6 damage/level.

Sucking Spear. Creates a magical spear that inflicts damage and drains spells from its target.

Wind Wall. Deflects arrows, smaller creatures, and gases.

Illus **Displacement.** Attacks miss subject 50%.

Hideous Appearance. Appearance becomes ugly beyond description.

Illusory Script. Only intended reader can decipher.

Invisibility Sphere. Makes everyone within 10 ft. invisible.

Lesser Shadow Evocation. Replicates 1st- and 2nd-level evocations.

Major Image. As *silent image*, plus sound, smell and thermal effects.

Waking Nightmares. Creature sees worst nightmares, suffers penalties.

Necro **Agony of Deceit.** Target takes 1d4 subdual damage/caster level when he lies.

Armor of Decay. Crafts protective armor from a corpse.

Bone Tattoo. Creates tattoo that protects against variety of effects.

Dark Victory. Damage inflicted on a shadow is transferred to its owner.

Gentle Repose. Preserves one corpse.

Halt Undead. Immobilizes undead for 1 round/level.

Mothball. Preserves organic matter against decay.

Sucking Touch. Caster has Strength-draining touch.

Undead Attraction. Target is magnet for undead.

Vampiric Touch. Touch deals 1d6/two caster levels; caster gains damage as hp.

Trans **Animal Aspect.** Gain the power of an animal.

Blink. You randomly vanish and reappear for 1 round/level.

Burrow. Subject burrows through solid earth or snow.

Cloud Shape. Alters appearance of cloud.

Destroy Water. Destroys water, leaves dust in its place.

Fly. Subject flies at speed of 90.

Gaseous Form. Subject becomes insubstantial and can fly slowly.

Greater Magic Weapon. +1/three levels (max +5).

Haste. Extra partial action and +4 AC.

Keen Edge. Doubles normal weapon's threat range.

Magnified Knock. Open, and destroy, one door or secret door, chest, or box.

Secret Page. Changes one page to hide its real content.

Shadow Coil. Shadows become ropes that entangle.

Shrink Item. Object shrinks to one-twelfth size.

Sizzleskin. Electrifies target's body, doing damage to anyone who touches him.

Slow. One subject/level takes only partial actions, -2 AC, -2 melee rolls.

Unfasten. Unfastens all buckles in an area.

Water Breathing. Subjects can breathe underwater.

Water Crush. Increases water pressure to damage targets.

4th LEVEL SORCERER AND WIZARD SPELLS

Abjur **Dimensional Anchor.** Bars extradimensional movement.

Fire Trap. Opened object deals 1d4 +1/level damage.

Minor Globe of Invulnerability. Stops 1st- through 3rd-level spell effects.

Remove Curse. Frees object or person from curse.

Rune of Toxicity. Rune causes deadly poison.

Spelltrap. Gem absorbs spell, releases its energy.

Stoneskin. Stops blows, cuts, stabs, and slashes.

Conj **Army of Filth.** Summons a horde of diseased rats, insects and other scavengers.

Evard's Black Tentacles. 1d4 +1/level tentacles grapple randomly within 15 ft.

Leomund's Secure Shelter. Creates sturdy cottage.

Minor Creation. Creates one cloth or wood object.

Ocular Orb. Creates a small eye-like object that the caster can see through.

Pit of Trapping. Creates an infinitely deep hole.

Solid Fog. Blocks vision and slows movement.

Summon Monster IV. Calls outsider to fight for you.

Div **Arcane Eye.** Invisible floating eye moves 30 ft./round.

Detect Scrying. Alerts you of magical eavesdropping.

Locate Creature. Indicates direction to familiar creature.

Minor Ring of Sight. Creates a magical circle to view locations where *runes of scrying* have been placed.

Scrying. Spies on subject from a distance.

Speakeasy. Gives complete understanding of one language.

Ench **Charm Monster.** Makes monster believe it is your ally.

Confusion. Makes subject behave oddly for 1 round/level.

Emotion. Arouses strong emotion in subject.

Lesser Geas. Commands subject of 7 HD or less.

Ravenous. Fills targets with ravenous hunger for 1 minute/level.

Turnabout. Victim sees allies as deadly enemies.

Evoc **Bind Item.** Subject encased in globe of force.

Chains of Vengeance. Chains of fire bind target, 2d6 damage/round.

Coldscream. Shriek does 1d6/caster level damage.

Cover of Darkness. Protects the caster from sight and scrying.

Fire Shield. Creatures attacking you take fire damage; you're protected from heat or cold.

Flaming Corrosion. Burning acid does 1d6 damage/level.

Foe's Fire. Burns a foe every round until extinguished.

Greater Mark of Air. As *mark of air* but more powerful.

Greater Mark of Earth. As *mark of earth* but more powerful.

Greater Mark of Fire. As *mark of fire* but more powerful.

Greater Mark of Frost. As *mark of frost* but more powerful.

Greater Mark of Water. As *mark of water* but more powerful.

Ice Storm. Hail deals 5d6 damage in cylinder 40 ft. across.

Otiluke's Resilient Sphere. Force globe protects but traps one subject.

Shout. Deafens all within cone and deals 2d6 damage.

Spell Burn. Cannibalize other spells for a 1d8 damage/spell level bolt.

Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.

Wall of Ice. Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

Warding Globes. Flying globes absorb attacks.

- Illus** **Hallucinatory Terrain.** Makes one type of terrain look like another (field into forest, etc.).
Illusory Wall. Wall, floor, or ceiling looks real, but anything can pass through.
Improved Invisibility. As *invisibility*, but subject can attack and stay invisible.
Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 damage.
Phantom Dweomer. Creates a phantom *dweomer* around a spell or magic item to foil *dispel magic* attempts.
Rainbow Pattern. Lights prevent 24 HD of creatures from attacking or moving away.
Shadow Conjuration. Mimics conjuring below 4th level.
- Necro** **Black Mulching.** Damages plants in area.
Contagion. Infects subject with chosen disease.
Dead Alive. Caster becomes undead.
Enervation. Subject gains 1d4 negative levels.
Fear. Subjects within cone flee for 1 round/level.
- Trans** **Bestow Curse.** -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
Bury. Creature swallowed by earth.
Deep in Thought. Aids concentration to ignore distractions.
Descent Into Darkness. Caster turns himself into a natural shadow.
Dimension Door. Teleports you and up to 500 lb.
Dive. Breathe water, get darkvision and immunity to pressure, and +10 to Swim checks.
Hidden Object. As *invisibility*, but must be cast on an object.
Lawson's Seal. Seals one portal until a condition is met.
Manimal. Grants caster powers of totem animal.
Mirror Stronghold. Creates an extradimensional space to store items.
Polymorph Other. Gives one subject a new form.
Polymorph Self. You assume a new form.
Rary's Mnemonic Enhancer. Prepares extra spells or retains one just cast. Wizard only.
Ray of Dry Rot. Ray infects wooden objects, creatures with dry rot.
Small Favors. Borrow ability of extraplanar creature.
Watery Grave. Animates a body of water in order to drown a creature.
Weaken Resistance. Decreases target's spell resistance.
Written in Skin. Changes one item into a tattoo on the subject's body.
- Univ** **Greater Magical Flow Enhancement.** +2 bonus to spells' DC.

5th LEVEL SORCERER AND WIZARD SPELLS

- Abjur** **Dismissal.** Forces a creature to return to native plane.
Shield of Color. Creates shimmering shield that protects the caster from attack and shadow magic.
Teleport Block. Creates an area in which no teleportation spells will work.
- Conj** **Advanced Familiar.** Summons a powerful familiar.
Call Monster From the Deep. Calls an aquatic monster to fight for the spellcaster.
Cloudkill. Kills 3 HD or less; 4-6 HD save or die.
Firebird. Caster summons quasi-real, birdlike creature of flame.
Leomund's Secret Chest. Hides expensive chest on Ethereal Plane; you retrieve it at will.
Lesser Planar Binding. Traps outsider until it performs a task.
Major Creation. As *minor creation*, plus stone and metal.
Mord's Faithful Hound. Phantom dog can guard, attack.
Pillar of Pulling/Pushing. Creates magnetic pillar that attracts/repels metal armor and weapons.

- Squall.** Creates a powerful storm that sweeps across the caster's enemies.
Summon Monster V. Calls outsider to fight for you.
Wall of Iron. 30 hp/four levels; can topple onto foes.
Wall of Stone. Creates a stone wall that can be shaped.
Wall of Water. Creates a barrier of seawater under extremely high pressure.
- Div** **Contact Other Plane.** Ask question of extraplanar entity.
Prying Eyes. 1d4 floating eyes +1/level scout for you.
Rary's Telepathic Bond. Link lets allies communicate.
Scry the Ages. The caster can see and hear some creature, who may be at any distance or in any time frame past or future.
- Ench** **Dominate Person.** Controls humanoid telepathically.
Feeblemind. Subject's Int drops to 1.
Hold Monster. As *hold person*, but any creature.
Mind Fog. Subjects in fog get -10 Wis, Will checks.
Siren Song. Causes one target per level to follow the caster's voice.
- Evoc** **Bigby's Interposing Hand.** Hand provides 90% cover against one opponent.
Cone of Cold. 1d6 cold damage/level.
Cross of Lightning. Bolts shoot in four directions.
Obscuring Wall. Creates a black wall that blocks sight and scrying.
Sending. Delivers short message anywhere, instantly.
Teleport Redirect. Teleport subject is transported to another location.
Wall of Force. Wall is immune to damage.
- Illus** **Dream.** Sends message to anyone sleeping.
False Vision. Fools scrying with an illusion.
Greater Shadow Conjuration. As *shadow conjuration*, but up to 4th level and 40% real.
Mirage Arcana. As *hallucinatory terrain*, plus structures.
Nightmare. Sends vision dealing 1d10 damage, fatigue.
Persistent Image. As *major image*, but no concentration required.
Seeming. Changes appearance of one person/two levels.
Shadow Evocation. Mimics evocation less than 5th level.
Weapon of Shade. Creates a Strength-draining weapon.
- Necro** **Animate Dead.** Creates undead skeletons and zombies.
Elemental Shroud. Protects undead with shroud of energy.
Magic Jar. Enables possession of another creature.
Mark of Thralldom. Slain creature returns as undead, carries out command.
Neroth's Embrace. 1d4 temporary Str damage to target.
Spirit Link. Establishes draining link with another creature.
Strangle. Suffocates 4d6 HD of creatures.
Vital Gaze. Caster's gaze damages and impairs undead.
Wail of the Damned. Victims must make Fortitude saving throws or be deafened or paralyzed.
Wicked Water. Imbues water with negative energy.
- Trans** **Animal Growth.** One animal/two levels doubles in size, HD.
Calm Winds. Create *doldrums* in local area.
Elemental Maze. Creates maze of earth, air or water.
Fabricate. Transforms raw materials into finished items.
Liquefy Self. Caster assumes a liquid state.
Manifold. Allows casting of prepared spell instead of others. Wizard only.
Merge With Object. Merges one object into the body of a creature.
Passwall. Breaches walls 1 ft. thick/level.

Ray of Rust. Ray rusts what it touches.
Sea Snare. Creates a magic trap to slow sea vessels.
Stone Shape. Sculpts stone into any form.
Telekinesis. Lifts or moves 25 lb./level at long range.
Teleport. Instantly transports you anywhere.
Transmute Mud to Rock. Transforms two 10 ft. cubes/level.
Transmute Rock to Mud. Transforms two 10 ft. cubes/level.
Woodheal. Regenerates damage done to wooden items or creatures.
Permanency. Makes certain spells permanent; costs XP.

Univ

6th LEVEL SORCERER AND WIZARD SPELLS

Abjur **Antimagic Field.** Negates magic within 10 ft.
Globe of Invulnerability. As *minor globe*, plus 4th level.
Greater Dispelling. As *dispel magic*, but +20 on check.
Guards and Wards. Array of magic effects protect area.
Repulsion. Creatures can't approach you.
Soften Spell. Weakens spells cast within 100 ft.

Conj **Acid Fog.** Fog deals acid damage.
Call People of the Deep II. Calls aquatic humanoids to fight for the spellcaster.
Freezing Claw. Icy claw makes 3d6 damage touch attacks, may freeze target solid.
Planar Binding. As *lesser planar binding*, but up to 16 HD.
Power Word, Thunderclap. Causes a clap of deafening thunder.
Rusting Fog. Fog damages metal.
Summon Monster VI. Calls outsider to fight for you.

Div **Analyze Dweomer.** Reveals magical aspects of subject.
Legend Lore. Learn tales about a person, place, or thing.
Teleport Coordinates Transfer. Mentally transfers information necessary to teleport to a location.
Teleport Tracer. Knows destination of *teleport* spell.
True Seeing. See all things as they really are.

Ench **Amnesia.** Subject loses all memory of his previous life.
Coma. Puts living creature in coma.
Geas/Quest. As *lesser geas*, plus it affects any creature.
Mass Suggestion. As *suggestion*, plus one/level subjects.
Mortal Vision. Convinces a single creature that it has died.
Straszman's Ballet of Seduction. *Charms* all who view the dancer.

Evoc **Bigby's Forceful Hand.** Hand pushes creatures away.
Bolts From Above. Causes an electrical storm that the caster can control.
Chain Lightning. 1d6 damage/level; secondary bolts.
Contingency. Sets trigger condition for another spell.
Electrical Deluge. As *lightning bolt* but effects in a spread.
Otiluke's Freezing Sphere. Freezes water or deals cold damage.
Riptide. Unleashes punishing jet of water.
Wall of Will. Strong wall of energy.

Illus **Greater Shadow Evocation.** As *shadow evocation*, but up to 5th level.
Mislead. Turns you invisible and creates illusory double.
Permanent Image. Includes sight, sound, and smell.
Programmed Image. As *major image*, plus triggered by event.
Project Image. Illusory double can talk and cast spells.
Shades. As *shadow conjuration*, but up to 5th level and 60% real.

True Fake. A real object is cloaked by illusion.
Veil. Changes appearance of group of creatures.

Necro **Circle of Death.** Kills 1d4 HD/level.
Necromantic Channel. Caster gets benefits of undead's energy-draining attacks.

Trans **Bonewand.** Creates a single-use wand out of a discarded bone.
Control Water. Raises or lowers bodies of water.
Control Weather. Changes weather in local area.
Crepuscule. Permanently turns any object into a shadow version of itself.
Disintegrate. Makes one creature or object vanish.
Eyebite. Charm, fear, sicken or sleep one subject.
Fearsome Dagger. Ghostly blade deals 1d6 damage per round until victim saves.
Flesh to Stone. Turns subject creature into statue.
Glasteel. Creates a magical substance as tough as steel but as transparent as glass.
Greater Knock. Subject moves unhindered through doors, traps, etc.
Mass Haste. As *haste*, affects one/level subjects.
Mord's Lucubration. Recalls spell of 5th level or less. Wizard only.
Move Earth. Digs trenches and build hills.
Stone to Flesh. Restores petrified creature.
Tenser's Transformation. You gain combat bonuses.
Vengeance of the Scorned. Allows caster to find and defeat a single individual.
Wereform. Transforms one creature into a werebeast.

7th LEVEL SORCERER AND WIZARD SPELLS

Abjur **Banishment.** Banishes 2 HD/level extraplanar creatures.
Godbother. Severs the connection between a divine caster and his deity.
Sequester. Subject is invisible to sight and scrying.
Spell Turning. Reflect 1d4+6 spell levels back at caster.

Conj **Drawmij's Instant Summons.** Prepared object appears in your hand.
Fog of Blades. Creates a cloud of tiny blades that inflict 1d4 points of damage per round.
Mord's Magnificent Mansion. Door leads to extradimensional mansion.
Phase Door. Invisible passage through wood or stone.
Power Word, Stun. Stuns creature with up to 150 hp.
Summon Monster VII. Calls outsider to fight for you.

Div **Greater Scrying.** As *scrying*, but faster and longer.
Vision. As *legend lore*, but quicker and strenuous.

Ench **Insanity.** Subject suffers continuous confusion.
Pirate's Booty. Aids in the hiding/retrieval of treasure chests.

Evoc **Bigby's Grasping Hand.** Hand provides cover, pushes, or grapples.
Delayed Blast Fireball. 1d8 fire damage/level; you can delay blast for 5 rounds.
Forcecage. Cube of force imprisons all inside.
Liquid Fire. Creates a burst of persistent flame.
Mord's Sword. Floating magic blade strikes opponents.
Prismatic Spray. Rays hit subjects with variety of effects.

Illus **Dark Evocation.** Replicates evocation spells up to 6th level.
Mass Invisibility. As *invisibility*, but affects all in range.
Shadow Walk. Step into shadow to travel rapidly.
Simulacrum. Creates partially real double of a creature.

Necro **Anshar's Burning Blood.** Wounded creatures' blood attacks them, at 1d4+1 damage/caster level.

Control Undead. Undead don't attack you while under your command.
Finger of Death. Kills one subject.
Hastening of Age. Target loses Str, Dex, and Con levels as his body ages prematurely.
Silhouette. Transforms one creature into shadows.
Soul Suck. Tortured spirits drain Constitution from a chosen target.
Ethereal Jaunt. You become ethereal for 1 round/level.
Flicker Fingers. Turns caster's fingers into venomous snakes.
Icy Curse. Target is frozen solid.
Mass Fly. As *fly*, but with a number of targets.
Plane Shift. Up to eight subjects travel to another plane.
Reverse Gravity. Objects and creatures fall upward.
Statue. Subject can become a statue at will.
Teleport Without Error. As *teleport*, but no off-target arrival.
Vanish. As *teleport*, but affects a touched object.
Limited Wish. Alters reality within spell limits.

Trans

Univ

8th LEVEL SORCERER AND WIZARD SPELLS

Mind Blank. Subject is immune to mental/emotional magic and scrying.
Prismatic Wall. Wall's colors have array of effects.
Protection From Spells. Confers +8 resistance bonus.
Greater Planar Binding. As *lesser planar binding*, but up to 24 HD.
Incendiary Cloud. Cloud deals 4d6 fire damage/round.
Maze. Traps subject in extradimensional maze.
Power Word, Blind. Blinds 200 hp worth of creatures.
Summon Monster VIII. Calls outsider to fight for you.
Trap the Soul. Imprisons subject within gem.
Div **Discern Location.** Exact location of creature or object.
Greater Ring of Sight. View and affect locations where *runes of scrying* exist.
Ench **Antipathy.** Object or location affected by spell repels certain creatures.
Binding. Array of techniques to imprison a creature.
Demand. As *sending*, plus you can send *suggestion*.
Mass Charm. As *charm monster*, but all within 30 ft.
Mass Insanity. Creatures in range suffer *confusion* effect.
Otto's Irresistible Dance. Forces subject to dance.
Sympathy. Object or location attracts certain creatures.
Evoc **Bigby's Clenched Fist.** Large hand attacks your foes.
Mark of Death. Immunity to death effects or special attack.
Midnight Fire. Surrounds the subject in an inferno of black fire.
Otiluke's Telekinetic Sphere. As *Otiluke's resilient sphere*, but you move sphere telekinetically.
Sunburst. Blinds all within 10 ft., deals 3d6 damage.
Vise of the Deep. Subjects victims to crushing pressure.
Illus **Evil Twin.** Turns a creature's shadow into a hostile twin.
Screen. Illusion hides area from vision, scrying.
Necro **Clone.** Duplicate awakens when original dies.
Fellstaff. Creates staff of negative energy that drains hit points and levels from foes.
Horrid Wilting. Deals 1d8 damage/level within 30 ft.
Lifedrinker. Absorbs hit points from nearby foes.
Mists of Undeath. Black fog kills creatures with 3 HD or fewer; 4 HD or more make Fort saves or die.

Shadow Rain. Causes damage, and Str and Con loss.
Trans **Etherealness.** Travel to Ethereal Plane with companions.
Fast Travel. Allows multiple teleportations.
Imbue Guardian. Bonuses to a creature standing guard.
Iron Body. Your body becomes living iron.
Mantle of Egregious Might. +4 bonus to numerous rolls.
Polymorph Any Object. Changes any subject into anything else.
Primal Release. Releases the primal beast within a creature.
Sanguine Strength. Target receives a +1/caster level bonus to Strength.
Temporal Slam. Become nonexistent for a time.
Wayback. Caster jumps back in time.
Univ **Symbol.** Triggered runes have array of effects.

9th LEVEL SORCERER AND WIZARD SPELLS

Abjur **Freedom.** Releases creature suffering imprisonment.
Imprisonment. Entombs subject beneath the earth.
Mord's Disjunction. Dispels magic, disenchant magic items.
Prismatic Sphere. As *prismatic wall*, but surrounds on all sides.
Conj **Gate.** Connects two planes for travel or summoning.
Magma Burst. Earth explodes upward, 20d6 damage to all in area.
Power Word, Kill. Kills one tough subject or many weak ones.
Summon Monster IX. Calls outsider to fight for you.
Div **Foresight.** "Sixth sense" warns of impending danger.
Mind Share. Allows caster to get truthful answers to any questions asked of subject.
Ench **Dominate Monster.** As *dominate person*, but any creature.
Evoc **Bigby's Crushing Hand.** As *Bigby's interposing hand*, but stronger.
Meteor Swarm. Deals 24d6 fire damage, plus bursts.
Illus **Weird.** As *phantasmal killer*, but affects all within 30 ft.
Necro **Astral Projection.** Projects you and companions into Astral Plane.
Cry for Spirits' Release. Destroys undead, heals wounds.
Energy Drain. Subject gains 2d4 negative levels.
Soul Bind. Traps newly dead soul to prevent resurrection.
Wail of the Banshee. Kills one creature/level.
Trans **Arcana Form.** Caster transforms into being of pure magical energy.
Dimensional Rupture. Rips hole between dimensions.
Doublethink. Doubles the caster's mental actions.
Refuge. Alters item to transport its possessor to you.
Shapechange. Transforms you into any creature, and change forms once per round.
Teleportation Circle. Circle teleports any creature inside to designated spot.
Temporal Fold. Next five minutes repeat.
Temporal Stasis. Puts subject into suspended animation.
Time Stop. You are free to act for 1d4+1 rounds of apparent time while time ceases to flow for everyone else.
Univ **Wish.** As *limited*

ACID FOG

Conjuration (Creation) [Acid]

Level: Sor/Wiz 6, Water 7

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Fog spreads 30 ft., 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell's vapors are highly acidic. Each round, starting when the character casts the spell, the fog deals 2d6 points of acid damage to creatures and objects within it.

Arcane Material Components: A pinch of dried, powdered peas combined with powdered animal hoof.

ACIDIC CURSE

Evocation [Acid]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target: One creature with eyes

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster causes a victim's eyes to burst with acid, inflicting 1d6 points of acid damage and blinding the target for 1d4 rounds. Creatures who do not suffer damage from the acid (due to a successful saving throw, an immunity, or a spell granting resistance) are not blinded.

Material Component: A bit of ragweed.

ADVANCED FAMILIAR

Conjuration (Summoning)

Level: Sor/Wiz 5

Components: V, S, M, XP

Casting Time: 1 day

Range: N/A

Target: One summoned creature

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell allows a truly adept arcane caster to call a familiar of greater power than one that could be obtained by an apprentice wizard. Before casting *advanced familiar*, the caster must not have a current familiar, either because his old familiar died more than a year and a day ago or because he dismissed his old familiar in preparation for gaining a new, more powerful one with this spell.

Upon casting *advanced familiar*, a sorcerer or wizard of 9th level or higher may select a new familiar from the Advanced Familiar Table below. A caster of level 14 or higher may choose from the Fantastic Familiar Table. A celestial, fiendish or fantastic familiar will not serve a master who is more than one alignment category away from the familiar's alignment (e.g., a quasit will only serve a chaotic neutral, neutral evil or chaotic evil caster).

Both advanced and fantastic familiars possess all of the basic powers of normal familiars (see p. 51 of *PH*). They also share with their masters the special abilities described in table 3-19 of *PH*, with the following two exceptions: 1. The familiar adds the caster's Intelligence ability modifier to its basic Intelligence from table 3-19 (fantastic familiars possess their normal intelligence if higher). 2. The range for the empathic link between master and familiar is one mile per 5 levels of the caster.

Fantastic familiars possess all of their customary powers as described in *MM* and will use them as they see fit (usually as

ADVANCED FAMILIAR TABLE

Familiar	Special
Dire weasel	Master gains +2 bonus to Reflex saves
Fiendish dire rat	Master gains +2 resistance bonus to Fortitude saves and disease immunity
Celestial Eagle	Master gains +4 bonus to Spot checks and excellent distance vision
Celestial/fiendish monkey	Master gains a +8 bonus to climb checks
Celestial/ fiendish wolf	Master gains +4 bonus to Listen checks and has use of the Track feat if accompanied by the familiar
Fiendish hawk	Master gains +4 bonus to Spot checks and excellent distance vision
Sentry crow	Speaks 2 languages, master gains +4 bonus to Spot checks

FANTASTIC FAMILIAR TABLE

Familiar	Special
Air elemental, small	Master gains air mastery and may fly once per day as a spell-like power
Earth elemental, small	Master gains earth mastery and may pass through solid rock or earth at 1 ft. per round as a supernatural ability
Fire elemental, small	Master gains fire resistance 20 and casts all fire spells at +1 caster level
Water elemental, small	Master may breathe underwater and swim at 30 ft. base speed
Blink dog	Master may dimension door once per day as the blink dog's supernatural power
Imp	Master gains imp's regeneration
Lantern archon	Master gains +4 save vs. poison, petrification immunity and electrical resistance
Pseudodragon	Master gains spell resistance
Quasit	Master gains quasit's Regeneration

their master commands). Fantastic familiars will leave masters who do not treat them appropriately or do not act consistent with the familiars' particular alignments and loyalties. For example, a pseudodragon will leave any master who does not please the dragon with gifts, compliments and pampering, or who treats other creatures

with cruelty. An imp will leave any master who does not sufficiently cow the imp into proper service or who does not visit similarly cruel and ironhanded treatment on others.

If an advanced familiar is destroyed or dismissed, the caster suffers an XP penalty of 250 XP per class level or half that

amount if he succeeds at a Fortitude saving throw (DC18). For fantastic familiars, this penalty is 300 XP per class level. If the familiar leaves or dies, the caster cannot summon a new familiar of any kind for a year and a day.

Material Components: The assortment of material components required to cast this spell costs 1,000 gp for "natural" familiars and 5,000 gp for fantastic ones. If this spell is later renewed, the cost is the same.

XP Cost: 50 XP per class level.

Agony of Deceit

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/3 levels

Saving Throw: Will partial (see text)

Spell Resistance: Yes

If the target attempts to lie, he experiences great agony. Every time he lies, he takes 1d4 points of subdual damage per level of the caster. The target knows it is subdual damage only if he makes his Will save. If the target is driven below 0 hp by this spell, he remains conscious and in great pain until he reaches -10 hp, whereupon he goes unconscious. The target may be revived normally with healing magic, which does not end the spell. Creatures with no intelligence, undead, and those that cannot speak are immune to the effects of this spell.

ALARM

Abjuration

Level: Brd 1, Rgr 1, Sor/Wiz 1

Components: V, S, F/DF

Casting Time: 1 action

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

Area: 25-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by the character at the time of casting) does not set off the *alarm*. The character decides at the time of casting whether the *alarm* will be mental or audible.

Mental Alarm: A mental alarm alerts the character (and only the character) so long as the character remains within a mile of the warded area. The character notes a single mental "ping" that awakens the character from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly up to 180 feet away. The ringing lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the alarm unless the intruder becomes material while in the warded area.

Arcane Foci: A tiny bell and a piece of very fine silver wire.

ALTER SELF

Transmutation

Level: Asn 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level (D)

The character can alter his appearance and form (including clothing and equipment)

to appear taller or shorter, thin, fat, or in between. The assumed form must be corporeal. The character's body can undergo a limited physical transmutation, including adding or subtracting one or two limbs, and the character's weight can be changed up to one-half. If the form selected has wings, the character can fly at a speed of 30 feet with poor maneuverability. If the form has gills, the character can breathe underwater.

The character's attack rolls, natural armor bonus, and saves do not change. The spell does not confer special abilities, attack forms, defenses, ability scores, or mannerisms of the chosen form. Once the new form is chosen, it remains for the duration of the spell. If the character is slain, the character automatically returns to her normal form.

If the character uses this spell to create a disguise, she gets a +10 bonus on her Disguise check.

AMNESIA

Enchantment [Mind-Affecting]

Level: Brd 5, Fey 6, Sor/Wiz 6

Components: V, S

Casting Time: One action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell loses all memory of his life. The subject retains his alignment and all of his skills, class abilities, spells, languages, but does not remember where they were learned. This effect can be dispelled only with a *heal*, *limited wish*, or *miracle* spell.

ANALYZE DWEOMER

Divination

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 8 hours

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

Target: One object or creature

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

The character discerns spells and magical properties present in a creature or object. One property, spell, or power is revealed each round, from lowest level (or weakest power) to highest (or strongest). For each spell or power, the character makes a caster level check (1d20+caster level). If the result is equal to or higher than the spell's or power's caster level, the character identifies it. Otherwise, the character fails to identify that spell or power, and the character can check for the next one next round.

Analyze dweomer does not function when used on an artifact.

After the character analyzes one object or creature, the spell ends, even if its duration has not expired yet. Casting this spell is physically taxing. The character must make a Fortitude save (DC21) when the spell ends or be exhausted and unable to do anything but rest for the next 1d8 hours.

Focus: A tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

ANIMAL ASPECT

Transmutation

Level: Animal 2, Drd 2, Rgr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Animal aspect allows the caster to take on one extraordinary power or to duplicate the ranks in one skill from any animal for the duration of the spell. The type of animal and the chosen ability or skill can change each time the spell is cast. Specific animal powers can be found in *MM*, Appendix 1 (pp. 193-204).

For example, Pardu decides to take on the aspect of the cheetah. This allows him to choose from the cheetah's trip or sprint (to move 10 times Pardu's normal speed) extraordinary abilities or to take any one of the cheetah's skills at the cheetah's ranks in that skill, such as Move Silently +8 (which replaces any ranks Pardu has in Move Silently for the duration of the spell).

Material Component: A piece of the animal whose power you are going to gain. This can be fur, a feather, a claw, or whatever is appropriate.

ANIMAL GROWTH

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Targets: Up to one animal/two levels, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A number of animals grow to twice their normal size. This doubles each animal's height, length, and width, increasing its weight by a factor of eight. This increase in size has a number of effects:

Hit Dice: The creature's HD double, doubling the creature's base attack bonus and increasing its saves accordingly.

Size: The creature's size increases one step. This increase reduces its AC (according to the new size), reduces its attack bonus (according to the new size), affects its ability to grapple, and so on. The creature gains an enlargement bonus to Strength and Constitution scores, and its damage with natural attacks increases. This spell does not affect Colossal creatures.

When the spell ends, the creature's hit points return to normal, and all damage the creature has taken while enlarged is divided by 2.

The spell gives the character no special means of command or influence over the enlarged animals.

ANIMAL GRANCE

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Adp 2, Brd 2, Drd 2

Components: V, S

Casting Time: 1 action

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

Targets: Animals, beasts, or magical beasts of Intelligence 1 or 2

Duration: Concentration

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The character's swaying motions and music (or singing or chanting) compel animals, beasts, and magical beasts to do nothing but watch the character. Only creatures with Intelligence scores of 1 or 2 can be affected by this spell. Roll 2d6 to determine the total number of HD that the character entrances. The closest targets are selected first until no more targets within range can be affected.

Animals trained to attack or guard, beasts, and magical beasts are allowed saving throws; animals not trained to attack or guard are not. An entranced creature can be struck (with a +2 bonus to the attack roll, as if it were stunned), but it then recovers from the compulsion and is no longer affected by the spell.

ANIMATE DEAD

Necromancy [Evil]

Level: Adp 3, Clr 3, Death 3, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the character's spoken

commands. The skeletons or zombies can follow the character, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead, the character can't create more HD of undead than the character has caster levels with a single casting of *animate dead*.

The undead the character creates remain under the character's control indefinitely. No matter how many times the character uses this spell, however, the character can control only 2 HD worth of undead creatures per caster level. If the character exceeds this number, all the newly created creatures fall under the character's control, and any excess undead from previous castings become uncontrolled (the character chooses which creatures are released). If the character is a cleric, any undead the character might command by virtue of the character's power to command or rebuke undead do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones (so purple worm skeletons are not allowed). If a skeleton is made from a corpse, the flesh falls off the bones. The statistics for a skeleton depend on its size; they do not depend on what abilities the creature may have had while alive.

Zombies: A zombie can be created only from a mostly intact corpse. The creature must have a true anatomy (so gelatinous cube zombies are not allowed). The statistics for a zombie depend on its size, not on what abilities the creature may have had while alive.

Material Component: The character must place a black onyx gem worth at least 50 gp into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless, burned-out shells.

ANIMATE ROPE

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One ropelike object, length up to 50 ft.+5 ft./level

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The character can animate a nonliving ropelike object, including string, yarn, cord, line, rope, or even a cable. The maximum length assumes a rope with a 1-inch diameter. Reduce the total length by 50% for every additional inch of thickness, and increase the length by 50% for each reduction of the rope's width by half. The possible commands are "Coil" (form a neat, coiled stack), "Coil and knot," "Loop," "Loop and knot," "Tie and knot," and the opposites of all of the above ("Uncoil," etc.). One command can be given each round as a standard action.

The rope can enwrap only a creature or an object within 1 foot of it (it does not snake outward), so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll. The rope has a range increment of 10 feet. A typical rope has 2 hit points, AC 10, and can be burst with a Strength check (DC23). The rope does not deal damage of any type, but it can be used as a trip line or to entangle a single opponent who fails a Reflex saving throw. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the rope can anchor itself to an immobile object, the entangled creature cannot move. Otherwise, it can move at half speed but can't run or charge. A creature capable of spellcasting that is bound by this spell must make a Concentration check (DC15) to cast a spell. An entangled creature can slip free with an Escape Artist check (DC20).

The rope itself, and any knots tied in it, are not magical.

This spell grants a +2 bonus to any Use Rope checks the character makes when using the transmuted rope.

ANSHAR'S BURNING BLOOD

Necromancy

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: One action

Range: None, centered on caster

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The caster blasts the area with a burst of negative energy, using the spilled blood within the area of affect as the spell's component. Every creature (including the caster) that has been injured and is still bleeding within the area of effect of the spell instantly takes 1d4+1 point of damage per level of the caster, to a maximum of 20d4+20. No power or feat may override the martial component requirement of this spell. If the spell is cast and no one within the area of affect is injured, the spell is wasted.

Anyone who has been treated with First Aid or any healing spell after being damaged is not affected by this spell, unless he is injured again before the casting of the spell. Creatures with no blood, such as constructs, elementals, oozes, plants, and skeletal and incorporeal undead, are not affected by *Anshar's burning blood*.

ANTI-MAGIC FIELD

Abjuration

Level: Clr 8, Magic 6, Protection 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on the character

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: See text

An invisible barrier surrounds the character and moves with the character. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic field* counts against the suppressed spell's duration.

Golems and other magical constructs, elementals, outsiders, and corporeal undead still function in an antimagic area (though the antimagic area suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

Summoned or conjured creatures of any type and incorporeal undead wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that's maintaining the creature. If the character casts *antimagic field* in an area occupied by a conjured creature who has spell resistance, the character must make a caster level check (1d20+caster level) against the creature's SR to make it wink out. (The effects of instantaneous conjurations, such as *create water*, are not affected by the *antimagic field* because the conjuration itself is no longer in effect, only its result.)

Normal creatures can enter the area, as can normal missiles. The spell has no effect on constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Undead and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field.

Dispel magic does not remove the field. Two or more *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall* remain unaffected by *antimagic field* (see the individual spell descriptions). Artifacts and creatures of demigod or higher status are unaffected by mortal magic such as this.

Note: Should the character be larger than the area enclosed by the barrier, any part of the character's person that lies outside the barrier is unaffected by the field.

Arcane Material Component: A pinch of powdered iron or iron filings.

ANŪPACĦY

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 hour

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

Target: One location (up to a 10 ft. cube/level) or one object

Duration: 2 hours/level

Saving Throw: Will partial

Spell Resistance: Yes

The character causes an object or location to emanate magical vibrations that repel either a specific type of intelligent creature or creatures of a particular alignment, as defined by the character. The particular type of creature to be affected must be named specifically—for example, red dragons, hill giants, wererats, lammasu, cloaklers, or vampires. Larger groups, such as "goblinoids," are not specific enough. Likewise, the specific alignment must be named—for example, chaotic evil, chaotic good, lawful neutral, or true neutral.

Creatures of the designated type or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect.

A creature who makes a successful saving throw can stay in the area or touch the item, but feels very uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels *sympathy*.

This spell cannot be cast upon living creatures.

Arcane Material Component: A lump of alum soaked in vinegar.

ARCANA FORM

Transmutation

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

The caster transforms herself into a being of pure magical energy. She is incorporeal, immune to critical hits, and can fly with good maneuverability at a speed of 100. Because she can draw magical essence from her own form, she can use this energy to cast spells. At the cost of 5 hit points per spell level, she can cast spells with no loss of prepared spells or spell slots (she can cast only spells she knows, or those she has prepared for that day, if she prepares spells). At the cost of a Constitution point (temporary damage), she can use a charged item and not expend a charge (2 Constitution points will save two charges, if needed). If she enters an *antimagic field*, she ceases to exist for the rest of the spell's duration (or the antimagic's duration, whichever is shorter).

ARCANE EYE

Divination

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

The character creates an invisible magical sensor that sends the character visual information. The *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The *arcane eye* sees exactly as the character would see if the character were there. The *arcane eye* can travel in any direction as long as the spell lasts. Solid barriers prevent the passage of an *arcane eye*, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

The character must concentrate to use the eye. If the character does not concentrate, the eye is inert until the character again concentrates. The powers of the eye cannot be enhanced by other spells or items (though the character can use magic to improve the character's own eyesight). The character is subject to any gaze attack met by the eye. A successful *dispel magic* cast on the character or the eye ends the spell. With respect to blindness, magical darkness, and other phenomena that affect vision, the *arcane eye* is considered an independent sensory organ of the character's. (For example, it is not blinded if the character's normal eyes are blinded.)

Any creature with Intelligence 12 or higher can notice the *arcane eye* by making a Scry check or an Intelligence check (DC20). Spells such as *detect scrying* can also detect the eye.

Material Component: A bit of bat fur.

ARCANE LOCK

Abjuration

Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent
Saving Throw: None
Spell Resistance: No

An *arcane lock* spell cast upon a door, chest, or portal magically locks it. The character can freely pass the character's own lock without affecting it; otherwise, a door or object secured with *arcane lock* can be opened only by breaking in or by a successful *dispel magic* or *knock* spell. Add +10 to the normal DC to break open a door or portal affected by this spell. Note that a *knock* spell does not remove an *arcane lock*. It only suppresses it for 10 minutes.

Material Component: Gold dust worth 25 gp.

ARCANE MARK

Universal

Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: 0 ft.
Effect: One personal rune or mark, all of which must fit within 1 ft. square
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell allows the character to inscribe the character's personal rune or mark, which can be no taller than 6 inches in height and consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables the character to etch the rune upon any substance (even stone or metal) without harm to the material upon which the mark is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible (though not necessarily understandable). See *invisibility*, *true seeing*, *a gem of seeing*, or *a robe of eyes* likewise allow their users to see an invisible arcane mark. A *read magic* spell reveals the 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 in about a month.

Arcane mark must be cast on an object prior to casting *Drawmij's instant summons* on the same object (see that spell description for details).

ARCANE POINTER

Divination

Level: Sor/Wiz 1
Components: V, S, M
Casting Time: See text
Range: Long (400 ft.+40 ft./level)
Effect: One object or individual
Duration: See text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Arcane pointer creates a magic arrow that leads the way to a previously marked target.

The spell must be cast twice for full effect. In the first stage, the caster somehow attaches a rune in the shape of a small arrow to the target; the design can be permanently inscribed or, if the object is particularly valuable, merely painted or otherwise attached (with parchment, for example). The rune may be any size and can be hidden anywhere on the target, but it must be large enough to be seen with the naked eye. If the designated target is a person or creature, the rune may be tattooed on the target's skin—or, less drastically, simply painted on the skin, embroidered on an item of clothing or placed on a piece of jewelry. Beware, however: *Arcane pointer* points the way to the *rune*, not the individual wearing it. So if the rune and its bearer are separated in some way, the spell may be rendered useless. The caster may inscribe a number of runes equal to his level at any one time.

The initial casting typically takes place well before the spell's full effects are needed. The day before an expedition into the wilderness, for example, all members of an adventuring party can be given objects bearing the appropriate rune, so that any who are later separated from the group can be easily relocated.

After the initial inscription of the rune, the spell is considered cast. Should the caster wish to locate an individual or object bearing an *arcane pointer* rune, he must cast the spell a second time and name the target. At that point, a shimmering, arrow-shaped pointer appears in the air and moves with the caster, unerringly pointing the direction (though not necessarily the way) to the target. The pointer vanishes when the caster touches the target; the spell effects of the inscribed rune also vanish at this time. The arrow rune need not be reinscribed unless it was somehow erased, but the spell must be recast in order to renew the magical effects.

Arcane pointer is not without its limitations. The spell will fail, and all effects vanish, should the target be taken beyond the spell's range. A successful *dispel magic* on the target will eliminate the rune's effectiveness and destroy the spell. And, as mentioned above, should a target be separated from the object that bears the *arcane pointer* rune, the caster will be able to locate the object, but not its former bearer.

Material Components: The inscribed *arcane pointer* rune and a small piece of magnetized metal.

ARMOR OF DECAY

Necromancy

Level: Death 3, Sor/Wiz 3
Components: V, S, M, DF
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 hour/level or special
Saving Throw: None
Spell Resistance: No

Armor of decay allows the caster to create magical armor from the remains of a humanoid. The caster must touch a corpse (the corpse can be fresh, rotting, or even skeletal, so long as enough of it remains that it could be animated via an *animate dead* spell), then invoke the spell. The corpse

will then stand erect, embrace the caster, and begin to bend and twist, wrapping itself around the caster to form a gruesome armor of bones and dead flesh. The armor grants a +2 enhancement bonus to the caster's AC, 25 temporary hit points, a -1 Armor Check penalty, and a 5% arcane spell failure penalty. Damage dealt to the caster is first removed from these temporary hit points. The spell ends either when the duration expires or 25 points of damage are dealt to the armor. Should the spell end normally, all remaining temporary hit points are lost.

Material Component: A humanoid corpse.

ARMY OF FILTH

Conjuration (Summoning)

Level: Destruction 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 full round

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

Effect: Swarm of creatures in a 10 ft. radius

Duration: 1 minute/level (D)

Saving Throw: See text

Spell Resistance: No

Army of filth calls up a horde of crawling, biting creatures, usually of the most unpleasant and vile variety (such as leprous rats; large, ugly spiders; centipedes; and the like). Anyone caught in the area of effect takes 1d4 points of damage each round from attacks by the enraged vermin. The army remains stationary. Victims who take damage from the horde must make a Fortitude saving throw or be affected by disease as per the spell *contagion*.

Material Component: A piece of rodent fur.

ASTRAL PROJECTION

Necromancy

Level: Clr 9, Sor/Wiz 9, Travel 9

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Targets: The character plus one additional creature touched per two levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Freeing the character's spirit from the character's physical body, this spell allows the character to project an astral body into another plane altogether. The character can bring the astral forms of other creatures with the character, provided the creatures are linked in a circle with the character at the time of the casting. These fellow travelers are dependent upon the character and must accompany the character at all times. If something happens to the character during the journey, the companions are stranded wherever the character left them.

The character projects his astral self into the Astral Plane, leaving his physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of the character and all that he wears or carries onto the Astral Plane. Since the Astral Plane touches upon other planes, the character can travel astrally to any of these other planes as he wishes. The character then leaves the Astral Plane, forming a new physical body (and equipment) on the plane of existence he has chosen to enter.

When on the Astral Plane or another plane, the character's astral body is connected at all times to the character's material body by a silvery cord. If the cord is broken, the character is killed, astrally and materially. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the character's body where it rests on the Material Plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

The character and his companions may travel through the Astral Plane indefinitely. Their bodies simply wait behind in a state of

suspended animation until the travelers choose to return. The spell lasts until the character desires to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, or the destruction of the character's body back on the Material Plane (which kills the character).

Material Components: A jacinth worth at least 1,000 gp. plus a silver bar worth 5 gp for each person to be affected.

AURIC AURA

Divination

Level: Brd 1, Knowledge 1, Sor/Wiz 1

Components: S, M/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter-circle emanating from the caster out to range of the spell

Duration: Concentration, up to 1 round/level

Saving Throw: None

Spell Resistance: No

The caster can detect the presence of any one type of metal (chosen at casting). Metal of the type chosen will glow with a faint aura only visible to the caster. The aura is strong enough to be seen through cloth or even loose earth but not through a solid object, such as a wooden door or a stone wall. However, the caster does receive a mental impression if the chosen metal is present within the spell's area—unless the metal is blocked by 1 ft. or more of stone, a thin sheet of lead or 1 inch of another metal (unless of course the lead or metal is what is being detected). Moreover, the caster does not have a focused sense of direction to the metal and must canvass the spell's area in order to home in on the precise location. The more of the metal present, the stronger the aura or impression.

Arcane Material Component: A small sample of the metal being detected.

Banishment

Abjuration

Level: Clr 6, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

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

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

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables the character to force extraplanar creatures out of the character's home plane. Up to 2 HD of creatures per caster level can be banished. To target a creature, the character must present at least one object or substance that it hates, fears, or otherwise opposes. For each such object or substance, the character gains +1 on the character's caster level check to overcome the target's SR (if any) and +2 on the saving throw DC.

At the GM's option, certain rare items might work twice as well (each providing +2 against SR and +4 on the spell's DC).

Bestow Curse

Transmutation

Level: Adp 3, Brd 3, Clr 3, Distraction 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The character places a curse on the creature touched. The character chooses one of the three following effects, depending on the version selected:

- -6 effective decrease to an ability score (minimum 1).
- -4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, he takes no action.

The character may also invent the character's own curse, but it should be no more powerful than those listed above, and the GM has final say on the curse's effect.

The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Bestow curse counters *remove curse*.

Bigby's Clenched Fist

Evocation

Level: Sor/Wiz 8, Strength 8

Components: V, S, F/DF

As *Bigby's interposing hand*, except it moves and attacks as directed by the character. (The character directs it as a free action.) The floating hand can move up to 60 feet and can attack in the same round. Since this hand is directed by the character, its ability to notice or attack invisible or concealed creatures is no better than the character's.

The hand attacks once per round, and its attack bonus equals the character's level + the character's Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand's Strength score (33), -1 for being Large. The hand's damage is 1d8+12, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Arcane Focus: A leather glove and a small device (similar to brass knuckles) consisting of four rings joined in a slightly curved line, which must be slipped onto the four fingers of the caster's dominant hand. The device must be fashioned of an alloy of copper and zinc.

Bigby's Crushing Hand

Evocation

Level: Sor/Wiz 9, Strength 9

Components: V, S, M, F/DF

As *Bigby's interposing hand*, except the hand can interpose itself, push, or crush one opponent that the character selects.

The crushing hand can interpose itself as *Bigby's interposing hand* does, or it can bull rush an opponent as *Bigby's forceful hand* does, but at +18 on the Strength check.

The crushing hand can grapple an opponent as *Bigby's grasping hand* does, but with a +12 bonus for the hand's Strength score (35). The hand deals 2d6+12 points of grapple damage (normal, not subdual).

Arcane Focus: A glove of snakeskin.

Bigby's Forceful Hand

Evocation

Level: Sor/Wiz 6

Components: V, S, F

As *Bigby's interposing hand*, except the forceful hand pursues and pushes away the opponent that the character designates. Treat this as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and +2 for charging bonus, which it always gets). The hand always moves with the opponent to push him back the full distance allowed, and it has no speed limit.

A very strong creature could not push the hand out of its way (because the hand would instantly reposition itself between the creature and the character), but it could push the hand up against the character by successfully bull rushing the hand.

Focus: A sturdy glove made of leather or heavy cloth.

Bigby's Grasping Hand

Evocation

Level: Sor/Wiz 7, Strength 7

Components: V, S, F/DF

As *Bigby's interposing hand*, except the hand can also grapple one opponent that the character selects. The grasping hand gets one grappling attack per round. Its attack bonus to make contact is the character's level+the character's Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large. Its grapple check is this same figure, except with +4 for being Large instead of -1. It holds but does not harm creatures it grapples.

The grasping hand can also bull rush an opponent as *Bigby's forceful hand* does, but at +16 on the Strength check, or interpose itself as *Bigby's interposing hand* does.

Arcane Focus: A leather glove.

Bigby's Interposing Hand

Evocation

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

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

Effect: 10 ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Bigby's interposing hand creates a large magic hand that appears between the character and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the character moves or how the opponent tries to get around it, providing nine-tenths cover (+10 AC) for the character against that opponent. Nothing can fool the hand—it

sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt to hide or disguise himself. The hand does not pursue an opponent, however.

A Bigby's hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as the character when undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand cannot push through a *wall of force* or enter an *antimagic field*. It suffers the full effects of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys the hand.

Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal speed. If the opponent weighs more than 2,000 pounds, the hand cannot reduce its speed but still affects the opponent's attacks.

By concentrating (as a standard action), the character can designate a new opponent for the hand.

Focus: A soft glove.

Binding

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8
Components: V, S, M
Casting Time: One minute
Range: Close (25 ft.+5 ft./2 levels)
Target: One living creature
Duration: See text (D)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its HD is equal to at least half the character's caster level.

The character may have up to six assistants help him with the spell. For each assistant

who casts *suggestion*, the character's caster level for this casting of the spell increases by +1. For each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, the character's effective level increases by a number equal to one-third that assistant's level (provided the target is appropriate for the spell). Since the assistants' spells are cast simply to improve the caster level of the caster of the *binding* spell, saving throws and spell resistance against them are irrelevant. The character's caster level determines whether the target gets an initial Will saving throw and how long the binding lasts. All *binding* durations are dismissible.

The *binding* spell has six versions. Choose one of the following versions when the character casts the spell.

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except the character. Duration is one year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell.

Slumber: Brings a comatose sleep upon the subject for up to one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of *binding* is more difficult to cast than chaining, making it slightly easier to resist. Reduce the spell's save DC by 1.

Bound Slumber: A combination of chaining and slumber that lasts for up to one month per caster level. Reduce save DC by 2.

Hedged Prison: The subject is transported to or otherwise brought within a confined area (such as a labyrinth) from which it cannot wander by any means. The spell is permanent. Reduce save DC by 3.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent (the character's choice). The creature remains aware of its

surroundings and can speak, but cannot leave the container, attack, or use any of its powers or abilities. The *binding* is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem or similar object or jar. The *binding* is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. Reduce save DC by 4.

Regardless of the version of *binding* the character cast, the character can specify triggering conditions that end the spell and release the creature whenever they occur. These can be as simple or elaborate as the character desires (but the GM must agree that the condition is reasonable and has a likelihood of coming to pass). The conditions can be based on a creature's name, identity, or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, or hit points don't qualify. For example, a bound creature can be released when a lawful good creature approaches, but not when a paladin approaches. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by +2.

In the case of the first three versions of *binding* (those with limited durations), the character may cast additional *binding* spells to prolong the effect (the durations overlap). If the character does so, the target gets a saving throw at the end of the first spell's duration (even if the character's caster level was high enough to disallow an initial saving throw). If the creature succeeds at this save, all the binding spells it has received are broken.

Material Components: The components for a *binding* spell vary according to the version of the spell, but they include a continuous chanting utterance read from the

scroll or book page giving the spell, somatic gestures, and materials appropriate to the form of *binding*. These include such items as miniature chains of special metals (silver for lycanthropes, etc.), soporific herbs of the rarest sort (for slumber bindings), a bell jar of the finest crystal, and so on. In addition to the specially made props suited to the specific type of *binding* (cost 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

Bind Item

Evocation [Force]

Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One object no larger than 3 ft. across
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

The subject of this spell is encased in a globe of force no larger than 3 feet in diameter. If the target object is held by a creature, the creature can make a Reflex saving throw to resist the effects of the spell. The globe remains impervious to harm, much like a *wall of force*. However, the globe is weightless and can be moved (assuming enough force is available to move the weight of the object encased in the globe). This spell often proves useful in transporting dangerous substances.

Blackflame

Evocation

Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

This spell causes the object touched to produce flames of darkness that encircle the object in a 20 ft. radius. These flames do not produce heat nor use oxygen. Anyone standing within the 20 ft. radius gains darkvision within the area of effect only.

Material Component: An agate of at least 10 gp value.

BLACK MULCHING

Necromancy

Level: Drd 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Area: 20-ft.-diameter sphere
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

All plants in the area with 3 HD or less blacken and die automatically, falling to shreds. Other plants suffer 1d10 points of damage. The caster can move the area anywhere within the range of the spell each round.

Material Components: A drop of any type of poison and a small pair of shears.

BLINDNESS/DEAFNESS

Transmutation

Level: Brd 2, Clr 3, Sor/Wiz 2
Components: V
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Target: One living creature
Duration: Permanent (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

The subject becomes blinded or deafened, as the character chooses. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty

on Search checks and most Strength- and Dexterity-based skills. A deafened character, in addition to the obvious effects, automatically fails Listen checks, suffers a -4 penalty on Initiative and has a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

BLINK

Transmutation

Level: Brd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 round/level (D)

The *blink* effect rapidly cycles the character in and out of the Ethereal Plane. Blinking has several effects:

Physical attacks suffer a 50% miss chance, and the Blind-Fight feat doesn't help (since the blinker is ethereal and not merely invisible). If the attack is capable of striking ethereal or incorporeal creatures, the miss chance is only 20% (for one-half concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. If the attacker can both see and strike ethereal creatures, he suffers no penalty. Likewise, the character's own attacks suffer a 20% miss chance, since the character sometimes goes ethereal just as the character is about to strike.

Individually targeted spells have a 50% chance to fail against the character while blinking unless the character's attacker can target invisible, ethereal creatures. Likewise, the character's own spells have a 20% chance to activate just as the character goes ethereal, in which case they typically do not affect the Material Plane.

While blinking, the character takes only half damage from area attacks (or full damage from those that extend onto the Ethereal Plane). The character strikes as an invisible creature (+2 attack), denying the character's target any Dexterity bonus to AC. The character suffers only half

damage from falling, since the character falls only while the character is material.

While blinking, the character can step through (but not see through) solid material objects. For each 5 feet of solid material the character walks through, there's a 50% chance that the character becomes material, with regrettable consequences (see below). The character can move only at three-quarters speed: Movement on the Ethereal Plane is at half speed, and the character spends about half the his time there.

Because of this, the character can see and even attack ethereal creatures. The character interacts with ethereal creatures roughly the same way the character interacts with material ones. For instance, the character's spells against ethereal creatures are 20% likely to activate just as the character goes material and be lost.

An ethereal creature who becomes material while in a material object is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet so traveled.

BLOOD FUNNEL

Evocation [Fear]

Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 full round
Range: Medium (100 ft.+10 ft./level)
Area: Column 25 ft. wide, 40 ft. high
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: Yes

Blood funnel summons a whirlwind of blood that envelops the entire area of effect and has several effects on those caught within it. First, those in the area of effect must make Reflex saving throws or be blinded by the swirling blood (see p. 83 of *DMG*) while they remain within the whirlwind and for 2d6 rounds after leaving it. Second, all combatants within the *blood funnel* fight at -4 to their attack rolls; ranged attacks that pass through the

whirlwind also suffer this attack penalty. Third, the blood is slightly acidic and causes 1d4 points of damage per round. Finally, victims must make a Will saving throw or become frightened if 8 HD or above, or panicked if less than 8 HD (see *DMG*, pp. 84-85).

Material Component: A small vial of blood.

BLUR

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2
Components: V
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject one-half concealment (20% miss chance). A *see invisibility* spell does not counteract the *blur* effect, but a *true seeing* spell does.

Note: Opponents who cannot see the subject ignore the spell's effect.

BOLT OF CONJURING

Conjuration (Summoning)

Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Target: One creature
Duration: Instantaneous (see text)
Saving Throw: None
Spell Resistance: No

The caster fires a blast of magical force that strikes a target unerringly, inflicting 1d4 points of damage per caster level (maximum 10d4). Further, at the time of striking, the bolt summons an outsider as if *summon monster I* had been cast. The summoned creature can act immediately

upon appearing, as described in *summon monster 1*, and remains for 1 round per caster level.

BOLGS FROM ABOVE

Evocation [Electricity]

Level: Air 6, Clr 6, Sor/Wiz 6
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Area: Cylinder (20 ft. radius, 60 ft. high)
Duration: 1 round/6 levels
Saving Throw: Reflex half
Spell Resistance: Yes

Bolts of lightning strike from the heavens, creating a column of raging electrical energy. The spell does 1d6 points of damage per caster level (maximum 15d6) to all caught within the area of effect. The caster can move the storm by up to 20 feet per combat round (concentration required). Every round of the storm, targets within its area of effect may make a Reflex save to halve the damage caused by the storm that round.

Objects within the bolts' attack are subject to the same damaging effects caused by a *lightning bolt*. All creatures within the storm are considered to have one-quarter concealment because of reduced visibility. This spell is only usable outdoors.

Arcane Material Components: A piece of fur, a glass rod, and a lump of clay.

BONE TATTOO

Necromancy

Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell creates a bone-colored skull-and-bones tattoo pattern on the flesh of a living creature. As long as the tattoo lasts, the

tattooed creature has an SR of 10+caster's level against cold, polymorph, and mind-affecting attacks. Further, mindless undead creatures react to the tattooed creature as if he were undead. However, any creature with this tattoo can be turned as if he were undead with turn resistance +4.

Material Components: A bit of white ink and a needle.

BONEWAND

Transmutation

Level: Death 7, Sor/Wiz 6
Components: V, S, F
Casting Time: 10 minutes
Range: Touch
Target: Bone touched
Duration: Permanent until discharged (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

The caster creates a single-use wand out of a discarded bone.

This spell allows the caster to store a spell he could normally cast within an ordinary, detached bone. The wand can store one spell, and the caster may not have more than one boneward per level at any given time. The caster may cast the spell stored within the bone as though it were among those prepared, but it does not count against his spells cast for the day. Any material components required to cast the spell normally are used when the spell is stored in the boneward.

Focus: The bone that stores the spell.

BREAK ENCHANTMENT

Abjuration

Level: Adp 5, Brd 4, Clr 5, Luck 5
Components: V, S
Casting Time: 1 minute
Range: Close (25 ft.+5 ft./2 levels)
Target or Targets: Up to one creature per level, all within 30 ft. of each other
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

This dispelling spell frees creatures from enchantments, transmutations, curses, and petrification (as well as other magical transformations). *Break enchantment* can reverse even an instantaneous effect, such as *flesh to stone*. For each such effect, the character makes a check of 1d20+caster level (maximum +15) against a DC of 11+caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For cursed magic items, the DC is 25.

If the spell is one that, as a special property, cannot be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item, such as a cursed sword, *break enchantment* does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item still cursed.

BULL'S STRENGTH

Transmutation

Level: Adp 2, Blk 2, Brd 2, Clr 2, Sor/Wiz 2, Strength 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The spell grants an enhancement bonus to Strength of 1d4+1 points, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Arcane Material Component: A few hairs, or a pinch of dung, from a bull.

BURNING BOLT

Evocation [Fire]

Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)

Target: One or more creatures, no two of which can be more than 15 ft. apart.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

The caster creates two flaming missiles, plus one for every two levels of experience past 1st. Thus, you have two bolts at 1st level, three bolts at 3rd, four bolts at 5th, and so on, to a maximum of nine. This spell differs from the more common *magic missile* in that it provides more missiles, inflicts fire damage, and requires a ranged touch attack roll for each bolt. Each *burning bolt* that hits its target does 1d4+1 points of damage.

Material Component: A pinch of sulfur.

BURNING HANDS

Transmutation [Fire]

Level: Adp 1, Fire 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: 10 ft.
Area: Semicircular burst of flame 10 ft. long, centered on the character's hands
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A thin sheet of searing flame shoots from the character's outspread fingertips. The character must hold her hands with her thumbs touching and her fingers spread. The sheet of flame is about as thick as the character's thumbs. Any creature in the area of the flames takes 1d4 points of fire damage per the character's caster level (maximum 5d4). Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them.

BURROW

Transmutation

Level: Sor/Wiz 3, Travel 3
Components: V, S, F/DF
Casting Time: 1 action
Range: Touch

Target: Creature touched
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

The spell's subject can burrow through solid earth or snow (but not stone, wood, or metal) at a speed of 30 feet (20 feet if the creature wears medium or heavy armor). Burrowing requires a full-round action, so the subject cannot attack or cast spells. The subject of a *burrow* spell cannot charge or run.

The subject's passage through earth leaves a tunnel that may be followed by non-burrowing creatures of the same size or smaller, at one-quarter their normal speed. If the burrower moves at half speed, he can leave a tunnel large enough to permit movement through it at full speed.

Arcane Focus: The paws of a burrowing creature, such as a mole or badger.

BURST

Evocation [Light]

Level: Brd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: 5 ft.
Area: 15-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex negates
Spell Resistance: Yes

Burst causes a small object, no larger than a coin or pebble, to explode and emit a brief, but dazzling, burst of light when thrown to the ground. Any creature witnessing the flash must make a Reflex save or be temporarily

blinded (see *DMG*, p. 83) for 1d3 rounds. The caster is assumed to have shielded his eyes before invoking the *burst* and is not affected. Light-sensitive creatures add +5 to the DC of their saves and suffer 1 additional round of blindness. Sightless creatures are not affected by *burst*.

Material Component: Any item smaller than a coin.

BURR

Transmutation

Level: Clr 5, Drd 4, Sor/Wiz 4
Components: V, S
Casting Time: One action
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex partial
Spell Resistance: Yes

By reaching out and touching a creature, the caster causes it to be swallowed up by the earth and dragged down to an impromptu grave. Creatures who fail their Reflex saving throw are sucked six feet below the surface, where the ground begins to grind them to dust. Every round, the buried creature takes 3d6 points of damage and is unable to move or speak. His companions may save him by digging him up, which takes at least two whole rounds. Those victims of the spell who succeed at their saving throw are only partially buried, up to their waist. Their effective Dexterity is halved, they cannot move (though they may attack and speak), and the ground beneath them begins to gnaw at their lower half, causing 2d4+2 damage per round.

CALL MONSTER FROM THE DEEP

Conjuration (Summoning)

Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft.+5ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: No

This spell calls an aquatic monster to attack your enemies. The monster appears where you designate and acts immediately on your turn. The monster must be summoned in a body of water large enough to hold it. If the monster is summoned into a situation that will not support it, the summoning fails, and the spell is wasted. The monster attacks your opponents to the best of its ability. If you can communicate with the monster, you can direct it not to attack, to attack particular enemies, or to perform other actions. The summoned creature acts normally on the last round of the spell and disappears at the end of its turn.

The summoned monster gets a Will saving throw against the spell. If it succeeds, it may act as it chooses, which may include obeying or cooperating with the spellcaster, attacking the spellcaster, doing nothing or merely leaving the area.

Choose any monster from the table below. One of that type answers the conjuration.

Material Component: A bit of dried meat, thrown into the water when the spell is cast.

MONSTER TYPE

Elasmosaurus (Dinosaur)

Sea Lion

Scrag (Troll)

Water Elemental, Large (Elemental)

CALL PEOPLE OF THE DEEP I

Conjuration (Summoning)

Level: Brd 3, Sor/Wiz 3
Components: V, S, F
Casting Time: 1 full round
Range: Close (25 ft.+5 ft./2 levels)
Effect: One or more summoned humanoids, no two of which can be more than 30 ft. apart when they appear
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: No

This spell calls one or more aquatic humanoids to attack your enemies. The summoned humanoids appear where you designate and act immediately on your turn. The humanoids must be summoned in a body of water large enough to hold them. If they are summoned into a situation that will not support them, the summoning fails, and the spell is wasted.

The humanoids attack your opponents to the best of their ability. If you can communicate with the humanoids, you can direct them not to attack, to attack particular enemies or to perform other actions.

Summoned humanoids act normally on the last round of the spell and disappear at the end of their turn.

The summoned humanoids get a Will saving throw against the spell. If they succeed, they may act as they choose, which may include obeying or at least cooperating with the spellcaster, attacking the spellcaster, doing nothing, or merely leaving the area.

Focus: A small conch shell, blown when the spell is cast.

people of the sea 1

Humanoid Type	Number Conjured
Hag, Sea	1
Kuo-Toa	1d3
Lizardfolk	1d3
Locathah	1d3 + 1 per 3 levels of the caster
Merfolk	1d4 + 1 per 3 levels of the caster
Sahuagin	1d3
Triton	1

call people of the deep II

Conjuration (Summoning)

Level: Brd 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 full round

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

Effect: One or more summoned humanoids, no two of which can be more than 30 ft. apart when they appear

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

As *call people of the deep I*, except the caster may choose from the table below.

people of the sea II

Humanoid Type	Number Conjured
Hag, Sea	1 + 1 per 3 levels of the caster
Kuo-Toa	1d4 + 1 per 2 levels of the caster
Lizardfolk	1d4 + 1 per 2 levels of the caster

Locathah 1d6 + 1 per 2 levels of the caster

Merfolk 1d12 + 1 per 2 levels of the caster

Sahuagin 1d4 + 1 per 2 levels of the caster

Triton 1 + 1 per 3 levels of the caster

calm winds

Transmutation

Level: Clr 6, Drd 6, Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes (see text)

Range: Two miles

Area: Two-mile-radius circle, centered on the caster (see text)

Duration: 2d12 hours (D)

Saving Throw: Fortitude negates (see text)

Spell Resistance: No

The caster creates doldrums in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. All natural winds cease immediately. Magically created winds and weather receive a Fortitude saving throw as if the spell affected their caster.

Druids casting this spell double the duration and affect a circle with a three-mile radius.

cat's grace

Transmutation

Level: Adp 2, Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The spell grants an enhancement bonus to Dexterity of 1d4+1 points, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Material Component: A pinch of cat fur.

cause fear

Necromancy [Fear, Mind-Affecting]

Level: Adp 1, Blk 1, Brd 1, Clr 1, Death 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

The affected creature becomes frightened. It suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from the character as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune. *Cause fear* counters *remove fear*.

chain lightning

Evocation [Electricity]

Level: Air 6, Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

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

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

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from the character's fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) on the primary target. After the bolt strikes, lightning can arc to as many secondary targets as the character has levels. The secondary bolts each strike one target and deal half as many dice of damage as the primary (rounded down). All subjects can attempt Reflex saving throws for half damage. The character chooses secondary targets as he likes, but they must all be

within 30 feet of the primary target, and no target can be struck more than once. The character can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

Foci: A bit of fur, a piece of amber, glass, or a crystal rod; and one silver pin for each caster level.

chains of vengeance

Evocation [Fire]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

Chains of fire wrap around the target, rendering her helpless and dealing her 2d6 points of fire damage each round. The subject may attempt to break free, requiring a Strength check (DC25) or an Escape Artist check (DC30). These attempts, however, automatically inflict an additional 2d6 points of fire damage upon the subject. Others may attempt to help (see the cooperation rules in *PH*, p. 62), but they suffer 1d6 points of fire damage if they try.

chameleon blend

Illusion (Glamour)

Level: Drd 1, Rgr 1, Sor/Wiz 1

Components: S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

The spell adds +1 per level of the caster (max +10) to any Hide roll for the duration. The spell alters the caster's appearance, including her equipment, such that she blends into whatever background sits behind her.

Material Component: A lizard tail that is swallowed.

change SELF

Illusion (Glamer)

Level: Asn 1, Sor/Wiz 1, Trickery 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level (D)

The character makes herself—including clothing, armor, weapons, and equipment—look different. The character can seem 1 foot shorter or taller, thin, fat, or in between. The character cannot change her body type. For example, a human caster could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to the character. The character could add or obscure a minor feature, such as a mole or a beard, or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the character or the character's equipment. A battleaxe made to look like a dagger still functions as a battleaxe.

If the character uses this spell to create a disguise, the character gets a +10 bonus on the Disguise check.

Note: Creatures get Will saves to recognize the glamer as an illusion if they interact with it (such as by touching the character and having that not match what they see).

charm monster

Enchantment (Charm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Target: One living creature

Duration: 1 day/level

As *charm person*, except that the spell is not restricted by creature type or size.

charm person

Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Entrancement 1, Fey 1, Missionary 2, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes a humanoid of Medium size or smaller regard the character as his trusted friend and ally. If the creature is currently being threatened or attacked by the character or the character's allies, however, he receives a +5 bonus on his saving throw.

The spell does not enable the character to control the charmed person as if he were an automaton, but he perceives the character's words and actions in the most favorable way. The character can try to give the subject orders, but the character must win an opposed Charisma check to convince the subject to do anything he wouldn't ordinarily do. (Retries not allowed.) A charmed person never obeys suicidal or obviously harmful orders. Any act by the character or the character's apparent allies that threatens the charmed person breaks the spell. Note also that the character must speak the subject's language—or else be good at pantomiming—to communicate commands.

chill touch

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A touch from the character's hand, which glows with blue energy, disrupts the life

force of living creatures. Each touch channels negative energy that deals 1d6 points of damage and possibly also 1 point of temporary Strength damage. (A successful Fortitude saving throw negates the Strength damage.) The character can use this melee touch attack up to one time per level.

The spell has a special effect on undead creatures. Undead touched by the character suffer no damage or Strength loss, but they must make successful Will saving throws or flee as if panicked for 1d4 rounds +1 round per caster level.

CIRCLE OF DEATH

Necromancy [Death]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Area: Several living creatures within a 50-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A *circle of death* snuffs out the life forces of living creatures, killing them instantly.

The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the point of origin of the burst are affected first. No creature with 9 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Material Component: The powder of a crushed black pearl with a minimum value of 500 gp.

clairaudience/ clairvoyance

Divination

Level: Brd 3, Knowledge 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

Range: See text

Effect: Magical sensor

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Clairaudience/clairvoyance enables the character to concentrate upon some locale and hear or see (the character's choice) almost as if the character were there. Distance is not a factor, but the locale must be known—a place familiar to the character or an obvious one (such as behind a door, around a corner, or in a grove of trees). The spell does not allow magically enhanced senses to work through it. If the chosen locale is magically dark, the character sees nothing. If it is naturally pitch black, the character can see in a 10-foot radius around the center of the spell's effect. Lead sheeting or magical protection (such as *antimagic field*, *mind blank*, or *nondetection*) blocks the spell, and the character senses that the spell is so blocked. The spell creates an invisible sensor, similar to that created by a *scrying* spell, which can be dispelled. The spell functions only on the plane of existence the character is currently occupying.

Arcane Focus: A small horn (for hearing) or a glass eye (for seeing).

CLOAKED SPHERE OF RADIANCE

Evocation [Light]

Level: Brd 3,Clr 4, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes per level

Saving Throw: None

Spell Resistance: No

This spell functions exactly like the *daylight* spell, but with one important difference. The 60-foot radius of light produced by the spell is cloaked in a one-foot thick shell of darkness. Thus, creatures

just outside of the spell's area of effect see a large globe of darkness. This shell functions much like the *darkness* spell. Regular light, such as that from torches, lanterns, and even sunlight, cannot penetrate the shell of darkness.

A *daylight* spell cast by a cleric strips away the shell of darkness, but the light effect within is kept intact.

This spell is often used by adventurers who wish to move about at night or in dungeons in secret. The interior light lets them see their immediate surroundings, but the shell of darkness covers up their approach.

CLOAK OF NIGHT

Evocation (Force)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target or Area: One living creature or 10-ft.-diameter circle

Duration: 1 round/level (D)

Saving Throw: Reflex negates (harmless, object)

Spell Resistance: Yes (harmless, object)

A spell with numerous uses, *cloak of night* creates a magical cloak that robs a given target of air. It works both defensively—against fires or other phenomena that require air—and offensively, against air-breathing opponents.

When cast, this spell creates a grayish blanket of magical energy that adheres directly to the target. Any fires in the area of the spell's effect are extinguished instantly, and any other phenomena that require air are also stopped immediately. If cast on a living being, this spell deprives it of air, causing suffocation (see p. 88 of *DMG*) for the duration of the spell. Since the subject of the spell usually does not have an opportunity to take a large breath prior to the spell's effect, the victim must begin rolling Constitution checks for suffocation after a number of rounds equal to his Constitution instead of

2 rounds per point of Constitution as per normal suffocation rules. A Reflex saving throw allows the victim to avoid the cloak, and it negates the spell.

The magical cloak does not hinder movement, nor does it offer any protection other than preventing air and other gases from reaching the spell's target. The spell can be used for protection against poison-gas attacks, *cloudkill* and the like—as long as the protected subject doesn't mind holding his breath! It can also be used to trap opponents who are in gaseous form.

Material Component: Small piece of woven cloth.

CLONE

Necromancy

Level: Sor/Wiz 8

Components: V, S, M, F

Casting Time: 10 minutes

Range: 0 ft.

Effect: 1 clone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell makes an inert duplicate of a creature. If the original individual has been slain, the original's soul transfers to the clone, creating a replacement (provided the soul is free and willing to return). The original's physical remains, should they still exist, become inert matter and cannot thereafter be restored to life. If the original has reached the end of its natural life span (died of natural causes), any cloning attempt fails.

To create the duplicate, the character must have a piece of flesh (not hair, nails, scales, or the like) taken from the original's living body, with a volume of at least 1 cubic inch. The piece of flesh need not be fresh, but it must be kept from rotting (such as by the *gentle repose* spell). Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, if the

original is dead, the original's soul enters the clone. The clone has the personality, memories, skills, and levels the original had at the time the piece of flesh was taken. However, the replacement must be at least one level lower than the original was at the time of death. If the original was 1st level, the clone's Constitution score drops by 1; if this would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is at the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting creature is merely a soulless bit of inert flesh, which rots if not somehow preserved.

Arcane Material Components: The piece of flesh and various laboratory supplies (cost 1,000 gp).

Focus: Special laboratory equipment (cost 500 gp).

CLOUDKILL

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Effect: Cloud spreads 30 ft. wide and 20 ft. high

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

This spell generates a bank of fog, similar to a *fog cloud* except that its vapors are ghastly yellowish-green and poisonous. They kill any living creature with 3 or fewer HD (no save) and cause creatures with 4 to 6 HD to make Fortitude saving throws or die. Living creatures above 6

HD, and creatures of 4 to 6 HD who make their saving throws, take 1d10 points of poison damage each round while in the cloud. Holding one's breath doesn't help.

Unlike a *fog cloud*, the *cloudkill* moves away from the character at 10 feet per round, rolling along the surface of the ground. (Figure out the cloud's new spread each round based on its new point of origin, 10 feet farther away from the point of origin where the character cast the spell.) Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. *Cloudkill* cannot penetrate liquids, nor can it be cast underwater.

CLOUD SHAPE

Transmutation

Level: Clr 3, Drd 2, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 action

Range: Sight

Target: One cloud

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes (object)

Cloud shape alters the appearance of a single cloud within view (including smoke and mist, but not magic effects such as *fog cloud*) into any shape the caster desires. For example, the caster could make a cloud spell out a word, resemble a person known to him, or point to an object or location.

The spell does not grant viewers any ability to understand written messages, and attempts at portraiture require a Craft (painting, drawing, sculpture, or illusion-weaving) check (DC10) to determine the accuracy of the portrayal. Note that the Craft skill may be used untrained.

COLDSCREAM

Evocation [Cold, Sonic]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft.+5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

The caster emits a shrill shriek that inflicts 1d6 points of damage per level (maximum 10d6). Half this damage is cold damage, and half is sonic. Further, the caster can designate one object in the area that must make another Reflex saving throw. If it fails, the object shatters.

COLOR SPRAY

Illusion (Pattern) [Mind-Affecting]

Level: Rainbow 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Area: Cone
Duration: Instantaneous (see text)
Saving Throw: Will negates
Spell Resistance: Yes

A vivid cone of intertwined, clashing colors springs forth from the character's hand, stunning creatures, blinding them, or even knocking them unconscious. The closest 1d6 creatures in the cone are affected. The spell affects each subject according to its HD:

Up to 2: Unconscious for 2d4 rounds, then blinded for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4: Blinded for 1d4 rounds, then stunned for 1 round.

5 or more: Stunned for 1 round.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skills.

A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Sightless creatures are not affected by *color spray*.

Material Components: A pinch each of powder or sand that is colored red, yellow, and blue.

COMA

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 6, Sor/Wiz 6
Components: S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

The caster puts a living creature in a coma. The subject falls prone immediately. He remains alive but cannot take actions.

Material Component: A mixture of ground spices.

COMPREHEND LANGUAGES

Divination

Level: Adp 1, Clr 1, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 10 minutes/level

The character can understand the spoken words of creatures or read otherwise incomprehensible written messages (such as writing in another language). In either case, the character must touch the creature or the writing. Note that the ability to read does not necessarily impart insight into the material, merely its literal meaning. Note also that the spell enables the character to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. 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 (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Arcane Material Components: A pinch of soot and a few grains of salt.

CONE OF COLD

Evocation [Cold]

Level: Sor/Wiz 5, Water 6
Components: V, S, M/DF
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Cone of cold creates an area of extreme cold, originating at the character's hand and extending outward in a cone. It drains heat, causing 1d6 points of cold damage per caster level (maximum 15d6).

Arcane Material Component: A very small crystal or glass cone.

CONFUSION

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Fey 4, Sor/Wiz 4, Trickery 4
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Targets: All creatures in a 15 ft. radius
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Creatures affected by this spell behave randomly, as indicated on the following table:

CONFUSION

1d10	Behavior
1	Wander away for 1 minute (unless prevented)
2-6	Do nothing for 1 round
7-9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round to see what the subject does that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Behavior is checked at the beginning of each creature's turn. Any *confused* creature that is attacked automatically attacks its attackers on its next turn.

Arcane Material Component: A set of three nutshells.

CONTACT OTHER PLANE

Divination

Level: Brd 5, Fate 5, Sor/Wiz 5
Components: V
Casting Time: 10 minutes
Range: Personal
Target: The character
Duration: Concentration

The character sends his or her mind to another plane of existence in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.)

Avoid Effective Intelligence/Charisma Decrease: The character must succeed at an Intelligence check against this DC in order to avoid effective Intelligence and Charisma decrease. If the check fails, the character's Intelligence and Charisma scores fall to 8 for the stated duration, and the character becomes unable to cast arcane spells. If the character loses Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer

is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

For the content of the answer, the GM rolls percentiles for the result shown on the table.

True Answer: The character gets a true, one-word answer. Questions not capable of being answered in this way are answered randomly.

Don't Know: The entity tells the character that it doesn't know.

Lie: The entity intentionally lies to the character.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

The powers reply in a language the character understands, but they resent such contact and give only brief answers to the character's questions. (The GM answers all questions with "yes," "no," "maybe," "never," "irrelevant," or some

other one-word answer.) The character must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, the character may ask one question.

The character can contact an Elemental Plane or some plane farther removed. Contact with minds far removed from the character's home plane increases the probability of suffering an effective decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to GM changes, the personalities of individual deities, and so on.)

On rare occasions, this divination may be blocked by an act of certain deities or forces.

CONTACT OTHER PLANE

Plane Contacted	Avoid Effective Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane (appropriate)	DC 7/1 week (DC 7/1 week)	01-34 (01-68)	35-62 (69-75)	63-83 (76-98)	84-100 (99-100)
Positive/Negative Energy Plane	DC 8/1 week	01-39	40-65	66-86	87-100
Astral Plane	DC 9/1 week	01-44	45-67	68-88	89-100
Outer Plane, demideity	DC 10/2 weeks	01-49	50-70	71-91	92-100
Outer Plane, lesser deity	DC 12/3 weeks	01-60	61-75	76-95	96-100
Outer Plane, intermediate deity	DC 14/4 weeks	01-73	74-81	82-98	99-100
Outer Plane, greater deity	DC 16/5 weeks	01-88	89-90	91-99	100

CONTAGION

Necromancy

Level: Adp 3, Blk 3, Clr 3, Destruction 3, Drd 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts a disease, which strikes immediately (no incubation period). The character infects the subject with blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom.

CONTINGENCY

Evocation

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: At least 10 minutes (see text)

Range: Personal

Target: The character

Duration: 1 day/level or until discharged

The character can place another spell upon his person so that the latter spell comes into effect under some condition the character dictates when casting *contingency*. The *contingency* spell and the spell it is to bring into effect are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that casting time instead.

The spell to be brought into effect by the contingency must be one that affects the character's person (*feather fall*, *levitate*, *fly*, *teleport*, and so forth) and be of a spell level no higher than one-third the character's caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the second spell, the latter being "cast" instantaneously

when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether the character wants it to.

The character can use only one *contingency* spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Components: Those of the companion spell, plus quicksilver and an eyelash of an ogre mage, ki-rin, or similar spell-using creature.

Focus: Worth at least 1,500 gp. The character must carry the focus for the *contingency* to work.

CONTINUAL FLAME

Evocation [Light]

Level: Adp 3, Clr 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: Illusory flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A flame, equivalent in brightness to a torch, springs forth from an object that the character touches. The flame looks like a regular flame, but it creates no heat and doesn't use oxygen. The flame can be covered and hidden but not smothered or quenched.

Material Component: The caster sprinkles ruby dust (worth 50 gp) on the item that is to carry the flame.

CONTROL UNDEAD

Necromancy

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

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

Targets: Up to 2 HD of undead creatures/level, no two of which can be more than 30 ft. apart

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables the character to command undead creatures for a short period of time. The character commands the creatures by voice. Telepathic communication is not possible, but the creatures understand the character no matter what language the character speaks. Even if vocal communication is impossible (in the area of a *silence* spell, for instance), the controlled undead do not attack the character. At the end of the spell, the controlled undead revert to their normal behavior. Intelligent undead remember that the character controlled them.

Material Components: A small piece of bone and a small piece of raw meat.

CONTROL WATER

Transmutation

Level: Brd 5, Clr 4, Sor/Wiz 6, Water 4

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Water in a volume of 10 ft./levelx10 ft./levelx2 ft./level (S)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

Depending on the version the character chooses, the *control water* spell raises or lowers water.

Lower Water: This causes water (or similar liquid) to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet per caster level. The water is lowered within a squarish depression whose sides are up to 10 feet long per caster level. 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 other water-based creatures, this spell acts as a *slow* spell. The spell has no effect on other creatures.

Raise Water: This causes water (or similar liquid) to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land near the raised water, the water can spill over onto dry land.

For either version, the character may reduce one horizontal dimension by half and double the other horizontal dimension.

Arcane Material Component: A drop of water (to raise water) or a pinch of dust (to lower water).

CONTROL WEATHER

Transmutation

Level: Air 7, Brd 6, Clr 7, Drd 7, Rainbow 6, Sor/Wiz 6

Components: V, S

Casting Time: 10 minutes (see text)

Range: Two miles

Area: Two-mile-radius circle, centered on the character (see text)

Duration: 4d12 hours (see text)

Saving Throw: None

Spell Resistance: No

The character changes the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The current, natural weather conditions are determined by the GM. The character can call forth weather appropriate to the climate and season of the area the character is in.

CONTROL WEATHER

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather

Summer
Torrential rain, heat wave, or hailstorm

Autumn
Hot or cold weather, fog, or sleet

Winter
Frigid cold, blizzard, or thaw

The character controls the general tendencies of the weather, such as the direction and intensity of the wind. The character cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When the character selects a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as the character left it for the duration, or until the character uses a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously—fog and strong wind, for example.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Druids casting this spell double the duration and affect a circle with a three-mile radius.

COOL/HEAT

Transmutation

Level: Drd 0, Rgr 1, Sor/Wiz 0

Components: V

Casting Time: 1 action

Range: Touch

Target: One object or creature touched

Duration: Special (see text) (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The caster simply touches one object (or creature) while intoning *cool/heat*. The object's temperature slowly rises or falls, at the caster's discretion, by a maximum

of one degree per minute. The caster must determine upon casting whether to cool or warm an object; once decided, the temperature change remains constant, stopping when the caster arrives at a desired temperature or after 10 minutes. This temperature change is noticeable but not harmful; paper won't burst into flame, nor will toes freeze.

Once an object's temperature is changed by this spell, it retains that temperature for a full hour, unless subjected to an extreme change (like being thrown into a fire), the spell is removed, or the caster decides to end the effect.

A character with access to *cool/heat* gains a +4 circumstance bonus to Wilderness Lore checks relating to survival in hostile climates (desert or arctic tundra) by using the spell.

COVER OF DARKNESS

Evocation [Darkness]

Level: Shadow 4, Sor/Wiz 4

Components: S

Casting Time: 1 action

Range: Self

Area: 5-ft.-radius sphere

Duration: 2 rounds/level (D)

Saving Throw: Fortitude negates and Will negates

Spell Resistance: Yes

This spell surrounds the caster in a small, distended sphere of utter darkness that cannot be pierced by any sort of sight, magical or otherwise. This includes *scrying* and divination spells up to the 5th level, such as *clairaudience/clairvoyance* and the like. However, the caster may see out of the sphere normally. If an individual attempts to pass through the *cover of darkness* or engage in a melee with the caster through the shield, he must resist two separate effects of the shield. First, he must make a Fortitude saving throw or be blinded for as many rounds as remain in the duration of the *cover of darkness*. Second, he must

make a Will saving throw or fall victim to fear (as per the spell) for 1d6 rounds. A *cover of darkness* will move with the caster and protects her from any magical light-based attacks (e.g., *color spray*).

CREPUSCULE

Transmutation

Level: Shadow 6, Sor/Wiz 6

Components: S

Casting Time: 1 action

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

Target: One object of up to 2 lbs./level

Duration: Permanent

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This powerful spell brings the force of the Plane of Shadow to bear upon any one object in an attempt to transform the object from its material state to one of pure shadow. Any magical object subjected to this magical attack receives a saving throw, but if this save fails, the transformation is permanent. Thereafter, if the object is exposed to bright light or complete darkness, it is destroyed automatically (no additional saving throw allowed). A transformed object continues to operate as normal until it is destroyed.

CROSS OF LIGHTNING

Evocation [Electricity]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Area: Four bolts, 5 ft. wide to medium range (100 ft.+10 ft./level) or 10 ft. wide to 50 ft.+5 ft./level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As *lightning bolt*, except four lightning bolts leap from the caster at the same time in different directions. The caster chooses

the direction that one bolt travels. Two others travel away from the caster at 90 degree angles to the left and right; the last travels in the exact opposite direction as the first bolt. The caster may make the bolts 10 feet or 5 feet wide (as *lightning bolt*), but they all must be the same. Each bolt inflicts 1d6 points of damage per level of the caster (maximum 15d6 per bolt).

Material Components: Four bits of fur and an amber, crystal, or glass rod.

CRY FOR SPIRITS' RELEASE

Necromancy

Level: Clr 9, Sor/Wiz 9

Components: V, S

Casting Time: One action

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

Target: One undead creature per level of the caster within a 30-ft.-area spread.

Duration: Instant

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster calls out a prayer and releases a burst of positive mental energy. Undead who are affected must make a Fortitude save or be utterly destroyed, and all living creatures within the spell's area of effect are healed 2 HP per caster level. Undead closer to the caster are always affected first.

CRY HAVOC

Evocation [Sonic]

Level: Brd 2, Sor/Wiz 2, War 2

Components: V, S

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

A warrior's battle cry strikes fear into the hearts of his enemies. All creatures of 6 or fewer HD in a cone area in front of the caster must make a Fortitude saving

throw or be stunned for one round. A stunned creature cannot act and loses any Dexterity modifiers to AC. Attackers gain a +2 bonus to attack it.

CURE CRITICAL WOUNDS

Conjuration (Healing)

Level: Adp 4, Blk 4, Brd 4, Clr 4, Drd 5,
Healing 4

As *cure light wounds*, except *cure critical wounds* cures 4d8 points of damage +1 point per caster level (up to +20).

CURE LIGHT WOUNDS

Conjuration (Healing)

Level: Adp 1, Blk 1, Brd 1, Clr 1, Drd 1,
Healing 1, Pal 1, Rgr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When laying the character's hand upon a living creature, the character channels positive energy that cures 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

CURE MODERATE WOUNDS

Conjuration (Healing)

Level: Adp 2, Blk 2, Brd 2, Clr 2, Drd 3,
Healing 2, Pal 3, Rgr 3

As *cure light wounds*, except *cure moderate wounds* cures 2d8 points of damage +1 point per caster level (up to +10).

CURE SERIOUS WOUNDS

Conjuration (Healing)

Level: Adp 3, Blk 3, Brd 3, Clr 3, Drd 4,
Healing 3, Pal 4, Rgr 4

As *cure light wounds*, except *cure moderate wounds* cures 3d8 points of damage +1 point per caster level (up to +15).

Dancing Lights

Evocation [Light]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Effect: Up to four illusionary lights, all within a 10-ft.-radius area

Duration: 1 minute

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Depending on the version selected, the character creates up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as the character desires (no concentration required): forward or back, up or down, straight or turning corners, etc. The lights can move up to 100 feet a round. A light winks out if the distance between the character and it exceeds the spell's range.

DARK EVOCATION

Illusion (Shadow)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: See text

Target: See text

Duration: See text

Saving Throw: Varies (see text)

Spell Resistance: No (see text)

This spell operates as *shadow evocation*, except that it mimics any sorcerer or wizard evocation spell up to the 6th level. Such evocations are half as strong as the real thing. For details on duration, range and so

forth, see both the text of *shadow evocation* and the text of the duplicated spell.

DARKNESS

Evocation [Darkness]

Level: Adp 2, Asn 2, Blk 2, Brd 2, Clr 2, Sor/Wiz 2

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate darkness out to a 20-foot radius. Not even creatures who can normally see in the dark (such as with *darkvision*) can see in an area shrouded in magical darkness. Normal lights (torches, candles, lanterns, and so forth) do not work, nor do light spells of lower level (*flare*, *light*, *dancing lights*). *Darkness* and the 2nd-level spell *daylight* cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of the spells. Higher-level light spells (such as the 3rd-level cleric spell *daylight*) are not affected by *darkness*.

If the spell is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower level.

Arcane Material Components: A bit of bat fur and either a drop of pitch or a piece of coal.

DARKNESS VISIBLE

Divination

Level: Brd 1, Rgr 1, Shadow 1, Sor/Wiz 1

Components: S, M

Casting Time: 1 action

Range: Touch

Target: One touched creature

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell allows its subject to look into any shadows within 30 ft. +5 ft./level of her and peer out of the same shadows as if she were standing in them looking out. For example, if there are shadows covering a bend in a passageway, the subject could look into the shadows on her side of the bend and see out of the shadows on the other side of the bend. (She could not, however, see through walls or other barriers by using this spell.) Other possible uses include looking to see how well the subject has hidden herself in shadows, a use that at the GM's discretion could net a bonus to a Hide roll up to the subject's Intelligence modifier.

While under the effects of the spell, the subject can shift back and forth between her normal vision and *darkness visible* as a free action.

Arcane Material Components: Any black or opaque tar or oil rubbed on the eyelids or a few drops of carrot juice dripped on the tongue.

DARK VICTORY

Necromancy

Level: Shadow 3, Sor/Wiz 3

Components: S

Casting Time: 1 action

Range: Touch

Target: One creature's shadow

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell transfers damage inflicted on a shadow to its owner. *Dark victory* creates snaking tendrils of shadow that writhe in the caster's hands until he is able to make a successful touch attack on a subject's shadow. The time between casting and this successful touch attack counts toward the duration of the spell, so the caster is advised not to delay too long. Once the writhing shadows are transferred to the subject's

shadow, that shadow becomes a conduit for inflicting damage on the subject who naturally casts that shadow. The shadow need be hit with touch attacks only, and all blows against the shadow inflict full and normal damage on the shadow's owner.

Used in conjunction with other spells such as *evil twin*, damage is inflicted both on the animated shadow and its owner.

DARKVISION

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. *Darkvision* is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

Material Component: Either a pinch of dried carrot or an agate.

DAYLIGHT

Evocation [Light]

Level: Adp 3, Brd 2, Clr 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. If the spell is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight 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.

Daylight counters or dispels any darkness spell of equal or lower level, such as *darkness*.

Daze

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

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

Target: One person

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment clouds the mind of a humanoid of Medium size or smaller so that he takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him), but he can't move, cast spells, use mental abilities, etc.

Material Component: A pinch of wool or similar substance.

Dead Alive

Necromancy

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This necromantic incantation locks the caster's soul in a "haven" of negative energy and turns the caster's body into a shambling, decomposing zombie. During this time, the caster gains the benefits and drawbacks of being one of the walking dead.

The caster becomes immune to poison, sleep, paralysis, stunning and disease. She is no longer subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage. The caster's Dexterity suffers a -4 penalty for the duration of this spell, and she suffers a -4 situational penalty to Charisma whenever she must make any sort of social skill check. Also, because of the concentration of negative energy within her, the caster is vulnerable to being turned or rebuked as an undead of the caster's level. *Cure* spells damage the caster, while *inflict* spells heal the caster.

When the spell ends, the caster must make a Fortitude save (DC15). If the caster fails, she is stunned for one round, and she takes 5d4 damage as the negative energy ravages her body as it is forced out. If this damage kills her, the caster rises the next night as a true zombie unless she is blessed by a priest.

Material Component: One handful of zombie flesh.

Deeper Darkness

Evocation [Darkness]

Level: Adp 3, Asn 3, Blk 3, Clr 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

This spell causes the object touched to shed absolute darkness in a 60-foot radius. Even creatures that can normally see in the dark cannot see through this magical darkness. If the spell is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of *deeper darkness* (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper darkness counters or dispels any *light* spell of equal or lower level, including *daylight* and *light*.

Deep in Thought

Transmutation

Level: Brd 4, Clr 4, Drd 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level (see text)

The caster of *deep in thought* gains a +10 bonus to all Concentration skill checks for the duration of the spell. The spell ends before its normal duration if the caster moves more than 5 feet in a round. The caster can benefit from only one *deep in thought* effect at a time.

Delay Poison

Conjuration (Healing)

Level: Adp 2, Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes temporarily immune to poison. Any poison in the subject's system, or any poison the subject is exposed to during the spell's duration, does not affect the subject until the spell has expired. *Delay poison* does not cure any damage that poison may have already done.

Delayed Blast Fireball

Evocation [Fire]

Level: Sor/Wiz 7

Duration: Up to 5 rounds (see text)

As *fireball*, except this spell is more powerful and can detonate up to 5 rounds

after the spell is cast. The burst of flame detonates with a low roar and delivers 1d6 points of fire damage per caster level (maximum 20d6).

The glowing bead created by the spell can detonate immediately if the character desires, or the character can choose to delay the burst for up to 5 rounds. The character chooses the amount of delay upon completing the spell, and the delay cannot change once it has been set (unless someone touches the bead; see below). If the character chose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while the creature is handling it.

Demand

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Saving Throw: Will partial

Spell Resistance: Yes

As *sending*, but the message can also contain a *suggestion* (see the *suggestion* spell), which the subject does her best to carry out. A successful Will save negates the *suggestion* effect but not the contact itself. The demand, if received, is understood even if the creature's Intelligence score is as low as 1. 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 the suggestion is ineffective.

The demand's message to the creature must be twenty-five words or less, including the suggestion. The creature can also give a short reply immediately.

Material Components: A short piece of copper wire and some small part of the subject—a hair, a bit of nail, etc.

DESCENT INTO DARKNESS

Transmutation

Level: Shadow 4, Sor/Wiz 4

Components: S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 2 rounds/level (D)

Saving Throw: None

Spell Resistance: No

Through the use of this spell, a caster may transform his body and his personal gear into a malleable shadow so that he can fit through any size opening. In this form, he moves as he did before, and he may remain upright if he wishes. However, speech is not possible, so while he may still cast spells, they can't have a verbal component. In this form, the caster receives a bonus of +20 to any Hide skill checks if there are sufficient shadows or darkness in which to conceal himself. Also, the caster gains damage reduction 10/+1 while in this form, as well as a +4 Dodge bonus to AC.

However, while a shadow, a caster cannot interact with anything in a physical manner. He may not lift objects, open doors, carry his comrades to safety, or perform any such action. The caster can be injured as if he were undead by spells such as *sunbeam* and *sunburst*.

DESTROY WATER

Transmutation

Level: Clr 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

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

Target: 10 foot cube of water, or single creature

Duration: Instantaneous

Saving Throw: Fortitude halves (creatures)

Spell Resistance: Yes

This spell destroys water, leaving dust in its place. It affects only ordinary, nonmagical

water, not other liquids.

If cast on a water creature, the creature must make a Fortitude save or be destroyed. The spell deals 5d6 points of damage even if the creature's saving throw succeeds.

Arcane Material Component: A bit of sponge.

DETECT MAGIC

Universal

Level: Adp 0, Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The character detects magical auras. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the strength of the strongest aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the character can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC15+spell level, or 15+half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras.

Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level.

MAGIC AURA STRENGTH

	Functioning Spell Level	Item Caster Level
Dim	0 level or lingering aura	Lingering aura
Faint	1st-3rd	1st-5th
Moderate	4th-6th	6th-11th
Strong	7th-9th	12th-20th
Overwhelming	Artifact or deity-level magic	Beyond mortal caster

If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Length Aura Lingers: How long the aura lingers depends on its original strength:

MAGIC AURA DURATION

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6x10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Outsiders and elementals are not magical in themselves, but if they are conjured, the *conjunction* spell registers.

DETECT POISON

Divination

Level: Asn 1, Clr 0, Drd 0, Pal 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

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

Target or Area: One creature, one object, or a 5 ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The character determines whether a creature, object, or area has been poisoned or is poisonous. The character can determine the exact type of poison with a successful Wisdom check (DC20). A character with the Alchemy skill may try an Alchemy check (DC20) if the Wisdom check fails, or may try the Alchemy check prior to the Wisdom check.

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT SCRYING

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: 120 ft.

Area: 120-ft.-radius emanation centered on the character

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The character immediately becomes aware of any attempt to observe him by means of *clairaudience/clairvoyance* or *scrying*. The spell's effect radiates from the character and moves as the character moves. The spell also reveals the use of crystal balls or other magic scrying devices. The character knows the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, the character also knows its location. If the attempt originates outside this range, the character and the scrier immediately make opposed Scry skill checks. (A Scry check is the same as an Intelligence check for a creature without the Scry skill.) If the character at least matches the scrier's result, the character gets a visual image of the scrier and a sense of the scrier's direction and distance from the character (accurate to within one-tenth the distance).

Material Components: A small piece of mirror and a miniature brass hearing trumpet.

DETECT SECRET DOORS

Divination

Level: Brd 1, Knowledge 1, Secrets 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The character can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell—an ordinary trapdoor underneath a pile of crates would not be detected. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside the character's line of sight, the character discerns its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by the character.

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DETECT TEMPORAL DISTURBANCE

Universal [Time]

Level: Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the caster to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The caster can sense the presence of a disturbance in the natural flow of time up to 60 feet away in the caster's own time frame. This includes the use of spells that manipulate time in any way, natural temporal distortions or gateways, objects that are displaced from their original time, and temporal creatures such as a time elemental. The amount of information revealed depends on how long the caster studies a particular area, as in the *detect magic* spell.

1st Round: The caster can detect the presence or absence of temporal disturbances.

2nd Round: Number of different temporal disturbances and the amount of time between the origin and current temporal position of the most powerful disturbance.

3rd Round: The location and amount of time between the origin and current temporal position of each temporal disturbance. If the disturbances are in line of sight, the caster can make multiple Spellcraft skill checks to determine the exact nature of the temporal disturbances; this would include information such as the caster level and type of spell, or the type and level of the creature.

Note: Each round, the caster can turn to detect things in a new area. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

DETECT THOUGHTS

Divination [Mind-Affecting]

Level: Brd 2, Knowledge 2, Secrets 2, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: No

The character detects surface thoughts. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the mental strength of each.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents the character from reading its thoughts, and the character must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that the character can pick up.

DETECT THOUGHTS

Intelligence	Mental Strength
1-2	Animal
3-5	Very low
6-9	Low
10-11	Average
12-15	High
16-17	Very high
18-21	Genius
22-25	Supra-genius
26+	Deific

Note: Each round, the character can turn to *detect thoughts* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Focus: A copper piece.

DETECT TRAPS

Divination

Level: Sor/Wiz 3, Thievery 4

Components: V, S, M

Casting Time: One action

Range: 60 feet

Area: Quarter circle emanating from caster to the extreme of the range.

Duration: Concentration, up to 1 minute per level. (D)

Saving Throw: None

Spell Resistance: No

This spell reveals all artificial traps within its area of effect, causing them to appear as if outlined by a pale nimbus. This effect is only visible to the caster. It detects all artificial constructions designed or intended to cause harm, from simple pit traps to the most complex creations. What it does not do is reveal any incidental environmental hazards that have traplike properties, such as a natural pit covered over by fallen brush.

The spell reveals all aspects of a trap within range, including remote triggers, even if the trap the trigger activates is not within range.

The initial casting of the spell only reveals the fact that there is a trap in the area; it conveys no other information. For each round the caster remains still, he can concentrate on a single revealed trap. This reveals the following information:

First Round: Basic nature of the trap (pit, swing, pendulum, magic).

Second Round: The general effectiveness of the trap (how deep is the pit, how many dice of damage does the scything blade do).

Third Round: An intuitive understanding of the mechanism of the trap, enough to grant a +4 insight bonus to the caster's Disable Device check if he disarms it himself, or a +2 insight bonus to anyone the caster is directly advising.

Note: Each round, the character can turn to detect things in a new area

DETECT UNDEAD

Divination

Level: Clr 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the character to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The character can detect the aura that surrounds undead. The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If the character is of good alignment, the strongest undead aura's strength is "overwhelming" (see below), and the strength is at least twice the character's caster level, the character is stunned for 1 round and the spell ends. While the character is stunned, he can't act, he loses any Dexterity bonus to AC, and attackers gain +2 bonuses to attack him.

3rd Round: The strength and location of each aura. If an aura is outside the character's line of sight, then the character discerns its direction but not its exact location.

Aura Strength: The strength of the undead aura is determined by the HD of the undead creature.

UNDEAD AURA STRENGTH

Strength	HD
Dim	Lingering aura
Faint	1 or less
Moderate	2-4
Strong	5-10
Overwhelming	11+

Length Aura Lingers: How long the aura lingers depends on its original strength:

UNDEAD AURA DURATION

Aura Strength	Duration
Faint	1d6 minutes
Moderate	1d6x10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Material Component: A bit of earth from a grave.

DEVLIN'S BARB

Conjuration (Creation)

Level: Asn 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: One arrow, bolt, bullet, or sling stone

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The caster creates an arrow, bolt, bullet, or sling stone (with no magical or masterwork properties). The created object disappears when the duration is over. Assassins use this spell even when ammunition is plentiful, because the spell leaves no trace of the weapon that caused the wound.

DEVLIN'S VENOMBLADE

Conjuration (Creation)

Level: Asn 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Effect: One poisoned slashing weapon

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The caster creates any slashing weapon desired (with no magical or masterwork

properties) that is coated with poison. The venom inflicts 1d4 points of temporary Strength damage and 1d4 more a minute later. The blade lasts until it inflicts a wound or until the duration expires, whichever comes first.

DIMENSIONAL ANCHOR

Abjuration

Level: Clr 4, Gateways 4, Sor/Wiz 4, Vengeance 4

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (object)

A green ray springs from the character's outstretched hand. The character must make a ranged touch attack to hit the target. Any creature or object struck is covered with a shimmering emerald field that completely blocks bodily extradimensional travel. Forms of movement barred by the *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. It prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

The *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms such as a basilisk's gaze. Also, it does not prevent summoned creatures from disappearing at the end of a *summoning* spell.

DIMENSIONAL RUPTURE

Transmutation

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: One full round

Range: Medium (100 ft.+5 ft./caster level)

Duration: See text

Saving Throw: See text

This spell rips open a ragged hole in the dimensional barrier between a parallel

dimension and this one. The appearance of the rift is one of a swirling, black vortex. No matter what the angle one looks at it, they seem to be staring down the maw of some great, black-throated, invisible beast. All material in close proximity suffers from exposure to the detrimental energies.

The vortex is 10 feet in diameter, centered on a point in space chosen by the caster. If centered on a creature, the creature may make a Reflex saving throw against the spell's DC to leap out of the rupture's formation area. If this saving throw fails, the target is thrown into the rift. The only way to return is for the creature to cast *plane shift* or a similar spell. A person or object sucked into this other dimension suffers 10d6 points of damage per round.

All creatures or objects within 100 feet of the vortex suffer 5d6 points of damage every round (Fortitude save for half damage) until they leave the area or the spell is neutralized. The rift remains as long as the caster concentrates and he is within range. Once the caster stops concentrating (or moves out of range) the vortex becomes unstable. If the caster makes a Will save (DC20), he seals the rift—which he can attempt to do each round as a standard action.

If he cannot, it remains active and the results can be devastating. There is a 5% (non-cumulative) chance per round of the rift closing on its own. However, there is an equal chance of it growing in size by adding 10 feet to its radius. If the caster somehow fails to close the rift, the only option is to cast a *miracle* or *wish* spell.

This is potentially a cataclysmic spell and is extremely rare. Those that even contemplate using it either care little for the consequences of their actions, or have no moral anchor.

Material Component: A mithril razor (100 gp).

DIMENSION DOOR

Transmutation [Teleportation]

Level: Asn 4, Brd 4, Sor/Wiz 4, Thievery 5, Travel 4

Components: V

Casting Time: 1 action

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

Target: The character and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

The character instantly transfers from his current location to any other spot within range. The character always arrives at exactly the spot desired—whether by simply visualizing the area or by stating direction, such as “900 feet straight downward,” or “upward to the northwest, 45-degree angle, 1,200 feet.” After using this spell, the character can’t take any other actions until his next turn.

If the character arrives in a place that is already occupied by a solid body, the character becomes trapped in the Astral Plane. Each round that the character is trapped in the Astral Plane in this way, the character may make a Will save (DC25) to return to the Material Plane at a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, he must make a Will save (DC25) each minute to appear in a free space within 1,000 feet. If there’s no free space within 1,000 feet, the character is stuck on the Astral Plane until rescued.

DISCERN LOCATION

Divination

Level: Clr 8, Knowledge 8, Secrets 8, Sor/Wiz 8, Thievery 7, Vengeance 8

Components: V, S, DF

Casting Time: 10 minutes

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of the direct intervention of a deity keeps the character from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location spells. The

spell reveals the name of the location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and plane where the subject lies.

To find a creature with the spell, the character must have seen the creature or have some item that once belonged to it. To find an object, the character must have touched the object at least once.

DISINTEGRATE

Transmutation

Level: Destruction 7, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A thin green ray springs from the character’s pointing finger, causing the creature or object it strikes to glow and vanish, leaving behind only a trace of fine dust. The character must make a successful ranged touch attack to hit. Up to a 10 foot cube of nonliving matter is affected, so the spell disintegrates only part of any very large object or structure targeted. The ray affects even magical matter or energy of a magical nature, such as *Bigby’s forceful hand* or a *wall of force*, but not a *globe of invulnerability* or an *antimagic field*. A creature or object that makes a successful Fortitude save is only partially affected. It takes 5d6 points of damage instead of disintegrating. Only the first creature or object struck can be affected (that is, the ray affects only one target per casting).

Arcane Material Components: A lodestone and a pinch of dust.

DISMISSAL

Abjuration

Level: Brd 4, Clr 4, Sor/Wiz 5

Components: V, S, F/DF

Casting Time: 1 action

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

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell forces an extraplanar creature back to its proper plane. Add the creature’s HD to its saving throw and subtract the character’s level as well. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Arcane Focus: Any item that is distasteful to the subject.

DISPEL MAGIC

Abjuration

Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target or Area: One spellcaster, creature, or object; or 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The character can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster’s spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can’t be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells. *Dispel magic* affects spell-like effects just as it affects spells.

Note: The effects of spells with instantaneous duration can’t be dispelled, because the magic effect is already over before *dispel magic* can take effect.

The character can choose to use *dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the spell. The character makes a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20+1 per caster level (maximum +10) against a DC of 11+the spell’s caster level.

If the spellcaster targets an object or creature who is the effect of an ongoing spell (such as a monster summoned by monster summoning), she makes a dispel check to end the spell that conjured the object or creature.

If the object that the character targets is a magic item, the character makes a dispel check against the item’s caster level. If the character succeeds, all the item’s magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (such as a *bag of holding*) is temporarily closed. Remember that a magic item’s physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and creatures of demigod or higher status are unaffected by mortal magic such as this.

The character automatically succeeds at the dispel check against any spell that he himself cast.

Area Dispel: The spell affects everything within a 30-foot radius.

For each creature who is the target of one or more spells, the character makes a dispel check against the spell with the highest caster level. If that fails, the character makes dispel checks against progressively weaker spells until the character dispels one spell (which discharges the dispel so far as that target is concerned) or fails all his checks. The creature’s magic items are not affected.

For each object that is the target of one or more spells, the character makes dispel

checks as with creatures. Magic items are not affected by area dispels.

For each ongoing area or effect spell centered within the dispel magic's area, the character makes a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the dispel, the character makes a dispel check to end the effect, but only within the area of the *dispel magic*.

If an object or creature who is the effect of an ongoing spell, such as a monster summoned by monster summoning, is in the area, the character makes a dispel check to end the spell that conjured the object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

The character may choose to automatically succeed at dispel checks against any spell that the character cast.

Counterspell: The spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work. The character must make a dispel check to counter the other spellcaster's spell.

Dispel Temporal Effect

Abjuration [Time]

Level: Clr 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target or Area: One temporal effect
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The caster can dispel any spell cast on a creature or object that manipulates time (such as *haste*, *time stop*, *temporal stasis*, or *slow*) or has "time" as a descriptor (such as the new spells described here), causing it to end as if its duration had expired. It can also suppress the time-related abilities of a magic item, temporarily close an individual temporal disturbance such as a temporal gateway or time distortion, or dissipate a creature relying

on an ongoing time spell for its presence (such as a time elemental). In addition, it is able to counter another spellcaster's time spell, or to dispel the ongoing effects of supernatural abilities and spell-like effects that manipulate time. This spell can be used as a targeted dispel or counterspell, like the *dispel magic* spell:

Targeted Dispel: The target is one object, creature, temporal disturbance, or time spell. The caster of *dispel temporal effect* makes a dispel check against the time spell or against each ongoing time spell currently affecting the object or creature. Instantaneous spells cannot be affected, since the magical process is already over before *dispel temporal effect* can be cast. The dispel check is 1d20 + 1 per caster level, to a maximum of +10, against a DC of 11 + the spell's caster level. If the spellcaster targets an object or creature who is the effect of an ongoing time spell (such as a time elemental), he makes a dispel check to end the time spell that conjured the object or creature. If the object targeted is a magic item, the caster makes a dispel check against the item's caster level. If the roll succeeds, all the item's time-related properties are suppressed for 1d4 rounds, after which the item recovers on its own. A time portal or other ongoing temporal distortion (such as a time trap) is temporarily closed in this same manner. The caster automatically succeeds at his dispel check against any time spell that he cast himself.

Counterspell: The spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, the caster of *dispel temporal effect* must make a dispel check to counter the other spellcaster's time spell.

Displacement

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3
Components: V, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Emulating the natural ability of the displacer beast, the subject appears to be about 2 feet away from his true location. He benefits from a 50% miss chance as if he had full concealment. However, unlike actual full concealment, *displacement* does not prevent enemies from targeting him normally. *True seeing* reveals his true location.

Material Component: A small strip of leather made from displacer beast hide, twisted into a loop.

Disrupt Undead

Necromancy

Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

The character directs a shock wave of positive energy. The character must make a ranged touch attack roll to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Distance Light

Evocation [Light]

Level: Brd 3, Clr 4, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Duration: 10 minutes per level
Saving Throw: None
Spell Resistance: No

Except for its range, this spell functions exactly as the *daylight* spell.

Dive

Transmutation

Level: Clr 4, Drd 4, Sor/Wiz 4
Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Target: Living creatures touched

Duration: 1 hour/level (see text) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely, gain darkvision to 60 feet, are immune to the effects of pressure, and gain a +10 competence bonus to Swim checks. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe air.

Arcane Focus: A tiny bronze bell.

Dolphin Chant

Transmutation

Level: Sor/Wiz 2
Components: V, S
Casting Time: One action
Range: Touch
Target: One creature
Duration: 5 minutes per level (D)
Saving Throw: None (harmless)
Spell Resistance: None (harmless)

By uttering an ancient chant of the sea, the caster of this spell (or whomever she touches) quadruples her swimming rate, halves all DC checks for swimming (rough water, subdual damage from fatigue, underwater swim checks, etc.) and eliminates weight penalty, so long as she is carrying no more than a medium load. The spell target can also attempt a Swim check after a round of full movement to vault acrobatically out of the water 10 feet. If the check fails, the swimmer takes 1d6 damage. The recipient of the spell also gains a +1 to armor class and reflex saves while in the water.

Dominate Monster

Enchantment (Compulsion) [Mind-Affecting]

Level: Domination 9, Sor/Wiz 9
Target: One creature

As *dominate person*, except that the spell is not restricted by creature type or size.

DOMINATE PERSON

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Domination 5, Entrancement 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Target: One humanoid of Medium size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

The character can control the actions of any humanoid that is Medium size or smaller. The character establishes a telepathic link with the subject's mind. If a common language is shared, the character can generally force the subject to perform as the character desires, within the limits of his abilities. If no common language is shared, the character can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." The character knows what the subject is experiencing, but the character does not receive direct sensory input from him.

Subjects resist this control, and those forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the character and the subject are on the same plane. The character need not see the subject to control it.

Protection from evil or a similar spell can prevent the character from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or dispel it.

DOUBLETHINK

Transmutation

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

For the duration of this spell, a wizard or sorcerer divides his consciousness into two entities that are both capable of normal mental activity. The only limit: The caster can't double up actions that would require him to have more than one body or mouth—such as speaking the verbal components of two spells simultaneously.

The caster, for example, may move and cast a spell at the same time with each of his minds directing one of the actions, but if the caster takes a move action while his second mind is casting a spell, he must make a Concentration check at DC15+spell level to succeed at the casting. Additionally, because his consciousness is divided and unfocused while under the effects of this spell, the caster receives a -4 circumstance penalty to saves versus mind-affecting spells.

So, a wizard under the effect of *doublethink* might move his normal rate while casting *magic missile* with his second mind. The *magic missile* would require a Concentration check at DC16. Then, in the second part of the same round, his first mind, which directed the move, might cast *haste*, while his second mind took its move action. The *haste* would necessitate a Concentration Check at DC18.

The wizard could *not*, however, cast both spells and then try to take two move actions, since he would be attempting to perform actions that required his one physical body and mouth to perform two different functions simultaneously. Since both *haste* and *magic missile* have verbal and somatic components, the wizard cannot

perform both castings simultaneously. If he had prepared *haste* with the Silent Spell metamagic feat and *magic missile* with the Still Spell metamagic feat, then he could cast the two simultaneously, as his mouth could supply the verbal component for one and his body the somatic component for the other. Similarly, the caster cannot use his normal movement twice at the same time at the end of his round to move twice as far (because he still has only one body); he must use one mind's move action at the start of a round and one at the end.

Clearly, the Still Spell and Silent Spell metamagic feats are especially valuable in conjunction with *doublethink*, while a *hasted* archmage with *doublethink* is a terror to face.

Material Component: A masterwork platinum mirror studded with diamonds and valued at least 5,000 gp.

DRAGONSKIN

Conjuration (Creation)

Level: Brd 3, Sor/Wiz 3

Components: S, M

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

The character gives herself scales like a chromatic dragon's, of a color that the caster selects. The caster gains a +4 natural armor bonus as well as 10 points of damage reduction versus a particular element:

DRAGONSKIN

Black: Acid

Blue: Electricity

Green: Acid

Red: Fire

White: Cold

Material Component: A scale of actual dragonhide.

DRAWMIJ'S INSTANT SUMMONS

Conjuration (Summoning)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: See text

Target: One object weighing up to 10 lb. whose longest dimension is 6 ft. or less

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

The character calls some nonliving item from virtually any location directly to the character's hand.

First, the character places his or her arcane mark on the item. Then the character casts this spell, which magically and invisibly inscribes the name of the item on a gem worth at least 1,000 gp. Thereafter, the character can summon the item by speaking a special word (set by the character when the spell is cast) and crushing the gem. The item appears instantly in the character's hand. Only the character can use the gem in this way.

If the item is in the possession of another creature (i.e. on its person), the spell does not work, but the character knows who the possessor is and roughly where he, she, or it is located when the summons is cast.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but the character.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Component: A sapphire worth at least 1,000 gp.

DREAM

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 5, Dream 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 minute

Range: Unlimited
Target: One living creature touched
Duration: See text
Saving Throw: None
Spell Resistance: Yes

The character, or a messenger touched by the character, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, the character must name the recipient or identify him by some title that leaves no doubt as to his identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking.

The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient. Once the message is delivered, the messenger's mind returns instantly to her body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. She can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. If the messenger is disturbed during the trance, she awakens, and the spell ends.

Creatures who don't sleep or dream (such as elves, but not half-elves) cannot be contacted by this spell.

The messenger is unaware of her own surroundings or the activities around her while in the trance. She is defenseless, both physically and mentally (she always fails any saving throw, for example) while in the trance.

DRUNK

Transmutation

Level: Brd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)

Effect: Target becomes intoxicated
Duration: 10 minutes/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell turns the target into an awkward drunk, reducing his coordination and slowing his thoughts. If the target fails his Fortitude saving throw, he loses 2 points of Dexterity, Intelligence, and Wisdom, which is immediately restored when *drunk* expires. Multiple *drunk* spells stack (a second spell would cause an additional loss of 2 points of Dexterity, Intelligence, and Wisdom). If a victim is reduced to 0 in Dexterity, he is stunned. If he is reduced to 0 in either Intelligence or Wisdom, he falls unconscious. If attacked while unconscious, the target can reawaken for a number of rounds equal to his Constitution modifier before lapsing back into a stupor.

In addition to the effects above, the target has all of the behavior patterns typical to inebriation. Anyone trying to alter the attitude of an intoxicated NPC may double her Charisma modifier for the check to do so (see *DMG*, p. 149).

Material Component: One drop of pure grain alcohol.

DUST STORM

Conjuration (Creation)

Level: Drd 4, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Long (400 ft.+40 ft./level)
Effect: Sand spreads 40 ft., 20 ft. high
Duration: 1 round/level (D)
Saving Throw: Reflex partial
Spell Resistance: No

Fine grains of sand driven by powerful winds block all sight (even darkvision) within the spell radius, smother unprotected flames, and can even extinguish protected flames (50% chance). Creatures not wearing medium or heavy armor, and not inside shelter, suffer 1d3 subdual damage per round of exposure.

Arcane Material Component: A pinch of dust that is blown from the hand as the spell is cast

ELECTRICAL DELUGE

Evocation [Electricity]

Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Area: A spread centered on the character, 5 ft. high and 200 ft. across
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

As *lightning bolt*, except lightning arcs from the caster in all directions in a single plane out to 100 feet, 5 feet high. The effect inflicts 1d6 points of damage per level of the caster (maximum 15d6) to all within the area except the caster.

Material Components: A bit of lodestone and a square plate of iron.

ELEMENTAL MAZE

Transmutation

Level: Drd 5, Sor/Wiz 5
Components: V, S, and M
Casting Time: One round
Range: Long (400 ft.+40 ft./level)
Area: 100 ft. per side+20 ft. per side/level (see text)
Duration: 5 minutes/level
Saving Throw: None
Spell Resistance: See text

This powerful elemental spell conjures up a maze of earth, air, or water as designated by the caster. The proper element is required in large amounts (a field for earth, a lake or stream for water). The element must be relatively free and pliable (earth or sand, but not a stone floor, water in a pond, but not trapped underground or in a tower) and within spell range.

The spellcaster may place the maze anywhere within the range of the spell,

with the maze's area spreading out from a designated spot. The maze develops in a roughly rectangular formation; the caster may opt to shape the maze exterior, but this reduces the total volume by half.

An earth maze consists of packed earth walls, ramparts (typically ten feet tall and five feet thick) or ditches (ten feet deep). Air and water mazes are a series of strong currents with random flows, filled with dust or small debris picked up from around them.

The time it takes to navigate the maze depends on the character's Intelligence score (see below).

ELEMENTAL MAZE

Intelligence/ Strength Score	Time
Under 3	1D4 minutes
4-5	1 minute
6-8	3D4 rounds
9-12	2D4 rounds
13-15	1D6 rounds
16-17	1D4 rounds
18+	1D3 rounds

To power through the maze walls by Strength alone, also use the table for time, but make the following checks as well:

Moving through air and water maze walls forcefully requires a successful Strength check, at DC10 +1 for every 2 levels of the caster, with success granting passage at half the normal movement for one round. Failure means the character is spat out onto a clear path within the maze 1D6 feet away +1 foot per three levels of the caster. (The GM may opt to add the target's ranks in the Swim skill as a circumstance bonus to this save for water mazes.)

The same applies for movement through the earth maze, with the exception that Climb ranks are substituted for Swim ranks for forcefully penetrating the walls. Again, the GM may wish to add Climb ranks to this save for traversal of an earth maze. The caster may not dig more than ten feet below the normal plane of earth.

If a maze is centered on a craft or buildings, they take 1D6 points of structural damage per five levels of the caster per minute (masts, sails, and rigging for a ship in an air maze, or its hull and rudder if water, etc.). Only an air or water maze may be used in this fashion, unless buildings or structures are made of earth (such as crude huts, an earthen rampart, or adobe buildings).

If the spell is cast on an elemental, which is of the same type of element, it must save versus Will at DC 10 plus 1 per two caster levels, or be stunned for 1D4 rounds. If the type of elemental maze would harm the creature (a water maze cast on a fire elemental), the maze does not form, but causes the elemental to save versus Fortitude at DC10 plus 1 per two caster levels, or take 4D6 damage. Otherwise, normal effects apply. Any elemental caught in an *elemental maze* spell becomes enraged and attacks the caster as soon as possible.

Material Components: The material components of this spell are a 100-gp gem for earth and water (buried or thrown into a body of water, respectively) and 100 gp worth of incense for air (burnt or powdered and scattered into the wind).

Focus: A coil of copper wire, which remains after the spell expires.

ELEMENTAL SHROUD

Necromancy [Varies]

Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Target: Up to one *animate dead* creature/level

Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The caster covers undead creatures that he has animated with a shroud of energy. This energy can be whatever type he wishes: fire, cold, lightning, acid, or sonic. Fire shrouds appear to be molten and burning, cold shrouds are icy blue and glistening, acid shrouds drip with dark, bubbling effluvia, and sonic shrouds appear as a distortion in the air accompanied by a shrill shriek. The undead is granted +2 turn resistance, +2 natural armor, and it inflicts an additional 1d6 points of elemental damage (whatever type is appropriate to the shroud) when it strikes a foe. It also inflicts 1d6 points of damage when it is touched or when struck by natural weapons.

EMOTION

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Entrancement 4, Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Targets: All living creatures within a 15 ft. radius
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes

This spell arouses a single emotion of the character's choice in the subjects. The character can choose any one of the following versions:

Despair: The enchanted creatures suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. *Emotion* (despair) dispels *emotion* (hope).

Fear: The enchanted creatures flee from the character whenever they are in sight of the character. *Emotion* (fear) dispels *emotion* (rage).

Friendship: The enchanted creatures react more positively toward others. Their

attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight back normally. *Emotion* (friendship) dispels *emotion* (hate).

Hate: The enchanted creatures react more negatively toward others. Their attitude shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile). *Emotion* (hate) dispels *emotion* (friendship).

Hope: The enchanted creatures gain a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. *Emotion* (hope) dispels *emotion* (despair).

Rage: The enchanted creatures gain a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC. They are compelled to fight heedless of danger. *Emotion* (rage) does not stack with barbarian rage or with itself. *Emotion* (rage) dispels *emotion* (fear).

ENCHANTING FLAVOR

Transmutation [Mind-Affecting]

Level: Sor/Wiz 0
Components: V, S, M
Casting Time: 1 round
Range: Touch
Target: One meal
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The caster gives an intense and pleasant flavor to a single meal for up to four people. Once they have finished eating the satisfying meal, the caster receives a +2 circumstance bonus on a single Charisma-based check (Diplomacy, Bluff) against the diners.

Material Components: Spices and seasonings.

ENDURANCE

Transmutation

Level: Adp 2, Clr 2, Sor/Wiz 2
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The spell grants the subject an enhancement bonus (1d4+1 points) to Constitution.

ENDURE ELEMENTS

Abjuration

Level: Adp 1, Clr 1, Drd 1, Pal 1, Sor/Wiz 1, Strength 1, Sun 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 24 hours
Saving Throw: None
Spell Resistance: Yes

This abjuration grants a creature limited protection to damage from whichever one of five energy types the character selects: acid, cold, fire, electricity, or sonic. Each round, the spell absorbs the first 5 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well.

Endure elements absorbs only damage. The character could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

Note: *Endure elements* overlaps (and does not stack with) *resist elements* and *protection from elements*. If a character is warded by *protection from elements* and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by *resist*

elements and endure elements at the same time, the resist spell absorbs damage but the endure spell does not.

ENERGY DRAIN

Necromancy

Level: Clr 9, Sor/Wiz 9
Range: Close (25 ft.+5 ft./2 levels)
Duration: Instantaneous
Saving Throw: Fortitude negates (see text)

As *enervation*, except the creature struck gains 2d4 negative levels, and the negative levels last longer.

Twenty-four hours after gaining any negative levels, the subject must make a Fortitude saving throw (using the spell DC in this case) for each negative level. If the save succeeds, that negative level is negated. If it fails, the negative level goes away, but one of the subject's character levels has been permanently drained.

If the ray strikes an undead creature, that creature gains 2d4x5 temporary hit points for 1 hour.

ENERVATION

Necromancy

Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Effect: Ray of negative energy
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

The character must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels. These levels are regained after a number of hours equal to the caster's level; there is no chance of permanent level loss. If the ray strikes an undead creature, it gives that creature 5 temporary hit points per two caster levels (maximum 25 temporary hit points) for 1 hour.

ENHANCE MAGICAL FLOW

Universal

Level: Clr 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 10 minutes/level
Saving Throw: None (harmless)
Spell Resistance: No

All the DCs of the caster's spells increase by a +1 enhancement bonus.

Material Component: A small jewel worth at least 10 gp.

ENLARGE

Transmutation

Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One creature, or one object of up to 10 cu. ft. per level in volume
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell causes instant growth of a creature or object, increasing both size and weight. The subject grows by up to 10% per caster level, increasing by this amount in height, width, and depth (to a maximum of 50%). Weight increases by approximately the cube of the size increase, as follows:

ENLARGE

Height Increase	Weight Increase
+10% (x 1.1)	+30% (x 1.3)
+20% (x 1.2)	+70% (x 1.7)
+30% (x 1.3)	+120% (x 2.2)
+40% (x 1.4)	+170% (x 2.7)
+50% (x 1.5)	+240% (x 3.4)

All equipment worn or carried by a creature

is *enlarged* by the spell. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process. However, it is constrained without harm by stronger materials—the spell cannot be used to crush a creature by growth.

Magical properties are not increased by this spell. Weight, mass, and strength are affected, though. A creature's hit points, Armor Class, and base attack bonus do not change, but Strength increases along with size. For every 20% of enlargement, the creature gains a +1 enlargement bonus to Strength. Multiple magical effects that increase size do not stack.

Enlarge counters and dispels *reduce*.

Material Component: A pinch of powdered iron.

ENTHRALL

Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]

Level: Brd 2, Clr 2, Distraction 2, Entrancement 2
Components: V, S
Casting Time: 1 full round
Range: Medium (100 ft.+10 ft./level)
Targets: Any number of creatures
Duration: Up to 1 hour
Saving Throw: Will negates (see text)
Spell Resistance: Yes

If the character has the attention of a group of creatures, the character can use this spell to hold them spellbound. To cast the spell, the character must speak or sing without interruption for 1 full round. Thereafter, those affected give the character their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Those of a race or religion unfriendly to the character gain a +4 bonus to the saving throw.

Creatures with 4 or more HD or with Wisdom scores of 16 or higher remain aware of their surroundings and have an

attitude of indifferent. They gain new saving throws if they witness actions that they oppose.

The enchantment lasts as long as the character speaks or sings, to a maximum of 1 hour. Those enthralled by the character's words take no action while the character speaks or sings, and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if the character loses concentration or performs any action other than speaking or singing.

If those not enthralled have unfriendly or hostile attitudes toward the character, they can collectively make a Charisma check to try to end the spell by jeering and heckling. This check is based on the character with the highest Charisma and has a +2 bonus for each other jeerer who can make a Charisma check of 10 or higher. The heckling ends the spell if it beats the character's opposed Charisma check. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked (or subjected to an overtly hostile act), the spell ends and the audience becomes immediately unfriendly toward the character (or hostile, for audience members with 4 or more HD and Wisdom 16 or higher).

epiphany

Divination

Level: Clr 2, Sor/Wiz 2
Components: V, S
Casting Time: One round
Range: Personal
Target: The character
Duration: 1 minute per level
Saving Throw: None (harmless)
Spell Resistance: No (harmless)

The character gains deep insights. For the duration of this spell, the caster gains a +5 insight bonus to all knowledge and craft

checks. But her mind is also less connected to the outside world; the character takes a -2 circumstance penalty to Spot, Search, and Listen checks for the duration of the spell.

ERASE

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One scroll or two pages

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Erase removes writings of either magical or mundane nature from a scroll or from up to two pages of paper, parchment, or similar surfaces. It removes *explosive runes*, *glyphs of warding*, *sepia snake sigils*, and *arcane marks*, but it does not remove *illusory script* or *symbols*. Nonmagical writings are automatically erased if the character touches them and no one else is holding them. Otherwise, the chance is 90%. Magic writings must be touched, and the character must roll 15+ on a caster level check (1d20+caster level) to succeed. (A natural 1 or 2 is always a miss on this roll.) If the character fails to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, the character accidentally activates the runes, glyph, or sigil instead.

ETHEREAL BLAST

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft.+10 ft./level) or (50 ft.+5 ft./level)

Area: 5 ft. wide to Medium range (100 ft.+10 ft./level) or 10 ft. wide to 50 ft.+5 ft./level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A bolt of translucent, blue-white energy shoots from the caster's fingertips, much as a *lightning bolt* would, but the *ethereal blast* only damages incorporeal creatures or creatures that exist in the ethereal plane. The *ethereal blast* does 1d10 points of force damage per level (maximum 5d10) or half damage if a victim makes a Reflex save.

The energy released by this spell exists primarily in the Ethereal Plane. As such, it has no effect whatsoever upon creatures or objects in the physical plane. The bolt will ignore corporeal walls, doors, armor, items and normal creatures. It should be noted that this spell does not empower the caster to see into the Ethereal Plane or through solid objects.

Focus: The eye of a creature with a gaze attack.

ETHEREAL JAUNT

Transmutation

Level: Clr 5, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level (D)

The character becomes ethereal, along with the character's equipment. The character enters a place called the Ethereal Plane, which overlaps the normal, physical Material Plane. When the spell expires, the character returns to material existence.

If the character ends the spell and becomes material while inside a material object (such as a solid wall), the character is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet that the character traveled.

ETHEREALNESS

Transmutation

Level: Clr 6, Sor/Wiz 8

Range: Touch (see text)

Targets: The character and one other touched creature/three levels

Duration: 1 minute/level (D)

Spell Resistance: Yes

As *ethereal jaunt*, except the character and other creatures joined by linked hands (along with their equipment) become ethereal. Besides the character, the character can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the creatures need not stay together.

When the spell expires, all affected creatures in the Ethereal Plane return to material existence.

EVARD'S BLACK TENTACLES

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: 1d4 tentacles+one tentacle/level, all within 15 ft. of a central point

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell conjures many rubbery black tentacles. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. There are 1d4 such tentacles, plus one per caster level, appearing randomly scattered about the area. Each tentacle is 10 feet long (Large) and saves as the caster does. It has AC 16, 1 hit point/per caster level, an attack bonus of +1/per caster level, and a Strength score of 19 (+4 bonus). It is immune to spells that don't cause damage (other than *disintegrate*).

Each round that a tentacle is not already grappling someone or something, starting the round after it appears, it makes a grapple attack at a random creature or object within 10 feet of it. These attacks take place on the character's turn. The tentacles do not attack each other, nor do they attack objects that are smaller than a

Medium-size creature. The attacks are like regular grappling attacks, except that they don't provoke attacks of opportunity from opponents. Also, they cause 1d6 points of normal damage (+4 for Strength), not subdual damage. A tentacle maintains its grapple even after its subject is dying or dead.

Material Component: A piece of tentacle from a giant octopus or giant squid.

EVIL TWIN

Illusion (Shadow)

Level: Shadow 8, Sor/Wiz 8

Components: S, M

Casting Time: 1 action

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

Target: One being's shadow

Duration: See text (D)

Saving Throw: None

Spell Resistance: Yes

This spell allows the caster to animate a creature's shadow so that it will fight against that creature.

The *evil twin* appears next to the target of the spell, and the target casts no shadow for the duration of the spell. (Therefore, the target cannot have more than one shadowy twin of itself created at any one time.) The *evil twin* appears as a darker, slightly indistinct copy of the creature it reflects. The energy that imbues the twin fades in any of these three cases: 1) the caster dismisses the spell 2) the twin is slain 3) its target is slain. *Disbelief* does not have any effect on an *evil twin*. The twin begins attacking the real version of itself, the target of the spell, on the round following its creation, and it will pursue the victim relentlessly.

The strength of the twin created by this spell is dependent upon the hit points, level, etc., of the target of this spell. When created, the twin possesses 75% of the then-current hit points of the victim. The twin possesses mimicked shadow versions of the target's gear, although the magical properties of any items are not replicated. In combat, the twin attacks with an attack

modifier of 75% of its target's (less any adjustment if the target's attack modifier includes a bonus from a magical weapon, gear or spells in effect).

If the twin's target is a spellcaster, then the twin may cast any spell up to the 6th level that the target had prepared when he was twinned. When cast, such spells are also 75% effective. Note that the energized shadow will only cast spells that cause direct harm to its target. Area-of-effect spells such as *fireball* might catch other targets as well (including possibly the caster of *evil twin*), but the shadow's target must always be the intended victim.

The twin can also duplicate any spell-like abilities of its target as long as the spell ability is of less than 6th level. When used, such abilities are also only 75% as effective. Extraordinary abilities are similarly mimicked but at full effectiveness. Supernatural abilities are not duplicated.

Material Components: A 1,000 gp diamond and a 100 gp black onyx cut in similar shapes and ground together into dust upon casting.

EXPEDITIOUS RETREAT

Transmutation

Level: Brd 1, Sor/Wiz 1, Travel 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 minute/level (D)

The character's speed and maximum jumping distances both double. These benefits count as enhancement bonuses.

EXPLOSIVE RUNES

Abjuration [Force]

Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One touched object weighing no more than 10 lb.

Duration: Permanent until discharged (D)
Saving Throw: See text
Spell Resistance: Yes

The spellcaster traces these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of damage. Anyone next to the runes (close enough to read them) takes this damage with no saving throw. Others within 10 feet of the runes take half damage if they succeed at Reflex saving throws. The object on which the runes were written also takes the damage (no saving throw).

The spellcaster and anyone else he specifically designates can read the protected writing without triggering the runes. Likewise, the spellcaster can remove the runes whenever desired. Others can remove them with a successful *dispel magic* or *erase* spell. However, attempting to dispel or erase the runes and failing to do so triggers the explosion.

EYEBITE

Transmutation [see text]

Level: Brd 6, Sor/Wiz 6
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: The character
Duration: 1 round/three levels (see text)
Saving Throw: See text
Spell Resistance: Yes

The character meets the gaze of a target creature, speaks a single word—and delivers one of four magical effects: charm, fear, sicken, or sleep. The character selects one of these four possible gaze attacks when casting the spell. The character retains the gaze power for 1 round for every three caster levels and can use the gaze attack as a free action each round.

These effects do not affect undead creatures or extend beyond the plane the character currently occupies. The character is subject to the effects of a reflected gaze and is

allowed any applicable saving throw. In the case of a reflected charm gaze, the character is held (as a *hold monster* spell).

The four versions of the spell are as follows:

Charm: Equivalent to the *charm monster* spell, except that the saving throw is based on spell level 6.

Fear: The subject flees in blind terror for 1d4 rounds. Once it stops fleeing, the creature refuses to face the character for 10 minutes per the character's caster level. If subsequently confronted by the character, it either cowers or bolts for the nearest cover (50% chance of either). This is an enchantment, compulsion, mind-affecting effect; it can be negated by a Will save (SR applies).

Sicken: Sudden pain and fever sweep over the subject's body. An affected creature's

speed is reduced by half, it loses any Dexterity bonus to Armor Class, and it suffers a -2 penalty to attack rolls. The creature remains stricken for 10 minutes per the character's caster level. The effects cannot be negated by a *cure disease* or *heal* spell, but a *remove curse* or successful *dispel magic* spell is effective. This is a necromancy effect; it can be negated by a Fortitude save (SR applies).

Sleep: The subject falls asleep. The creature sleeps for the character's caster level x 10 minutes but can be slapped awake. This is an enchantment, compulsion, mind-affecting effect; it can be negated by a Will save (SR applies).

Note: Each round, a gaze attack automatically works against one creature within range that is looking at (attacking or interacting with) the gazing creature.

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FABRICATION

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: See text

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

Target: Up to 10 cu. ft./level (see text)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The character converts material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If the character works with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

The character must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.).

Casting requires 1 full round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Component: The original material.

FALSE VISION

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5, Trickery 5

Components: V, S, M

Casting Time: 1 action

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

Area: Emanation with a radius of 25 ft.+5 ft./2 levels, centered on the point where the character was when casting the spell

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The character and everything that he designates within the area of the spell become undetectable to scrying (whether by spell or magic device). Furthermore, if the character is aware of an attempt to scry, the character can create whatever image he desires the scrier to perceive, including sight and sound, according to the medium of the scrying method. To do this, the character must concentrate on the figment he is creating. Once concentration is broken, no further images can be created, although the area remains undetectable for the duration of the spell.

Arcane Material Component: The ground dust of a jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

FALSE WITNESS

Enchantment (Charm)

Level: Brd 2, Sor/Wiz 2

Components: S, M

Casting Time: 1 action

Duration: 1 day/level

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

Targets: A number of creatures equal to the caster's level

Saving Throw: Will negates

Spell Resistance: Yes

Those affected by *false witness* will believe that the caster was in their company for a period of time equal to the caster's level in hours (or less, if the caster so desires at the time of casting). These spurious memories will last for a period of days equal to the caster's level. After this time passes, the memories will fade. Those individuals unaffected by the spell will have no idea that the spell was cast, but their memories will conflict with those of the enchanted.

Material Component: A small mirror left with one of the spell's targets—or at the location where the false meeting with the targets "occurred."

FAR-FLYING FLAME

Evocation [Fire]

Level: Drd 3, Fire 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Visual range

Target: One creature or object

Duration: Instantaneous

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

Far-flying flame creates a bolt of flame that flies from the caster's finger to strike any single target within the caster's sight. The caster's sight may be augmented with *eyes of the eagle* or other effects to improve his natural vision, but visions based on scrying or similar effects do not aid in targeting this spell. *Far-flying flame* does 1d4 points of damage per level of caster (maximum 10d4) and has a chance of setting anything flammable it hits on fire. The bolt flies in a parabolic arc and, thus, can be seen coming from a distance, allowing the target time to get out of the way—hence, a Reflex save negates all damage. Also because of that parabolic arc, the bolt requires overhead clearance equal to one-third the distance the bolt travels, normally making it only useful outdoors.

FAST TRAVEL

Transmutation [Teleportation]

Level: Sor/Wiz 8, Travel 8

Components: V

Casting Time: 1 action

Range: Personal and touch

Target: The character and touched objects or other touched willing creatures weighing up to 50 pounds/level per transport

Duration: 1 round/level

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell is a variant of *teleport*, and it functions exactly the same way, except for two alterations. First, like *teleport* without error, there is no chance of arriving off target.

If the Teleport Table indicates that you would arrive off target, *fast travel* simply does not function (although the spell is considered cast for the purposes of preparation). Second, as long as you remain at your destination for less time than the duration of the spell, you may transport back to your point of origin instantly and safely. You may then choose to return again to your destination before the spell expires, and you may choose to carry more with you, provided the limits noted under Target (above) are maintained.

For example, a 15th-level wizard and up to 750 pounds of objects and/or creatures may transport without error to a locale with which the wizard is familiar. The wizard may then return to his point of origin and collect up to 750 pounds of additional objects and/or creatures to take with him, provided that he does so within the 15 rounds in which the spell functions. The wizard may repeat this process as many times as he wishes, within the limits of the spell's duration and common sense.

In every other respect, *fast travel* functions exactly like *teleport*.

FEAR

Necromancy [Fear, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

An invisible cone of terror causes living creatures to become panicked. They suffer a -2 morale penalty on saving throws, and they flee from the character. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers.

Material Component: Either the heart of a hen or a white feather.

Fearsome Dagger

Transmutation [Force]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Target: One dagger

Duration: Discharge, maximum 1 hour/level and 1 round/level (D)

Saving Throw: Will negates (harmless, object) and Fortitude negates (see text)

Spell Resistance: Yes (harmless, object)

When a creature is struck by a masterwork dagger enchanted with this spell, the blade strikes as normal but then breaks off from the hilt and stays within the victim. Opponents with damage reduction or who are incorporeal will not be injured by the blade's initial stroke. However, once the blade breaks loose it transmutes into magical force; it will continue to damage virtually any foe and cannot be removed by physical means. Victims with spell resistance have one chance to resist the blade entering their body; if the spell resistance fails, they will take damage as described below.

Each round the blade is within the victim, he is allowed a Fortitude save against the DC of this spell to expel the blade and, thereby, end the spell. If the save fails, the blade delivers 1d6 damage that round. On the first round of magical damage (the round after the dagger first hit), the victim's save is penalized by -1 for every 2 levels of the spellcaster. On each successive round, the penalty is decreased by 1. Therefore, if a *fearsome dagger* created by a 16th-level wizard is plunged into a fighter, the fighter is allowed a Fortitude save, but with a -8 penalty; on the next round, it is with a -7 penalty. The spell ends when the blade is expelled, when the duration (1 round/level) expires or when the victim dies.

Once created, the dagger can be wielded by anyone.

Material Component: A masterwork dagger.

Feather Fall

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V

Casting Time: See text

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

Targets: Any free-falling objects or creatures in a 10 ft. radius whose weight does not total more than 300 lb./level

Duration: Until landing or 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The creatures or objects affected fall slowly (though faster than feathers typically do). The rate of falling is instantly changed to a mere 60 feet a round (equivalent to the end of a fall from a few feet), with no damage incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall resumes.

The character can cast this spell with an instant utterance, quickly enough to save herself if she unexpectedly falls. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, such as a boulder dropped from the top of a castle wall, the item does half normal damage based on weight with no bonus for the height of the drop.

The spell works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Feeblemind

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The subject's Intelligence score drops to 1. Still, the creature knows who its friends are and can follow them and even protect them. The creature remains in this state until a *heal*, *limited wish*, *miracle*, or *wish* spell is used to cancel the effects. Creatures who can cast arcane spells or use arcane spell-like effects suffer a -4 penalty on their saving throws.

Material Component: A handful of clay, glass, crystal, or mineral spheres.

Fellstaff

Necromancy

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Personal

Effect: One staff

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a writhing, black, staff-shaped object in its caster's hands. Those touched by the staff with a successful touch attack are subject to its effects.

If the victim fails a Fortitude saving throw, roll 1d100, consult the following table and apply the effects. Hit points drained are added to the caster as temporary hit points and may be healed as normal by the victim. The caster may never gain more hit points from a victim than the victim has to offer (the victim's normal total plus 10 more before he dies). The caster's temporary hit points fade one hour after being drained.

The *fellstaff's* caster also may gain extra temporary levels through the use of the spell, but these vanish when the spell's duration expires. The caster cannot gain more effective levels than he had to begin with—i.e., a level 16 caster cannot gain more than 16 effective levels, giving him a total of 32 levels for the spell's duration. Each level gained provides 5 temporary hit points (similar to hit points gained above)

and +1 to all skill and ability checks, attacks and saving throws. No new spells, feats or skills are gained based on the new levels, though for purposes of determining caster level, the temporary levels are added.

Energy drain effects and recovery are fully described on p. 75 of *DMG*.

Material Component: A small piece of dark wood

Fellstaff

Roll	Effect
0-25	1d6 hit points drained from the victim and added to the caster.
26-50	3d6 hit points drained from the victim and added to the caster.
51-75	3d6 hit points drained from the victim and added to the caster. 1 negative level is applied to the victim and added to the caster.
76-90	4d6 hit points drained from the victim and added to the caster. 1d4 negative levels are applied to the victim and added to the caster.
91-99	6d6 hit points drained from the victim and added to the caster. 1d6 negative levels are applied to the victim and added to the caster.
00	All the victim's levels and HP drained and absorbed by the caster. Victim is comatose and reduced to 0 level, 0 hp.

Finger of Death

Necromancy [Death]

Level: Drd 8, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The character can slay any one living creature within range. The subject is entitled to a Fortitude saving throw to survive the attack. If the save is successful, it instead sustains 3d6 points of damage +1 point per caster level.

FIREBALL

Evocation [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *fireball* spell is a burst of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

The character points a finger and determines the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point (an early impact results in an early detonation). If the character attempts to send the bead through a narrow passage, such as through an arrow slit, the character must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Material Component: A tiny ball of bat guano and sulfur.

FIREBIRD

Conjuration (Creation)

Level: Clr 6, Drd 6, Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One firebird

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

The caster conjures a quasi-real, birdlike creature composed of roaring flames. The firebird can be ridden only by the caster or by the one person for whom the caster specifically created the mount. A firebird resembles a giant eagle with red, orange, and white flames in place of feathers. It has what seems to be a saddle and bridle. It fights as a giant eagle, but deals an extra 1d6 points of fire damage with each attack, has damage reduction 5/+1, and is immune to fire spells and effects. All normal animals shun it and refuse to attack it. (Dire animals and nonintelligent creatures, such as vermin, can attack it.)

The mount has an Armor Class of 17 (-1 size, +5 natural armor, +3 Dex) and 26 hit points +1 hit point per caster level. If it loses all its hit points, the firebird disappears. A firebird has a speed of 10 feet, and a fly speed of 160 feet with average maneuverability. It can bear its rider's weight plus up to 10 pounds per caster level.

While seated on the firebird, the rider gains fire resistance (20) and a +1 luck bonus to all saving throws.

FIRE SHIELD

Evocation [Fire or Cold]

Level: Fire 5, Sor/Wiz 4, Sun 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level (D)

Saving Throw: None

This spell wreathes the character in flame and causes damage to each creature who attacks the character in melee. The flames also protect the character from either cold-based or fire-based attacks (the character's choice).

Any creature striking the character with its body or handheld weapons deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level. This damage is either cold damage (if the shield protects against fire-based attacks) or fire damage (if the shield protects against cold-based attacks). If a creature has spell resistance, it applies to this damage. Note that weapons with exceptional reach, such as two-handed spears, do not endanger their users in this way.

When casting this spell, the character appears to be immolated, but the flames are thin and wispy, shedding no heat and giving light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color)—blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each version are as follows.

Warm Shield: The flames are warm to the touch. The character takes only half damage from cold-based attacks. If that attack allows a Reflex save for half damage, the character takes no damage on a successful save.

Chill Shield: The flames are cool to the touch. The character takes only half damage from fire-based attacks. If that attack allows a Reflex save for half damage, the character takes no damage on a successful save.

Arcane Material Component: A bit of phosphorous for the warm shield; a live firefly or glowworm or the tail portions of four dead ones for the chill shield.

FIRE TRAP

Abjuration [Fire]

Level: Drd 2, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap wards. The *fire trap* can ward any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth). When casting *fire trap*, the character selects a point on the item as the spell's center. When someone other than the character opens the item, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

The fire-trapped item cannot have a second closure or warding spell placed on it. A *knock* spell does not affect a *fire trap* in any way, because *knock* only opens things, and the *fire trap* in no way prevents one from opening the trapped item. An unsuccessful *dispel magic* spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam.

As the caster, the character can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" to an individual usually involves a password that the character can share with friends.

Material Components: A half-pound of gold dust (cost 25 gp) sprinkled on the warded object. Attuning the trap to another individual requires a hair or similar object from that individual.

FLAME ARROW

Conjuration (Creation) [Fire]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Targets or Effect: Up to one projectile/level, all of which must be within 10 ft. of the character at the time of casting; or one fiery bolt/four levels

Duration: 1 round/Instantaneous
Saving Throw: See text
Spell Resistance: Yes

The character can either create flames that turn normal arrows, bolts, and stones into fiery projectiles, or the character can create fiery bolts and shoot them at enemies.

Flaming Normal Projectiles: When choosing this version, the character can affect up to one projectile per level. The projectiles must all be within 10 feet of the character at the time of casting. If shot before the end of the next round, these projectiles catch fire. If they hit, they deal additional fire damage equal to half the character's caster level (up to +10). The flaming projectiles can easily ignite flammable materials or structures. No saving throw is allowed for this version of the spell.

Fiery Bolts: When creating a fiery bolt, the character must succeed at a ranged touch attack roll to hit. The bolt deals 4d6 points of fire damage (Reflex save half). If the character creates extra bolts (at 8th level or higher), all bolts must be aimed at enemies that are all within 30 feet of each other.

Material Components: A drop of oil and a small piece of flint.

FLAME ON

Evocation [Fire]

Level: Drd 0, Rgr 1, Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One flammable object
Duration: Instantaneous
Saving Throw: Reflex negates (object)
Spell Resistance: Yes (object)

The caster simply points at a target within range, and a spark of flame erupts. It's little more than a brief flash, but it's enough to light a candle, a lamp, a puddle of oil, a piece of loose paper, dry grasses, or similar targets. Lighting a flammable object with a *flame on* spell does not suffer the difficulties

associated with using flint and tinder. The spell cannot inflict damage by itself, although a creature suddenly caught in a burning building may suffer normal damage from the fire.

FLAMING CORROSION

Evocation [Acid, Fire]

Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

The caster blasts from her hand a cone of burning acid that inflicts 1d6 points of damage per level (maximum 10d6). Half the damage is fire damage, and half is acid. Further, the caster can designate one creature in the area that gets particularly doused in the dangerous gout of liquid. That creature must make another Reflex saving throw. If either save fails, that creature sustains full damage.

FLAMING/FREEZING WEAPON

Evocation [Fire/Cold]

Level: Drd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One weapon or creature
Duration: 1 round/level (D)
Saving Throw: Reflex negates (harmless, object)
Spell Resistance: Yes (harmless, object)

One weapon touched by the caster is wreathed in fire or frost for the duration of the spell. A weapon so treated causes no injury to its wielder and remains undamaged by the effect, but it inflicts an additional 1d6 of magical fire or frost damage on a successful strike. The caster must choose upon casting whether to imbue

a weapon with fire or frost and cannot change this effect later. A missile weapon enchanted with this spell causes a fire or frost effect on all missiles that it fires.

An individual may be enchanted with this spell, causing the subject to be covered with a thin sheen of fire or frost that adds the appropriate damage to the subject's natural attacks. An unarmed creature affected by this spell is treated as having the Improved Unarmed Strike feat—that is, it can fight unarmed without provoking attacks of opportunity and can make such attacks against other unarmed creatures that come within striking range.

A flaming/freezing weapon effect cannot be stacked and cannot be placed upon a weapon that already has a permanent elemental enchantment.

Material Components: A mixture of alchemist's fire and pitch (for flame) or a solution of water from melted snow mixed with sawdust (for frost).

FLAMING SHIELD

Abjuration [Fire/Force]

Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 minute/level (D)
Saving Throw: See text
Spell Resistance: See text

The caster causes a large shield composed of brilliant flames and invisible magical force to come into existence on his arm. The shield acts in all ways like a large shield, except that it is weightless and causes no armor check penalties. The shield gives a base +1 bonus to AC against melee attacks and a +2 bonus to AC against missile attacks. For every two levels of the caster, the shield grants an additional +1 AC, to a maximum of +7 and +8 against melee and missile attacks, respectively. The armor bonus of *flaming shield* will stack

with the armor bonus granted by *mage armor*.

Since the blazing shield is partially made of force, incorporeal creatures cannot bypass it as they can normal armor. Additionally, any creature that strikes a holder of a *flaming shield* with a natural-weaponry melee attack (claws, fangs, etc.) suffers 1d6 flame damage per strike. A successful Reflex saving throw negates the damage.

The somatic component of *flaming shield* requires only one hand, enabling the caster to perform it while brandishing a weapon in his other hand.

FLAMING SPHERE

Evocation [Fire]

Level: Drd 2, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Effect: 3-ft.-radius sphere
Duration: 1 round/level
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes

A burning globe of fire rolls in whichever direction the character points and burns those it strikes. It moves 30 feet per round and can leap up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature. (The subject can negate this damage with a successful Reflex save.) The *flaming sphere* rolls over barriers less than 4 feet tall, such as furniture and low walls. The sphere ignites flammable substances it touches and illuminates the same area as a torch.

The sphere moves as long as the character actively directs it (a move-equivalent action for the character); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a 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 aside unwilling creatures or batter

down large obstacles. The sphere winks out if it moves beyond the spell's range.

Arcane Material Components: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

FLARE

Evocation [Light]

Level: Brd 0, Drd 0, Sor/Wiz 0

Components: V

Casting Time: 1 action

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

Effect: Burst of light

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This cantrip creates a burst of bright light. If the character causes the light to burst directly in front of a single creature, that creature is dazzled. A dazzled creature suffers a -1 penalty on attack rolls. The creature recovers in 1 minute. Sightless creatures are not affected by flare.

Flesh to stone

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject and all possessions it carries turn into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the being (if ever returned to its original state) has similar damage or deformities. The creature is not dead (its soul doesn't pass on), but it does not seem to be alive either (when viewed with spells such as *deathwatch*). Only creatures made of flesh are affected by this spell.

Material Components: Lime, water, and earth.

FLICKER FINGERS

Transmutation

Level: Drd 6, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

Flicker fingers turns the caster's fingers into large, poisonous vipers. On the caster's turn following the transmutation and each round thereafter, the vipers of each hand can be directed to attack opponents, allowing the caster to attack two different opponents with five melee attacks per round each. These attacks are each made at the caster's base attack. Each viper causes 1d4 points of damage when it strikes, and every strike injects poison. The poison causes 1d4 points of temporary Constitution damage immediately and another 1d4 points of temporary Constitution damage one minute later. Each instance of poison can be negated by a Fortitude save at the DC for this spell.

It is not possible for the caster to hold or pick up items while this spell is in effect. As a result, the caster cannot cast any spells that have a somatic component—and he is unlikely to be able to handle material components either—until this spell expires or is dismissed.

Material Components: The poison glands of a viper.

FLOATER

Conjuration (Creation)

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

Components: S, M/DF

Casting Time: 1 action

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

Target: One target creature or object

Duration: 1 round/level (D)

Saving Throw: Reflex negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Floator causes a targeted underwater creature or object to be wrapped in a magical net of air bubbles that rises to the water's surface. When successfully cast, *floator* immediately lifts the target toward the surface of the water. The rate of ascent is quick, at 120 ft. per round. The net equalizes pressure during the ascent so that creatures decompress without getting the bends. Once the target reaches the surface, the bubble net matches pressure with the surrounding water and will no longer propel the target upward but will maintain the target at the surface for the spell's remaining duration.

The net is not restrictive in any way, so the target is able to swim about as normal, but any attempt at descent only serves to counter some or all of the 120 ft. per round ascent, depending on the target's swimming speed. The spell does not interfere with attacks or other actions taken by a target creature.

The target of this spell cannot weigh more than 100 pounds per level of the caster. The spell functions the same in liquid mediums other than water.

Arcane Material Component: A palm-sized net.

FLY

Transmutation

Level: Rainbow 3, Sor/Wiz 3, Travel 3

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The spell's subject can fly with a speed of 90 feet (60 feet if the creature wears medium or heavy armor). The subject can ascend at half speed and descend at double speed. The flying subject's maneuverability rating is good. Using the *fly* spell requires as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and he cannot carry aloft more weight than his maximum load, plus any armor he wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject drops 60 feet per round for 1d6 rounds. If he reaches the ground in that amount of time, he lands safely. If not, he falls the rest of the distance. Since dispelling a spell effectively ends it, the subject also falls in this way if the *fly* spell is dispelled.

Arcane Focus: A wing feather from any bird.

FOE'S FIRE

Evocation [Fire]

Level: Sor/Wiz 4, Sun 4

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Ray

Duration: 1 round/level (D) (see text)

Saving Throw: Fortitude half

Spell Resistance: Yes

If the caster succeeds at a ranged touch attack, the target's body bursts into flames. The target suffers 3d6 points of damage or half damage if he succeeds at his initial Fortitude saving throw. Anyone within five feet of the target will also take 1d6 points of heat damage with no saving throw. The *foe's fire* continues to deal similar damage each round until it is extinguished or the spell's duration ends. Each round that the flames are in effect, the victim must roll a new Fortitude save to determine if he takes half or full damage that round.

The target can try and beat the flames out by using a full-round action. If he succeeds in a Dexterity check at a DC equal to the saving throw DC of the spell, the victim manages to extinguish the flames. Other creatures can help to beat out the flames; every person who spends a full-round action attempting to put the fire out may attempt a Dexterity check to extinguish the flames.

If the fire burns for more than two full rounds, each round after the second it will deal the same damage to the target's personal gear as it deals to the target. (See PH, p. 150.)

Material Component: A piece of sulfur.

FOG CLOUD

Conjuration (Creation)

Level: Sor/Wiz 2, Water 2

Components: V, S

Casting Time: 1 action

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

Effect: Fog that spreads in a 30 ft. radius, 20 ft. high

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

A bank of fog billows out from the point the character designates. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

FOG OF BLADES

Conjuration (Summoning)

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

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

Target: One or more creatures

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell conjures a dancing cloud of tiny dagger-like objects, one for each of the caster's levels (20 maximum). The caster immediately assigns the blades to any opponents within range, dividing them up as she pleases. The blades attack at once and continue to attack on the caster's action for the duration of the spell. Each dagger attacks using the caster's base attack bonus, with no Strength modifier (the daggers are considered to be wielded with Strength 10) and a +4 size modifier to its attack roll.

Upon a hit, each dagger inflicts 1d4 points of damage. The daggers are not considered magical weapons.

Once assigned to an opponent, the *fog of blades* will not stop attacking that opponent even if he is slain. The daggers will move 30 ft. per round to pursue their assigned prey. Any blades assigned to opponents who move beyond range will float at the edge of the spell's range like dogs at the end of their leashes. As a standard action, the caster may reassign any and all daggers to new opponents.

Material Component: An ordinary dagger.

FOIL TRACER

Abjuration

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

While this spell remains in effect, no teleportation spell cast by the subject can be traced by *teleport tracer*.

FORCECAGE

Evocation [Force]

Level: Judgment 7, Sor/Wiz 7

Components: V, S, M (see text)

Casting Time: 1 action

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

Area: Barred cage (20 ft. cube) or windowless cell (10 ft. cube)

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

This powerful spell brings into being an immobile cubical prison with bars or solid walls of force (the character's choice).

Creatures within the area are caught and contained unless they are too big to fit

inside or can pass through the slits in the barred cage. All spells and breath weapons can pass through the gaps in the bars. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force* spell, the *forcecage* resists *dispel magic*, but it is vulnerable to a *disintegrate* spell, and it can be destroyed by a *sphere of annihilation* or a *rod of cancellation*.

Barred Cage: The barred cage is a 20-foot cube with bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between the bars.

Windowless Cell: The cell is a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

Material Components: The spell needs no material component at the time of casting, but the caster must have 1,500 gp worth of ruby dust to prepare the spell. Upon completing preparations, the caster tosses the dust into the air and it disappears, leaving only the verbal and somatic components to be provided at the time of casting.

FORCEFUL FOOTFALLS

Conjuration (Creation)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Duration: 10 minutes per level

Saving Throw: None

Spell Resistance: No

Forceful footfalls is commonly used to trigger traps and test dungeon and cavern floors, ensuring that they can handle the weight of an adventurer. This spell conjures a pair of spectral boots into existence. The boots move at the direction of the caster, at a rate of 30 ft./round. The footwear exerts pressure on the ground

equivalent to the footfall of a 200 lb. person. Thus, if the boots walk over a trap triggered by weight, the boots may cause the trap to activate. If the boots trigger a pit trap or slide, they fall into it, and if this brings them beyond the spell's range, the spell immediately ends.

The boots may not be used to attack in any way; they can only understand commands that involve movement to a given point at a requested rate. The caster delivers the commands to the boots telepathically, and need not be able to see the boots to command them, though the boots are incapable of communicating anything about their surroundings to the caster. The boots have 10 hp, are AC 12, and have damage reduction 5/+1. If the boots are reduced to 0 or fewer hp, the spell immediately ends.

Arcane Material Component: A single leather boot worn by the caster for at least one day.

FORESIGHT

Divination

Level: Drd 9, Fate 9, Knowledge 9, Sor/Wiz 9

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal or touch

Target: See text

Duration: 10 minutes/level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

This spell grants the character a powerful sixth sense in relation to himself or another. Once the spell is cast, the character receives instantaneous warnings of impending danger or harm to the subject of the spell. The character is never surprised or flat-footed. In addition, the spell gives the character a general idea of what action he might take to best protect himself—duck, jump right, close his eyes, and so on—and gives the character a +2 insight bonus to AC and to Reflex saves.

This insight bonus is lost whenever the character would lose a Dexterity bonus to AC.

When another creature is the object of the spell, the character receives warnings about that creature—but the creature does not gain the insight bonus to AC and Reflex saves. For the warnings to be useful to the creature, the character must communicate what he learns to the creature. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the spell subject, provided the character acts on the warning without delay.

Arcane Material Component: A hummingbird's feather.

FREEDOM

Abjuration

Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 action
Range: See text
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

The subject is freed from spells and effects that restrict his movement. To free someone from the *imprisonment* spell, the character must know that person's name and background, and the character must cast this spell at the spot where that person was entombed.

FREEDOM OF MOVEMENT

Abjuration

Level: Asn 4, Blk 4, Clr 4, Drd 4, Fate 4,
Luck 4, Pal 4, Rgr 4
Components: V, S, M, DF
Casting Time: 1 action
Range: Personal or touch

Target: The character or creature touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No or Yes (harmless)

This spell enables the character or the creature the character touches to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement.

The spell also allows a character to move and attack normally while underwater, even with cutting weapons and with bludgeoning weapons, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, allow water breathing.

Material Component: A leather thong, bound around the arm or a similar appendage.

FREEZING CLAW

Conjuration [Cold]

Level: Drd 6, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: A small claw of ice
Duration: 1 round/level
Saving Throw: Fortitude partial
Spell Resistance: Yes

The caster creates a 2-foot-diameter ice-blue claw that floats in the air. The caster directs it to move anywhere within range, making one ranged touch attack each round with the caster's own attack bonus. Those touched by the claw suffer 3d6 points of cold damage and must make a Fortitude save. Failing the save freezes the victim solid. Frozen creatures remain alive but cannot take actions. They stay frozen until they suffer 20 points of fire damage, after which point they are free (but sustain the 20 points of damage). If the claw suffers 10 points of fire damage, the spell ends (the claw has an AC of 12).

Material Component: A chunk of ice.

FROSTBITE

Evocation [Cold]

Level: Drd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One item or creature
Duration: See text
Saving Throw: Fortitude negates (object)
Spell Resistance: Yes (object)

A wave of cold sinks into the very bones of a victim, freezing him through. A targeted creature suffers from the numbing effects of the attack as well as the collateral damage of flesh freezing, while an object may be rendered brittle and

susceptible to sharp blows.

A creature affected by *frostbite* suffers 1d4 damage per level of the caster (10d4 maximum). In addition, the subject can only take a partial action on the following round and suffers a -2 slowed penalty to AC, melee attack rolls, melee damage rolls, and Reflex saves during that time, as well as halved jumping distance.

Alternatively, a single object may be hit with *frostbite*. The object's effective hardness is halved until the end of the following round, making it easier to break or shatter.

Material Components: A sprinkling of mercury, silver dust, and pure water.

GASEOUS FORM

Transmutation

Level: Air 3, Brd 3, Sor/Wiz 3

Components: S, M/DF

Casting Time: 1 action

Range: Touch

Target: Willing corporeal creature touched

Duration: 2 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The subject and all her gear become insubstantial, misty, and translucent. The subject gains damage reduction 20/+1. Her material armor (including natural armor) becomes worthless, though her size, Dexterity, deflection bonuses, and armor bonuses from force armor (for example, from the *mage armor* spell) still apply. She becomes immune to poison and critical hits. She can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (Note that this does not rule out certain spells that the subject may have prepared using the metamagic feats Silent Spell and Still Spell.) As with *polymorph other*, the subject loses supernatural abilities while in gaseous form. If she has a touch spell ready to use, it is discharged harmlessly when the spell takes effect.

The gaseous creature can't run but she can fly (speed 10, maneuverability perfect). She can pass through small holes or narrow openings, even mere cracks, with all she was wearing or holding in her hands, as long as the spell persists. She is subject to wind. She can't enter water or other liquid.

Arcane Material Components: A bit of gauze and a wisp of smoke.

gate

Conjuration (Calling, Creation)

Level:Clr 9, Gateways 9, Shadow 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 action

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

Effect: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between the character's plane of existence and the plane desired, allowing travel between the planes in either direction. Second, the character may then call a particular individual or type of being through the gate. The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction the character desires when it comes into existence (typically, vertical and facing the character). It is a two-dimensional window into the plane the character named, and anyone or anything that moves through is shunted instantly to the other side. The gate has a front and a back. Creatures moving through the gate from the front are transported to another plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, *gate* functions much like the *plane shift* spell, except that the gate opens precisely at the point the character desires (a creation effect). Note that deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with the character—anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.

The character may hold the gate open only for a brief time (no more than 1 round per caster level) and must concentrate on doing so or sever the interplanar connection.

Calling Creatures: The second effect of the *gate* spell is to call an extraplanar creature to the character's aid (a calling effect). By naming a particular being or type of being as the character casts the spell, the character may cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures.

If the character chooses to call a type of being instead of a known individual, the character may call either a single creature (of any HD) or several creatures. If several creatures, the character can call and control them as long as their HD total does not exceed the character's caster level. In the case of a single creature, the character can control it if its HD do not exceed twice the character's caster level. A single creature with more than twice the character's caster level in HD can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for the character. These fall into two categories: immediate tasks and contractual service. Fighting for the character in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; the character need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If the character chooses to exact a longer or more involved form of service from the called creature, the character must offer some fair trade in return for that service.

The service exacted must be reasonable with respect to the promised favor or reward. In general, a gift of 100 gp per HD of the called creature per day of service is reasonable. (Unfortunately, some creatures want their payment in "livestock" rather than in coin, which may involve complications.) Immediately upon completion of the service, the being is transported to the character's vicinity, and the character must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in the character's being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack the character.

Note: When the character uses a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type. For example, *gate* is a chaotic and evil spell when the character casts it to call a demon.

geas/quest

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 6, Clr 6, Domination 6, Sor/Wiz 6

Target: One living creature

Saving Throw: None

As lesser *geas*, except that *geas/quest* affects a creature of any HD and allows no saving throw.

Instead of suffering penalties to abilities, the subject takes 3d6 points of damage each day he does not attempt to follow the *geas/quest*. Additionally, each day he must make a Fortitude saving throw or sicken. A sickened creature moves at half his normal speed and suffers -4 penalties on both Strength and Dexterity. He heals damage at one-tenth his normal rate and cannot benefit from any magical healing effects. A sickened creature must make a Fortitude save each day or become crippled. Once crippled, the subject is effectively disabled (as if he

had 0 hit points) and can't choose to take strenuous actions. These effects end 1 day after the creature attempts to resume the *geas/quest*.

Remove curse ends the *geas/quest* only if its caster level is at least two higher than the character's caster level. *Break enchantment* does not end the *geas/quest*, although *limited wish*, *miracle*, and *wish* do.

Wizards and bards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

gentle repose

Necromancy

Level: Clr 2, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Corpse touched
Duration: 1 day/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

The character preserves the remains of a dead creature so that they do not decay. Doing so extends the time limit on raising that creature from the dead (see *raise dead* in *Pocket Grimoire Divine* or the *PH*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.

Arcane Material Components: A pinch of salt and a copper piece for each eye the corpse has (or had).

ghost sound

Illusion (Figment)

Level: Adp 0, Asn 1, Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Ghost sound allows the character to create sound that rises, recedes, approaches, or remains at a fixed place. The character chooses what type of sound the spell creates when casting the spell and cannot thereafter change its basic character. The volume of sound created, however, depends on the character's level. The character can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire cat is equal to the noise from twenty humans.

Note that *ghost sound* can enhance the effectiveness of a *silent image* spell.

Material Component: A bit of wool or a small lump of wax.

ghoul touch

Necromancy

Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Living humanoid touched
Duration: 1d6+2 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes

Imbuing the character with negative energy, this spell allows the character to paralyze a single humanoid for 1d6+2 rounds with a successful melee touch attack. Additionally, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10 foot radius. Those in the radius (excluding the caster) must make a

Fortitude save or suffer a -2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until the spell ends.

Material Component: A small scrap of cloth taken from clothing worn by a ghoul or a pinch of earth from a ghoul's lair.

GILLS

Transmutation

Level: Clr 1, Drd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creatures touched
Duration: 10 minutes/level (see text)
Saving Throw: Will negates
Spell Resistance: Yes

The transmuted creatures gain fishlike gills on their necks or chests. They can breathe water freely, but suffer the effects of drowning when exposed to air. This spell may only be cast on willing subjects. Divide the duration evenly among all the creatures touched.

GINZBARG'S SHRIEK OF FEAR

Necromancy (Fear) [Sonic]

Level: Brd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: Cone
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

Those victims in the spell's area of effect must make a Fortitude saving throw. Success means that the targets are able to overcome the worst of the spell's effects, but they still fight with a -1 morale penalty to attack rolls for 2d4 rounds. Those who fail their saving throws must roll percentile dice on the following table.

GINZBARG'S SHRIEK OF FEAR

Roll	Effect
01-50	Target shaken for 1d4 rounds (see <i>DMG</i> , p. 85)
51-75	Target shaken for 2d4 rounds
76-85	Target stunned for 1d4 rounds (see <i>DMG</i> , p. 85)
86-95	Target stunned for 2d4 rounds
96-99	Target affected as by a <i>fear</i> spell
00	Target paralyzed for 1d4 hours (see <i>DMG</i> , p. 85)

GLASTEEL

Transmutation

Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 minute/lb. created
Range: Touch
Effect: A glasteel object weighing up to 5 lb./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Glasteel is a magical substance created from normal, nonmagical crystal and glass. Glasteel is as strong, heavy, and resistant to fire as steel, but retains the transparency of the original material. Spells that affect metal or glass (such as *shatter* and *rusting grasp*) do not function on glasteel. Using this spell with *fabricate* or a glass-related Craft check, you can fashion glass or crystal items that function as steel items. Thus, glass plate armor and glass swords can be created that are as durable as their normal, steel counterparts.

Arcane Material Component: Glass or crystal shaped into the form of the intended glasteel object.

GLITTERDUST

Conjuration (Creation)

Level: Brd 2, Rainbow 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Area: Creatures and objects within 10 ft. spread

Duration: 1 round/level

Saving Throw: Will negates (blinding only)

Spell Resistance: Yes

A cloud of glittering golden particles covers everyone and everything in the area, blinding creatures and visibly outlining invisible things. Blindness lasts for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to opponents' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skills.

Material Component: Ground mica.

GLOBE OF INVULNERABILITY

Abjuration

Level: Sor/Wiz 6

As *minor globe of invulnerability*, except that it also excludes 4th-level spells and spell-like effects.

GODBOOTHER

Abjuration

Level: Drd 7, Sor/Wiz 7

Components: V, S, DF

Casting Time: 1 full round

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

Target: One divine spellcaster

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

Godbother impedes all contact that a target has with his deity by temporarily cutting the conduit through which such powers flow. Upon a successful casting, the target is entitled to a Will saving throw. If he fails, he is unable to cast any divine spell or use any spell-like or supernatural ability that is of divine nature, such as turning undead. Paladins, priests, rangers and druids are adversely affected, and paladins in particular lose a good amount of their special feats.

The caster of *godbother* must maintain constant concentration in order to maintain the spell. When the concentration lapses, for whatever reason, the victim's divine connection returns.

The innate abilities of outsiders are not affected by this spell, because they carry the spark of divinity within themselves. However, an outsider's divine spells are still gifted to them by the deity they represent, and they are subject to being godbothered.

GODSONG

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 4

Components: V, S

Casting Time: 5 minutes

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

Target: One or more living creatures

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The *godsong* is a hymnal that fills clerics, paladins and rangers (and druids as well at the GM's discretion) with inspiration and spiritual clarity. With their faith and piety restored, they connect more easily with their chosen deity. While the bard's religion is irrelevant to this spell, the song can affect

only divine spellcasters of a single faith each time the *godsong* is sung. Those casters who hear it may begin preparing spells immediately regardless of the time of day, and they may prepare spells even if they were cast within the prior eight hours (see p. 156 of *PH*). No divine caster may benefit from more than one *godsong* each week.

GREASE

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

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

Target or Area: One object or a 10 ft.x10 ft. square

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature entering the area or caught in it when the spell is cast must make a successful Reflex save or slip, skid, and fall. Those that successfully save can move at half speed across the surface. However, those that remain in the area must each make a new saving throw every round to avoid falling and to be able to move. The GM 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 (whether it wants to or not).

The spell can also be used to create a greasy coating on an item—a rope, ladder rungs, or a weapon handle, for instance. Material objects not in use are always affected by this spell, while objects wielded or employed by creatures receive a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made each round the creature attempts to pick up or use the greased item.

Material Component: A bit of pork rind or butter.

GREATER DISPELLING

Abjuration

Level: Brd 5, Clr 6, Drd 6, Sor/Wiz 6

As *dispel magic*, except that the maximum bonus on the dispel check is +20 instead of +10. Additionally, *greater dispelling* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect.

GREATER KNOCK

Transmutation

Level: Sor/Wiz 6, Thievery 6

Components: V, M

Casting Time: One action

Range: 25 feet

Area: Cone

Duration: Concentration, up to 1 round/level (D)

Saving Throw: None

Spell Resistance: None

This spell allows the caster to walk effectively unhindered through traps, locked doors, portcullises, and the like. The spell's area of effect is a cone extending from the front of the caster (it turns with the caster). Locked doors within the cone fly open. Doors spiked shut simply burst inward. Traps in the cone misfire or deactivate harmlessly. Portcullises slide out of the way. Ropes uncoil, deadbolts slide back, chains snap. This spell will dispel a *guards and wards* spell.

Greater knock has no effect on natural hazards or blockages—it does not clear a collapsed tunnel, for example. It also does not provide any means of motion—it may reveal a pit trap, but the pit must be crossed by normal means.

Material Component: A masterwork jeweled platinum keyring worth at least 1,000 gp, containing four decorative keys of precious metals. Destroyed in the casting.

GREATER MAGICAL FLOW enhancement

Universal

Level: Clr 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

Saving Throw: None (harmless)

Spell Resistance: No

All the DCs of the caster's spells increase by a +2 enhancement bonus.

Material Component: A small jewel worth at least 50 gp.

GREATER MAGIC WEAPON

Transmutation

Level: Brd 3, Clr 4, Pal 3, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell gives a weapon an enhancement bonus to attack and damage of +1 per three caster levels (maximum +5). An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attacks. Alternatively, the character can affect up to fifty arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group (such as in the same quiver). Projectiles (but not thrown weapons) lose their transmutation when used.

If the character is a good cleric, the cleric of a good deity, or a paladin, the weapon is considered blessed, which means it has special effects on certain creatures.

This spell can't be cast on a natural weapon such as an unarmed strike.

Arcane Material Components: Powdered lime and carbon.

GREATER MARK OF AIR

Evocation

Level: Drd 4, Sor/Wiz 4

As *mark of air*, except that the mark allows the subject to fly with a speed of 40 feet (good maneuverability) for the spell's duration or until the subject uses the greater shield of air ability. The wall of churning air created works exactly like a *wind wall* that lasts 10 rounds.

GREATER MARK OF EARTH

Evocation

Level: Drd 4, Sor/Wiz 4

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

As *mark of earth*, except that the mark grants the subject a DR of 10/+1 for the spell's duration or until the subject uses the greater mass of rock ability as under *mark of earth*. The 40-foot cone of earth and rock blasted from the caster's hand inflicts 6d6 points of damage. A successful Reflex saving throw allows half damage.

GREATER MARK OF FIRE

Evocation [Fire]

Level: Drd 4, Sor/Wiz 4

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

As *mark of fire*, except that the mark provides 20 points of fire resistance each round for the spell's duration or until the subject uses the greater ray of fire ability. The resulting 6d6 fireball explodes with a 20-foot spread. A successful Reflex saving throw allows half damage.

GREATER MARK OF FROST

Evocation [Cold]

Level: Drd 4, Sor/Wiz 4

As *mark of frost*, except that the mark provides 20 points of cold resistance each round for the spell's duration or until the subject uses the greater spear of ice ability.

The resulting 6d6 coldball explodes with a 20-foot spread. A successful Reflex saving throw allows half damage.

GREATER MARK OF WATER

Evocation

Level: Drd 4, Sor/Wiz 4

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

As *mark of water*, except that the mark allows the subject to breathe water for the duration or until the subject uses the greater mark's other effect: to safely teleport the caster from any completely submerged location to the surface of the water directly above. If something solid occupies the space the caster would teleport into, the character is shunted in a random direction until there is room for him. If the body of water has no surface (for example, it fills an underwater cave) the spell fails.

GREATER PLANAR BINDING

Conjuration (Calling) [see text]

Level: Gateways 8, Sor/Wiz 8

Components: V, S, M

Targets: Up to 24 HD worth of elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

As *lesser planar binding*, except the character may call a single creature of up to 24 HD or a number of creatures of the same type whose HD total no more than 24. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid the character individually.

GREATER RING OF SIGHT

Divination

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: One day or 10 minutes (see text)

Range: See text

Target: Several linked *runes of scrying*

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions as does a *minor ring of sight*, except that it allows the caster to cast any spell of 4th level or less through the ring to the location of the viewed *rune of scrying*. Like *minor ring of sight*, any spell cast through a *rune of scrying* connected to a *greater ring of sight* makes that rune flare visibly during the channeled spell's casting time. Spellcasters present at the location of the rune may attempt to counterspell any spell cast through the rune. However, their Spellcraft checks to identify the spell being cast have a +10 DC penalty, since casters at the location of the rune cannot see the caster who is using the rune as a conduit.

Range and similar effects of a spell cast through the greater ring are computed as if the caster were standing on the *rune of scrying* through which he is currently viewing. No spells with a range of Touch may be cast through the greater ring. In addition, unlike the *minor ring of sight*, all detection spells in effect on the caster function through the ring into the viewed location.

This powerful spell takes one day to cast if the ring is being created anew or 10 minutes to cast if a previously placed, permanent ring is being empowered.

Casting a spell through the *greater ring of sight* requires a Concentration check against DC22+the spell level being cast. Failure means the spell intended to be cast through the ring fails, and the spell is wasted. A natural roll of 1 on this check results in the caster being stricken as per a *confusion* spell cast at 15th level. No save or spell resistance is allowed against this confusion effect. No such roll is required to cast the *runecall* spell through the *greater ring of sight*.

Material Components: The same as for the *minor ring of sight*, except that four times the quantity of bone is required and four times the gp value is needed to permanently inscribe the ring. Drawing the complex and alien pattern of the *greater ring of sight* requires an area of no less than 20 ft. by 20 ft.

GREATER SCRYING

Divination

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

Components: V, S

Casting Time: 1 action

Duration: 1 hour/level

As *scrying*, except as noted above. All of the following spells can be cast reliably through the sensor: *comprehend languages*, *darkvision*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

GREATER SHADOW CONJURATION

Illusion (Shadow)

Level: Sor/Wiz 5

As *shadow conjuration*, except that it can duplicate wizard or sorcerer conjurations of up to 4th level, and the illusory conjurations created are two-fifths (40%) as strong as the real thing instead of one-fifth as strong.

GREATER SHADOW EVOCATION

Illusion (Shadow)

Level: Sor/Wiz 6

As *shadow evocation*, but it enables the caster to create partially real, illusory versions of sorcerer or wizard evocations of up to 5th level. If recognized as *greater shadow evocation*, damaging spells deal only two-fifths (40%) of normal damage, with a minimum of 2 points per die of damage. For example, a *greater shadow cloudkill* has a 40% chance to kill creatures of 6 HD or less, and creatures of 4 to 6 HD get a saving throw. Creatures not killed take 1d10x0.4 points of damage each round.

Nondamaging effects, such as a *web's* ensnarement, are only 40% likely to work when the *greater shadow evocation* is recognized as mostly illusory (roll separately for each effect and each creature who recognizes the evocation as shadowy).

GREATER SLEEP

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Area: Several living creatures within a 15-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

As *sleep*, except that the caster rolls 4d6 to see how many HD are affected; no creature with more than 10 HD is affected.

Material Component: A pinch of dust.

GUARDS AND WARDS

Abjuration

Level: Sor/Wiz 6

Components: V, S, M, F

Casting Time: 30 minutes (D)

Range: Anywhere within the area to be warded

Area: Up to 200 sq. ft./level (S)

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: See text

This powerful spell is primarily used to defend the character's stronghold. The ward protects 200 square feet per caster level. The warded area can be up to 20 feet high, and shaped as the character desires. The character can ward several stories of a stronghold by dividing the area among them; the character must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have full concealment (50% miss chance; the attacker cannot use sight to locate the target). Spell resistance: No.

Arcane Locks: All doors in the warded area are arcane locked. Spell resistance: No.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts. Spell resistance: Yes.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type spell functions so as to make it 50% probable that intruders believe they are going in the exact opposite direction from the one they actually chose. This is an enchantment (mind-affecting) effect. Spell resistance: No.

Lost Doors: One door per caster level is covered by a glamor to appear as if it were a plain wall. Spell resistance: No.

In addition, the character can place the character's choice of one of the following five magical effects:

- *Dancing lights* in four corridors. The character can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts. Spell resistance: No.
- *A magic mouth* in two places. Spell resistance: No.
- *A stinking cloud* in two places. The vapors appear in the places the character designates; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. Spell resistance: Yes.
- *A gust of wind* in one corridor or room. Spell resistance: Yes.
- *A suggestion* in one place. The character selects an area up to 5 feet square, and any creature who enters or passes through the area receives the *suggestion* mentally. Spell resistance: Yes.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *Mord's disjunction* destroys the entire *guards and wards* effect.

Focus: A small silver rod.

GUILE

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, AF

Casting Time: 1 action

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

Target: One living creature of non-good alignment

Duration: 1d4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A non-good creature is forced to think about some evil deed it performed, denying it any actions except to defend itself.

Arcane Focus: A small mirror.

GUST OF WIND

Evocation

Level: Brd 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

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

Effect: Gust of wind (10 ft. wide, 10 ft. high) emanating out from the character to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a strong blast of air that originates from the character and moves in the direction the character is facing. The force of this gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish these lights. Creatures caught in the area may be affected. Any creature is entitled to a saving throw to ignore the gust's effects.

A *gust of wind* can do anything a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of the range.

Focus: A tiny leather bellows.

HALLUCINATORY TERRAIN

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

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

Area: One 30 ft. cube/level (S)

Duration: 2 hours/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

The character makes natural terrain look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

HALT UNDEAD

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

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

Targets: Up to three undead, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

This spell renders up to three undead creatures immobile. Nonintelligent undead (such as skeletons and zombies) get no saving throw; intelligent undead do. If the spell is successful, it renders the undead immobile for the duration of the spell (similar to the effect of *hold person* on a

living creature). The effect is broken if the halted creatures are attacked or take damage.

Material Components: A pinch of sulfur and powdered garlic.

HASTE

Transmutation

Level: Brd 3, Sor/Wiz 3, Time 2

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature moves and acts more quickly than normal. This extra speed has several effects. On his turn, the subject may take an extra partial action, either before or after his regular action. He gains a +4 haste bonus to AC. He loses this bonus whenever he would lose a dodge bonus. He can jump one and a half times as far as normal. This increase counts as an enhancement bonus.

Haste dispels and counters *slow*.

Material Component: A shaving of licorice root.

HASTENING OF AGE

Necromancy [Time]

Level: Clr 7, Sor/Wiz 7, Time 5

Components: V, S

Casting Time: 1 action

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

Effect: Ray of negative temporal energy

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

EFFECTS OF HASTENING OF AGE

Race	+3 Str, Con, & Dex		-1 Str, Con, & Dex		-2 Str, Con, & Dex		-3 Str, Con, & Dex	
	Childhood	Adulthood	Middle Age	Old Age	Venerable Age			
Human	7 years	15 years	35 years	53 years	70 years			
Dwarf	20 years	40 years	125 years	188 years	250 years			
Elf	55 years	110 years	175 years	263 years	350 years			
Gnome	20 years	40 years	100 years	150 years	200 years			
Half-elf	10 years	20 years	62 years	93 years	125 years			
Half-orc	7 years	14 years	30 years	45 years	60 years			
Halfling	10 years	20 years	50 years	75 years	100 years			

Used as a directed attack, the creature struck ages at an extremely rapid rate—cells degrade and bones turn brittle before their time. The victim of this attack ages one step as per the chart above; his Strength, Constitution, and Dexterity are modified the amount specified above his new age. A character's ability score cannot be reduced below 1 in this way. Undergoing *hastening of age* multiple times produces cumulative effects, but casting the spell on a character of Venerable Age changes him only cosmetically; the spell cannot kill. When aged in this way, you may feel and look older, but the time allotted to your soul remains the same; for instance, though an Adult human character is now Middle Aged for all intents and purposes, he still has his full original 55+2d20 years left to live. Note that the bonuses to Intelligence, Wisdom, and Charisma given to normally aging characters do not apply to this spell, as the target doesn't undergo the experiences that would add to these abilities.

Much like *energy drain*, *hastening of age* requires that twenty-four hours after the attack the subject must make a Fortitude saving throw (using the spell DC) to negate

the effects. If he fails, the damage to his abilities and his apparent age become permanent. Success means that the effects begin to fade away.

The permanent reduction to a character's ability scores can be dispelled by *restoration*, but not *lesser restoration*; it is a permanent ability drain. *Wellspring of youth* can also counteract it (see *Pocket Grimoire Divine*).

Hastening of age can only affect mortal creatures that suffer the affects of normal aging; undead creatures and the like are immune.

HEALING CIRCLE

Conjuration (Healing)

Level: Brd 5, Clr 5, Drd 6, Healing 5

Components: V, S

Casting Time: 1 action

Range: 20 ft.

Area: All living allies and undead creatures within a 20-ft.-radius burst centered on the character

Duration: Instantaneous

Saving Throw: Fortitude half (harmless)

Spell Resistance: Yes (harmless)

Positive energy spreads out in all directions

from the point of origin, curing 1d8 points of damage +1 point per caster level (maximum +20) to nearby living allies.

Like *cure* spells, *healing circle* damages undead in its area rather than curing them.

Hidden shade

Illusion (Glamour)

Level: Sor/Wiz 1

Components: S

Casting Time: 1 action

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

Target: One subject

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Casting this spell allows the caster to obscure the natural shadow of a person or object temporarily. Beyond possibly arousing superstition and fear, the spell gives the subject a bonus of +5 to her Hide skill checks (if the GM decides not having a shadow would benefit those checks).

Hidden object

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One object

Duration: Permanent (see below)

Saving Throw: None

Spell Resistance: No

As *invisibility*, except that the subject must be an object. It becomes immune to divination spells such as *see invisibility* or *true seeing*.

The caster must designate a piece of glass no smaller than 1 inch in diameter through which a person can view the object. The object and the piece of glass must remain within 30 feet of each other or the spell ends. Wizards sometimes use this spell to hide their spellbooks from all detection;

they keep the viewing glass so they may still find and read the book.

Hideous appearance

Illusion (Phantasm)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: One day/caster level

Saving Throw: Will negates

Spell Resistance: Yes

An illusion forms on the target's face, making him appear ugly beyond description. The recipient himself cannot see the illusion and is completely unaware that something is amiss.

The target is considered to have a Charisma of 3 for the duration of the spell. Those that know the target may make a Will saving throw to see through the illusion. *True seeing* and similar spells reveal the illusion for what it is.

Material Components: A bit of fleece and an eyelash.

Hold monster

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Law 6, Sor/Wiz 5

Components: V, S, M/DF

Target: One living creature

As *hold person*, except this spell holds any living creature who fails its Will save.

Arcane Material Components: One hard metal bar or rod, which can be as small as a three-penny nail.

Hold person

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

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

Target: One humanoid of Medium size or smaller

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The subject freezes in place, standing helpless. He is aware and breathes normally but cannot take any physical actions, even speech. He can, however, execute purely mental actions (such as casting a spell with no components).

A winged creature who is held cannot flap its wings and falls. A swimmer can't swim and may drown.

Arcane Focus: A small, straight piece of iron.

Hold portal

Abjuration

Level: Gateways 1, Sor/Wiz 1

Component: V

Casting Time: 1 action

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

Target: One portal, up to 20 sq. ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell magically bars a door, gate, window, or shutter of wood, metal, or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate the *hold portal*. For a portal affected by this spell, add 5 to the normal DC for forcing the portal.

Horrid wilting

Necromancy

Level: Sor/Wiz 8, Water 8

Components: V, S, M/DF

Casting Time: 1 action

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

Targets: Living creatures, no two of whom can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell evaporates moisture from the bodies of all the subject living creatures, dealing 1d8 points of damage per caster level (maximum 25d8). This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

Arcane Material Component: A bit of sponge.

Hypnotic pattern

Illusion (Pattern) [Mind-Affecting]

Level: Brd 2, Rainbow 2, Sor/Wiz 2

Components: (V), S, M

Casting Time: 1 action

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

Effect: Colorful lights in a 15-ft.-radius spread

Duration: Concentration+2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 +1 per caster level to determine the total number of HD affected (maximum +10). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures gaze at the lights, heedless of all else, acting as if they are affected by *hypnotism*. However, the character cannot make suggestions as with *hypnotism*. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Material Component: A glowing stick of incense or a crystal rod filed with phosphorescent material.

HYPNOTISM

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Entrancement 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Area: Several living creatures, no two of which may be more than 30 ft. apart

Duration: 2d4 rounds (D)

Saving Throw: Will negates

Spell Resistance: Yes

The character's gestures and droning incantation cause creatures nearby to stop and stare blankly at the character, hypnotized. The character can use their rapt attention to make the character's suggestions and requests seem more plausible. Roll 2d4 to see how many total HD the character affects. Creatures with fewer HD are affected before creatures with more HD. Only creatures who can see or hear the character are affected, but they do not need to understand the character to be hypnotized.

If the character uses this spell in combat, the targets gain a +2 bonus to their saving

throws. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While hypnotized, a creature's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an armed party member moving behind the hypnotized creature) allows the creature a second saving throw. Any obvious threat, such as casting a spell, drawing a sword, or aiming an arrow, automatically breaks the *hypnotism*, as does shaking or slapping the creature. A hypnotized creature's ally may shake it free of the spell as a standard action.

While the subject is hypnotized, the character can make a suggestion or request (provided the character can communicate with it). The suggestion must be brief and reasonable. An affected creature reacts as though it were two steps friendlier in attitude. Even once the spell ends, it retains its new attitude toward the character, but only with respect to that particular suggestion.

A creature who fails its saving throw does not remember that the character enspelled it.

ICEBOLT

Evocation [Cold]

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: 1 creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A bolt of razor-sharp ice launches from the palm of the caster's hand at a single target. The caster must make a normal ranged attack roll; if the caster succeeds, the bolt inflicts 2d6 points of piercing damage and 1d6 points +1 point/level (maximum +10) of cold damage. If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack misses, there is no effect.

ICE STORM

Evocation [Cold]

Level: Drd 5, Sor/Wiz 4, Water 5

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Cylinder (20 ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Great hailstones pound down, dealing 5d6 points of damage to creatures in their path; the damage is 3d6 impact plus 2d6 cold.

Arcane Material Components: A pinch of dust and a few drops of water.

ICY CURSE

Transmutation [Cold]

Level: Drd 7, Sor/Wiz 7

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This potent spell literally freezes a target and turns its bones to ice. Upon finishing the spell, the caster's hands are coated with a glacial rime. The caster then needs only to touch the target to bring the full effect of the spell to bear. The target must make a Fortitude save to avoid being frozen alive and encased completely in ice. If the save is successful, the victim is still chilled to the bone and takes 5d8 points of cold damage. If the save is failed, the character freezes; every portion of his body turns to solid ice. The character so frozen is still alive and enters a state of suspended animation (see *temporal stasis* spell) until the ice melts and she is restored to normal. Should the frozen victim be hit for more than 5 HP of damage, her form shatters, slaying her instantly.

Arcane Material Component: A sliver of mirror, consumed in the casting.

IDENTIFY

Divination

Level: Brd 1, Magic 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 8 hours

Range: Touch

Targets: Up to 1 touched object per level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines the single most basic function of each magic item, including how to activate that function (if appropriate), and how many charges are left (if any). For example, a +2 *vorpal sword*, a +2 *dancing sword*, and a +2 *sword* would all register as "+2 to attack and damage rolls."

If a magic item has multiple different functions that are equally basic, identify determines the lowest-level function. If these functions are also of equal level, the GM decides randomly which is identified.

Arcane Material Components: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

ILLUSORY SCRIPT

Illusion (Phantasm) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute or longer (see text)

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: 1 day/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The character writes instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magic writing. Only the person (or people) designated by the character at the time of the casting are able to read the writing; it's completely unintelligible to any other character, although an illusionist recognizes it as illusory script.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw 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 character at the time the *illusory script* spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth. If successfully dispelled by *dispel magic*, the illusory script and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell.

The casting time depends on how long of a message the character wishes to write, but it is always at least 1 minute.

Material Component: A lead-based ink (cost of not less than 50 gp).

ILLUSORY WALL

Illusion (Figment)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Effect: Image 1 ft.x10 ft.x10 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or probing searches reveal the true nature of the surface, though they do not cause the illusion to disappear.

IMBUE GUARDIAN

Transmutation

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 hour

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

Target: One creature

Duration: Instantaneous (see below)

Saving Throw: None

Spell Resistance: No

The caster casts this spell on a willing creature that has remained in a single location (an area no bigger than a 100 foot radius) for at least 24 hours. From this point on, while remaining in this area the creature gains the following benefits: +4 competence bonus to Spot and Listen checks, +8 bonus to Sense Motive checks, the ability of *true seeing*, and 360 degree

vision. The guardian does not need to eat or sleep and does not age. Lastly, no effect can move an unwilling guardian out of the area—the character cannot be unwillingly teleported away, charmed, or compelled to leave, nor physically pushed or carried out of the keyed location. All these benefits are forever lost if the guardian freely decides to leave.

IMPRISONMENT

Abjuration

Level: Judgment 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When the character casts *imprisonment* and touches an opponent, the target is entombed in a state of suspended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient but will reveal where it is entombed. The *imprisonment* spell functions only if the target's name and some facts about its life are known.

IMPROVED INVISIBILITY

Illusion (Glamour)

Level: Asn 4, Brd 4, Sor/Wiz 4

Components: V, S

Target: The character or creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

As *invisibility*, except the spell doesn't end if the subject attacks.

INCENDIARY CLOUD

Conjuration (Creation) [Fire]

Level: Fire 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Effect: Cloud spreads 30 ft. wide and 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes (see text)

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a *fog cloud* does. In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within it each round (half damage on a successful Reflex save).

As with a *cloudbill* spell, the smoke moves away from the character at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, 10 feet farther away from where the character was when the character cast the spell. By concentrating, the character can make the cloud (actually its point of origin) move up to 60 feet each round. Any portion of the cloud that would extend beyond the character's maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

INSANITY

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The enchanted creature suffers from a continuous confusion effect. *Remove curse* does not remove *insanity*. *Greater restoration*, *limited wish*, *miracle*, and *wish* can restore the creature.

insistent wave

Evocation [Force]

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Area: 10 ft.+1 ft./level radius burst outward from caster

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes

Insistent wave radiates hemispheric waves of invisible force in every direction except down. The waves of force push objects and creatures directly away from the caster, similar to the effects of a bull rush attack. Since this is a force effect, *insistent wave* will even affect incorporeal and ethereal targets.

Though no saving throw is allowed in the conventional sense, each creature in the area of effect makes an opposed Strength check per the rules for bull rush attacks (see *PH*, p. 136). The wave is considered to be of Medium size, not charging, and has a Strength of 12 +1 per 2 caster levels. Creatures affected by the insistent wave will automatically be pushed the maximum distance based on the result of the opposed Strength check (5 ft. +1 ft. for each point the insistent wave exceeded the victim in the opposed Strength check) out to the limit of the insistent wave's area of effect.

Note that the caster does not move and no attacks of opportunity can be made against the caster (except the normal ones for casting spells in combat) as a result of the insistent wave's bull rush. Attacks of opportunity may be made against those pushed back by the insistent wave per the normal bull rush rules.

The results of *insistent wave* on unattended objects within the spell's area of effect should be adjudicated by the GM. Most small items

will be turned over and pushed to the edge of the spell's radius. Large, heavy objects and braced objects may not be affected. For breaking down doors and such, assume the wave has a Strength of 12 +1 per 2 caster levels.

interrogate

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 5, Clr 5, Missionary 5, Secrets 5

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: One creature

Duration: 10 minutes

Saving Throw: Will partial (see text)

Spell Resistance: Yes

This spell may be used to gain truthful answers from the most stubborn creatures. So long as the creature touched can understand the caster (i.e., speaks the same language), then the affected creature *must* answer three questions put to him by the caster. In order to resist the spell, the creature must make a Will save. Success means he can resist answering that question but must save again for the next. As soon as a Will save is failed, the creature is allowed no more saves and must answer the remaining questions. Note that the subject must answer truthfully, but he can only answer the truth as he knows it. If he has no pertinent information with which to answer a question posed, he is compelled to say as much. At the end of 10 minutes, or after three questions have been asked and answered, the spell comes to an end.

The caster and the subject must be in a reasonably calm environment when the spell is cast. Additionally, the subject should be restrained in some way. Otherwise, he gains a +2 bonus to his Will checks, and the first success means that the spell is broken and no more questions may be asked.

Questions posed must be direct and simple, such as yes/no questions or questions answered with a name, time, place,

command word, or some such. Asking multi-part or elaborate questions will, at best, accidentally use 2 or all 3 allowed questions. At worst, it will provide the subject with means to satisfy the spell's compulsion by only answering a fragment of the question posed.

invisibility

Illusion (Glamer)

Level: Adp 2, Asn 3, Brd 2, Fey 2, Sor/Wiz 2, Trickery 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal or touch

Target: The character or a creature or object weighing no more than 100 lb./level

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

The creature or object touched vanishes from sight, even from darkvision. If the recipient is a creature carrying gear, the gear vanishes, too. If the character casts the spell on someone else, neither the character nor the character's allies can see the subject, unless the character can normally see invisible things or employs magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect

includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Note that spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Arcane Material Components: An eyelash encased in a bit of gum arabic.

invisibility sphere

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Area: 10-ft.-radius sphere around the creature or object touched

As *invisibility*, except this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell cannot see each other but can see themselves. 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) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

iron body

Transmutation

Level: Construct 8, Earth 8, Sor/Wiz 8

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level (D)

This spell transforms the character's body into living iron, which grants the character several powerful resistances and abilities.

The character gains damage reduction 50/+3. The character is immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect the character's physiology or respiration, because the character has no physiology or respiration while this spell is in effect. The character takes only half damage from acid and fire of all kinds. However, the character also becomes vulnerable to all special attacks that affect iron golems.

The character gains a +6 enhancement bonus to his Strength score, but suffers a -6 Dexterity penalty as well (to a minimum Dexterity score of 1), and his speed is reduced to half normal. The character has an arcane spell failure chance of 50% and a -8 armor check penalty, just as if the character were clad in full plate armor. The character cannot drink (and thus can't use potions) or play wind instruments.

The character's unarmed attacks deal 1d6 points of lethal damage, and the character is considered "armed" when making unarmed attacks (a Small caster deals 1d4 points of damage, not 1d6).

The character's weight increases by a factor of ten, causing the character to sink in water

like a stone. However, the character could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell expires.

Arcane Material Component: A small piece of iron that was once part of an iron golem, a hero's armor, or a war machine.

IRON FIST

Transmutation

Level: Sor/Wiz 2
Components: V, S, M, DF
Casting Time: One action
Range: Close (25 ft.+5 ft./caster level)
Target: One creature's fist
Duration: Two rounds per caster level

This spell hardens the target's fist with calluses and iron, dealing extra damage from each physical attack.

The hardened fist deals an additional 1d6 points of damage per unarmed strike (in addition to the normal 1d3+Strength modifier), and none of the damage is considered subdual—the fist wounds like a weapon. Strength does not augment this damage as if it were a normal unarmed strike, but it does augment the original unarmed damage.

Material Component: A scrap of iron.

Jump

Transmutation

Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

The subject gets a +30 bonus on Jump checks and does not have the usual maximums for jumping distance. For leaps of maximum horizontal distance, the jump reaches its peak (one-fourth the horizontal distance) at the halfway point.

Material Component: A grasshopper's hind leg, which the caster breaks when the spell is cast.

KEEN EDGE

Transmutation

Level: Brd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting
Duration: 10 minutes/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A normal threat range becomes 19–20. A threat range of 19–20 becomes 17–20. A threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons (and it does not stack with itself). If cast on arrows or crossbow bolts, the keen edge

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on a particular projectile ends after one use, whether or not the missile strikes its intended target.

KILLER INSTINCT

Divination

Level: Brd 3, Clr 2, Sor/Wiz 2
Components: V, S, DF/M
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

When the caster uses this spell, his eyes change color to a deep crimson, and he acquires the senses of a professional killer. Any of his attacks, from the heaviest blow to the softest strike, can be deadly. The critical threat range of the caster's weapon, and its damage multiplier, increase by one.

Arcane Focus: The severed finger of a professional assassin.

KNOCK

Transmutation

Level: Gateways 2, Sor/Wiz 2, Thievery 1, Vengeance 2
Components: V
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Target: One door, box, or chest with an area of up to 10 sq. ft./level
Duration: Instantaneous (see text)
Saving Throw: None
Spell Resistance: No

The *knock* spell opens stuck, barred, locked, held, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open an

arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* 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 caster can cast a *knock* spell on a door of 30 square feet or less (for example, a standard 4-foot-by-7-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 quadruple locked, opening it requires two *knock* spells.

LAST LOOK

Divination

Level: Brd 2, Clr 2, Secrets 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Effect: See text
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

By peering into a dead person's eyes, the caster may see the events leading up to the corpse's death from the deceased's point of view. The caster may see a total of 1 minute's worth of events per level. But the caster views the events in a compressed amount of time, 1 round for every minute of the corpse's past he envisions. A successful Concentration check against DC15 will give near-perfect recall of the events; failure indicates fuzzy recall and partial details. Rolling a natural 1 gives the caster a mangled, inaccurate version of the events leading up to the corpse's demise.

The caster may dismiss the divination at any point. However, if he witnesses the victim's final moment and the victim died violently, the caster immediately suffers 2d6 points of subdual damage from the empathic resonance of the victim's death.

Material Components: A 50 gp gem placed over each eye of the corpse.

LAWSON'S SEAL

Transmutation

Level: Clr 4, Sor/Wiz 4
Components: V, S, M, F/DF
Casting Time: 1 full round
Range: Touch
Target: One lock, door (40 square ft./level), chest or scabbard
Duration: Permanent
Saving Throw: Will (object)
Spell Resistance: Yes (object)

This spell holds closed a single door (no more than 40 square feet per level), chest, lock or scabbard until a condition set at the time of casting is met. Conditions include speaking a command word or short phrase (four words at most), the touch of a specific race, being struck by a specific object or the presence of a descendant of someone who was present during the casting. The seal cannot determine class, ability score, alignment or any other trait not listed above. Note that the seal can be keyed to only one condition. The effect can be dispelled by *dispel magic* or suspended by a *knock* spell only if the caster's level is higher than that of the one who placed the seal. Tests to force open a door under this spell are at +15 DC over the normal difficulty.

Material Components: Powdered diamonds worth 50 gp.

Arcane Focus: A signet ring.

LEGEND LORE

Divination

Level: Brd 4, Knowledge 7, Sor/Wiz 6
Components: V, S, M, F
Casting Time: See text
Range: Personal
Target: The character
Duration: See text

Legend lore brings to the character's mind legends about an important person, place, or thing. If the person or thing is at hand, or if the character is in the place in question, the casting time is only 1d4x10 minutes. If the character has only detailed information on the person, place, or thing, casting time

is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help the character find the person, place, or thing, thus allowing a better *legend lore* next time). If the character knows only rumors, casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs the character to more detailed information, thus allowing a better *legend lore*).

During the casting, the character cannot engage in anything other than routine activities: eating, sleeping, etc. When completed, the divination brings legends (if any) about the person, place, or things to the character's mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, the character gains no information. As a rule of thumb, characters 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Component: Incense worth at least 250 gp.

Focus: Four strips of ivory (50 gp each) formed into a rectangle.

LEOMUND'S SECRET CHEST

Conjuration (Summoning)

Level: Sor/Wiz 5
Components: V, S, F
Casting Time: 10 minutes
Range: See text
Target: One chest and up to 1 cu. ft. of goods/caster level
Duration: 60 days or until discharged
Saving Throw: None
Spell Resistance: No

The character hides a chest on the Ethereal Plane for up to 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living

creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the character can retrieve it by concentrating (a standard action), and it appears next to the character.

The chest must be exceptionally well crafted and expensive, constructed for the character by master crafters. If made principally of wood, it must be ebony, rosewood, sandalwood, teak, or the like, and all of its corner fittings, nails, and hardware must be platinum. If constructed of ivory, the metal fittings of the chest must be gold. If the chest is fashioned from bronze, copper, or silver, its fittings must be silver or electrum (a valuable metal). The cost of such a chest is never less than 5,000 gp. Once it is constructed, the character must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) The character can have but one pair of these chests at any given time—even *wish* spells do not allow exceptions. The chests themselves are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the character casts the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. The character needs the replica to recall the chest. After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally; and they die if they run out of food, air, water, or whatever they need to survive.

Focus: The chest and its replica.

LEOMUND'S SECURE SHELTER

Conjuration (Creation)

Level: Brd 4, Sor/Wiz 4
Components: V, S, M, F (see text)

Casting Time: 10 minutes
Range: Close (25 ft.+5 ft./2 levels)
Effect: 20-ft.-square structure
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

The character conjures a sturdy cottage or lodge made of material that is common in the area where the spell is cast—stone, timber, or (at worst) sod. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is 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 former two being arcane locked and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an unseen servant is conjured to provide service to the character for the duration of the shelter.

The secure shelter contains rude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

Material Components: 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 *unseen servant* spell (string and a bit of wood) and the focus of the *alarm* spell (silver wire and a tiny bell) if these benefits are to be included.

Leomund's Tiny Hut

Evocation [Force]
Level: Brd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action

Range: 20 ft.
Effect: 20-ft.-radius sphere centered on the character's location
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

The character creates an unmoving, opaque sphere of force around himself, of any color he desires. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to nine other Medium-size creatures can fit into the field with the character; they can freely pass into and out of the hut without harming it. However, if the character removes himself from the hut, the spell ends.

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-degree-for-1 basis (thus, if it's -20° outside, inside it'll be 50°). The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. The character 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 (they have total concealment).

Material Component: A small crystal bead that shatters when the spell duration expires or the hut is expelled.

Leomund's Trap

Illusion (Glamer)
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Object touched

Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. The character places the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, screw-on cap, or ratchet. 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 effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another *Leomund's trap* is active within 50 feet when the spell is cast, the casting fails.

Material Components: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare.

Lesser Geas

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Brd 3, Domination 4, Sor/Wiz 4
Components: V
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One living creature of up to 7 HD
Duration: 1 day/level or until discharged (D)
Saving Throw: Will negates
Spell Resistance: Yes

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the character. The creature must have 7 or fewer HD and be able to understand the character. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The geased creature must follow the given instructions until the *geas* is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions (such as "Wait

here" or "Defend this area against attack"), the spell remains in effect for a maximum of 1 day per caster level. Note that a clever recipient can subvert some instructions. For example, if the character orders the recipient to protect the character from all harm, the subject might place the character in a nice, safe dungeon for the duration of the spell.

If the subject is prevented from obeying the *lesser geas* for a whole day, he suffers a -2 penalty on each ability score. Each day, another -2 penalty accumulates, up to a total of -8. Abilities are not reduced below 1. The ability penalties end 1 day after the character resumes obeying the *lesser geas*.

A *lesser geas* (and all ability penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect a *lesser geas*.

Lesser Planar Binding

Conjuration (Calling) [see text]
Level: Sor/Wiz 5
Components: V, S
Casting Time: 10 minutes
Range: Close (25 ft.+5 ft./2 levels) (see text)
Target: One elemental or outsider of up to 8 HD
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, the character must use a *magic circle* spell, focused inward. The type of creature to be bound must be known and stated. If it has a specific, proper, or given name, this must be used in casting the spell.

The target creature must attempt a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep the

creature from being called). The creature can escape from the trap with a successful SR roll, dimensional travel, or a successful Charisma check (DC15+one-half the caster's level+the caster's Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack the character. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. The character can also employ a calling diagram to make the trap more secure.

If the creature does not break free of the trap, the character can keep it bound for as long as the character dares. The character can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. The character makes a Charisma check opposed by the creature's Charisma check. The GM then assigns a bonus based on the service and reward, from 0 to +6. This bonus applies to the character's Charisma check. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This can be repeated until the creature promises to serve, until it breaks free, or until the character decides to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If the character rolls a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack the character.

Once the requested service is completed, the creature need only so inform the character to be instantly sent back whence it came. The creature might later seek revenge. If the character assigns some open-ended task that the creature cannot complete through its own actions (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When the character uses a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, *lesser planar binding* is a water spell when the character casts it to call a water elemental.

Lesser shadow conjunction

Illusion (Shadow)

Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: See text
Target: See text
Duration: See text
Saving Throw: Varies (see text)
Spell Resistance: No (see text)

This spell operates as *shadow conjunction*, except that it mimics only 1st-level sorcerer or wizard conjunction spells. Such conjunctions are 20% as strong as the real thing. For details on duration, range and so forth, see both the text of *shadow conjunction* and the text of the duplicated spell.

Lesser shadow evocation

Illusion (Shadow)

Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: See text
Target: See text
Duration: See text
Saving Throw: Varies (see text)
Spell Resistance: No (see text)

This spell operates as *shadow evocation*, except that it mimics only 1st- and 2nd-level sorcerer or wizard evocation spells. Such evocations are 20% as strong as the real thing. For details on duration, range and so forth see both the text of *shadow evocation* and the text of the duplicated spell.

Levitate

Transmutation

Level: Brd 2, Sor/Wiz 2
Components: V, S, F
Casting Time: 1 action
Range: Personal or close (25 ft.+5 ft./2 levels)
Target: The character or one willing creature or one object (total weight

up to 100 lb./level)

Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No
Levitate allows the character to move herself, another creature, or an object up and down as the character wishes. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The character can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move-equivalent action. The character cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base speed).

A levitating creature who attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Focus: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Lifedrinker

Necromancy

Level: Death 8, Sor/Wiz 8
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Area: 10-ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

Once cast, *lifedrinker* generates a shimmering purple haze that spreads from the spell's target point to a 10 ft. radius. All living creatures (other than the caster himself) within range take 1d6 points of damage per two caster levels (maximum 20d6) or half that amount if they make their Fortitude save. Each point of damage inflicted by *lifedrinker* is added to the total hit points possessed by the caster. These

absorbed hit points first heal the caster to his normal maximum, then any additional points become temporary ones that remain for up to one hour.

A caster may not absorb temporary HP in excess of his normal maximum hit points, so a caster with 40 HP can absorb only up to 40 temporary HP on top of his normal 40 HP. Even if the caster cannot absorb more hit points, however, targets still take full damage. A caster cannot absorb more HP from any one victim than they have to offer (the victim's current HP plus 10 if they are killed by the spell's damage).

If any undead are caught within the area of *lifedrinker*, the caster himself takes damage (Fortitude save for half damage, which the caster may voluntarily fail if he desires). All undead in the *lifedrinker* split evenly as a curing effect any damage that the caster takes. This effect can cure them up to their full normal HP, but it does not provide them with any temporary HP beyond their normal maximum. The caster takes this damage before he absorbs any HP from living creatures that are also caught by the spell, and if the damage reduces the caster to less than 0 HP, he does not absorb HP from the living targets as normal.

Light

Evocation [Light]

Level: Adp 0, Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, M/DF
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point the character touches. The effect is immobile, but it can be cast on a movable object. *Light* taken into an area of magical darkness does not function.

Arcane Material Component: A firefly or piece of phosphorescent moss.

Lightning Bolt

Evocation [Electricity]

Level: Adp 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft.+10 ft./level) or 50 ft.+5 ft./level

Area: 5 ft. wide to medium range (100 ft.+10 ft./level); or 10 ft. wide to 50 ft.+5 ft./level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The character releases a powerful stroke of electrical energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at the character's fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Material Components: A bit of fur and an amber, crystal, or glass rod.

Limited Wish

Universal

Level: Sor/Wiz 7

Components: V, S, XP

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Spell Resistance: Yes

A *limited wish* lets the character create nearly any type of effect. A *limited wish* can do any of the following:

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not

from a school prohibited to the character.

- Duplicate any other spell of 5th level or lower, provided the spell is not from a school prohibited to the character.
- Duplicate any wizard/sorcerer spell of 5th level or lower even if it's from a prohibited school.
- Duplicate any other spell of 4th level or lower even if it's from a prohibited school.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
- Have any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or suffering a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a *limited wish* duplicates a spell that has an XP cost, the character must pay that cost or 300 XP, whichever is more. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, the character must provide that component.

XP Cost: 300 XP or more (see above).

Liquefy Self

Transmutation

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Liquefy self allows the caster to alter his body and carried accoutrements into a malleable, mostly liquid magical state. While the caster retains some semblance of his normal form, he is completely liquid—rippling and undulating like a puddle as he moves. In addition, the caster is able to split and rejoin as if he were living mercury.

While liquefied, the caster may act normally, including casting spells, so long as the spells have no material or verbal components. Any physical attacks made by the caster are ineffectual, although touch-based spells operate normally. The caster gains damage reduction 20/+1, can breathe water and may hide at a +15 bonus when completely submerged in liquid. The caster may slip out of or through solid constraints such as nets, ropes or the arms of a grappler automatically and may pass through openings of any size as quickly as a body of water of similar volume could pour through the same opening. Sealed barriers such as *walls of force*, *stone* or *iron* cannot be bypassed through the use of this spell, and the caster cannot manipulate solid objects.

Material Components: Several drops of water.

Liquid Fire

Evocation [Fire]

Level: Wiz/Sor 7

Components: V, S, M

Casting Time: 1 action

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

Area: 20 ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Liquid fire creates a burst of a fiery, sticky substance that detonates with a roar and deals 1d6 points of fire damage per caster level (maximum 20d6) to all creatures in the area. Unattended objects also take this damage.

Any creature or object that fails its initial saving throw takes additional damage on the following rounds (during the caster's initiative order), as the tarlike substance continues to burn. On each round, any creature or object that failed its initial saving throw takes half the damage it took the immediately previous round (round all fractions down). For example, if Cymoni fails his save and sustains 39 HP of damage when the spell is cast, on the following round he will sustain 19 HP of damage, then 9 more points the next round. Anyone so affected may spend a full-round action clearing the substance from

himself, which will effectively halve the damage he will take on the next round (quartering the damage from the previous round). So, in the example above, if Cymoni spends a round getting the burning tar off his body, he will sustain 9 hit points in the second round instead of 19. Anyone near a burning victim may take a similar full-round action, although anyone attempting to clear the burning tar with bare hands (other than the victim himself) will sustain 2d6 points of flame damage. Submerging in water or magically extinguishing the flames will immediately end any residual fire damage.

Material Components: Three drops of virgin blood.

Living Proof

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

When cast, *living proof* conjures a life form that drapes itself over the caster in a skintight defensive field. The living proof drains half of the caster's current hit points. These hit points are then increased by half their number to determine the total hit points of the living proof. For example, a wizard with 40 hit points who casts this spell will lose 20 hit points, creating a defensive field with 30 hit points.

The living proof does not inhibit the caster in any way, and while the spell is in effect the caster cannot be physically harmed. Instead, the living proof takes any damage dealt to the caster, until it reaches 0 HP, when it sloughs off the caster like a snake's shed skin. Any excess damage from the injury that kills the living proof is suffered by the caster. For example, a living proof with 5 HP remaining suffers a sword blow for 8 HP damage. The shield dies, and the caster takes 3 HP damage.

Living proof does not protect the caster from spells that do not cause damage, such as *phantasmal killer*, or from effects such as drowning or poison gas, only from any form of physical punishment to the caster's body. The living proof shares all of the caster's defenses, including having the caster's AC. The field also makes saving throws as the caster would. No hit points are recovered by the caster, even if the shield is not destroyed before the spell concludes.

Focus: A preserved, cocooned caterpillar.

LOCATE CREATURE

Divination

Level: Brd 4, Sor/Wiz 4
Components: V, S, M
Duration: 10 minutes/level

As *locate object*, except this spell locates a known or familiar creature.

The character slowly turns and senses when she is facing in the direction of the creature to be located, provided the creature is within range. The character also knows in which direction the creature is moving, if any.

The spell can locate a creature of a specific type (such as human or unicorn) or a specific creature known to the character. It cannot find a creature of a general type (such as humanoid or beast). To find a type of creature, the character must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

Material Component: A bit of bloodhound's fur.

LOCATE OBJECT

Divination

Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2
Components: V, S, F/DF
Casting Time: 1 action
Range: Long (400 ft.+40 ft./level)
Area: Circle, centered on the character, with a radius of 400 ft.+40 ft./level

Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

The character senses the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, and even a ladder. The character can search for general items such as a stairway, a sword, or a jewel, in which case the character locates the nearest one of its type if more than one is within range. Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The character cannot specify a unique object (such as "Baron Vulden's signet ring") unless the character has observed that particular item firsthand (not through divination).

The spell is blocked by lead. Creatures cannot be found by this spell. *Polymorph any object* fools it.

Arcane Focus: A forked twig.

LOCATE OWNER

Divination

Level: Clr 2, Pal 2, Sor/Wiz 2
Components: V, S, F
Casting Time: 1 action
Range: Long (400 ft.+40 ft./level)
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

Locate owner reveals the location of the owner of an object. The spell functions as *locate creature*, except that you do not have to know which creature you are looking for. It is sufficient to have an item formerly possessed by the creature. The creature must have carried the item for 10 days minus its Charisma modifier. (Keep in mind that subtracting a negative number leads to an increase, so a creature with a negative modifier must possess an item for more than 10 days.) Creatures with a strong personality tend to imprint that personality on their possessions quickly.

Focus: An item belonging to the target.

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mage armor

Conjuration (Creation) [Force]

Level: Brd 1, Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

An invisible but tangible field of force surrounds the subject of mage armor, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Focus: A piece of curled leather.

mage hand

Transmutation

Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: Nonmagical, unattended object weighing up to 5 lb.
Duration: Concentration
Saving Throw: None
Spell Resistance: No

The character points a finger at an object and can lift it and move it at will from a distance. As a move-equivalent action, the character can move the object up to 15 feet in any direction, though the spell ends if the distance between the character and the object ever exceeds the spell's range.

MAGIC CIRCLE AGAINST CHAOS

Abjuration [Lawful]

Level: Brd 3, Clr 3, Law 3, Sor/Wiz 3

As *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*.

MAGIC CIRCLE AGAINST EVIL

Abjuration [Good]

Level: Brd 3, Clr 3, Good 3, Pal 3,
Sor/Wiz 3

Area: Emanates 10 ft. from touched creature

Duration: 10 minutes/level
Spell Resistance: No (see text)

As *protection from evil*, except that it encompasses a much larger area and its duration is longer. Also, this spell has a special function that the character may choose when casting the spell. A magic circle can be focused inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned creature. The creature cannot cross the circle's boundaries.

The character must beat a creature's SR in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' SR.

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

This spell is not cumulative with *protection from evil* and vice versa.

MAGIC CIRCLE AGAINST GOOD

Abjuration [Evil]

Level: Brd 3, Clr 3, Evil 3, Sor/Wiz 3

As *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*.

MAGIC CIRCLE AGAINST LAW

Abjuration [Chaotic]

Level: Brd 3, Chaos 3, Clr 3, Sor/Wiz 3

As *magic circle against evil*, except that it is similar to *protection from law* instead of *protection from evil*.

MAGIC JAR

Necromancy

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

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

Target: One creature

Duration: 1 hour/level or until the character returns to the character's body

Saving Throw: Will negates (see text)

Spell Resistance: Yes

By casting *magic jar*, the character places her own soul in a gem or large crystal (known as the magic jar), leaving her body lifeless. Then the character can attempt to take control of a nearby body, forcing its soul into the magic jar. The character may move back to the jar (returning the trapped soul to its body) and attempt to possess another body. The spell ends when the character sends her soul back to her own body (leaving the receptacle empty).

To cast the spell, the magic jar must be within spell range and the character must know where it is, though she does not need line of sight or effect to it. When the character transfers her soul upon casting, her body is, as near as anyone can tell, dead.

While in the magic jar, the character can sense and attack any life force within 10 feet per caster level (on the same plane). The character does need line of effect from the jar to the creatures. The character, however, cannot determine the exact creature types or positions of these creatures. In a group of life forces, the character can sense a difference of four or more HD and can determine whether a life force is positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. The character possesses the body and forces the creature's soul into the magic jar unless the subject succeeds at a Will save. Failure to take over the host leaves the character's life force in the magic jar, and the target automatically succeeds at further saving throws if the character attempts to possess its body again.

If successful, the character's life force occupies the host body, and the host's life force is imprisoned in the magic jar. The character keeps his Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. For example, a fish's body breathes water and a troll's body regenerates. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. The caster can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, the character can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when the character shifts from the jar to the character's own body.

If the host body is slain, the character returns to the magic jar, if within range, and

the life force of the host departs (that is, it is dead). If the host body is slain beyond the range of the spell, both the character and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while the character is in the magic jar, the character returns to her body (or dies if her body is out of range or destroyed). If the spell ends while the character is in a host, the character returns to her body (or dies, if it is out of range of the character's current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host.

Incorporeal creatures with the *magic jar* ability can use a handy nearby object (not just a gem or crystal) as the magic jar.

Focus: A gem or crystal worth at least 100 gp.

MAGIC MISSILE

Evocation [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Targets: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A missile of magical energy darts forth from the character's fingertip and unerringly strikes its target. The missile deals 1d4+1 points of damage.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell.

For every two levels of experience past 1st, the character gains an additional missile. The character has two at 3rd level, three

at 5th level, four at 7th level, and the maximum of five missiles at 9th level or higher. If the character shoots multiple missiles, the character can have them strike a single creature or several creatures. A single missile can strike only one creature. The character must designate targets before the character rolls for SR or roll damage.

MAGIC MOUTH

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: One creature or object

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the character and can be delivered over a period of 10 minutes. The mouth cannot speak verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated. For instance, if it were placed upon a statue, the mouth of the statue would actually move and appear to speak. Of course, *magic mouth* can be placed upon a tree, rock, door, or any other object or creature.

The spell functions when specific conditions are fulfilled according to the character's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a

specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish invisible creatures, alignments, level, HD, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers up to 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Components: A small bit of honeycomb and jade dust worth 10 gp.

magic weapon

Transmutation

Level: Blk 1, Brd 1, Clr 1, Pal 1,
Sor/Wiz 1, War 1

Components: V, S, F, DF

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus to attack and damage rolls. If the character is a good cleric, the cleric of a good deity, or a paladin, the weapon is considered blessed, which means it has special effects on certain creatures.

This spell can't be cast on a natural weapon, such as an unarmed strike.

magma burst

Conjuration (Creation) [Fire]

Level: Drd 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 full round

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

Area: 50 ft. radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The caster causes the earth to explode like a volcano vent, spraying rock and magma up and inflicting 20d6 points of damage to everything in the area of effect (half of this is fire damage, the other is impact). From that point on, the entire area remains a pool of lava, inflicting 20d6 points of fire damage per round.

magnified knock

Transmutation

Level: Sor/Wiz 3

Components: V

Casting Time: 1 action

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

Area: One door, box or chest with an area of up to 25 sq. ft./level

Duration: Instantaneous

Saving Throw: None (Reflex half for burst effect)

Spell Resistance: No

Much like the *knock* spell, *magnified knock* breaks open stuck, barred, locked, held or arcane locked doors. In addition, the spell also opens secret doors and locked or trick-opening boxes or chests. Unlike *knock*, *magnified knock* completely destroys the door or item in the process of opening it. Anyone standing within 10 feet of the other side of a magnified knocked door, or within 10 feet of a chest, takes 1d6 points of damage per two levels of the caster (maximum of 5d6 or less if the item being burst open is small) from flying debris. A Reflex save halves the damage.

Also unlike *knock*, this spell shatters welds, shackles, chains and similar impediments (such as a portcullis), as well as the *arcane lock* spell. Furthermore, *magnified knock* removes all methods preventing egress through a single portal. The portal may be up to 25 square feet in area per level of the caster. Like *knock*, the location of the door or item must be known.

major creation

Conjuration (Creation)

Level: Adp 5, Sor/Wiz 5

Casting Time: 10 minutes

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

Duration: See text

As *minor creation*, except the character can also create an object of mineral nature: stone, crystal, metal, etc. The duration of the created item varies with its relative hardness and rarity:

MAJOR CREATION

Hardness and Rarity Examples	Duration
Vegetable matter	2 hours/level
Stone, crystal, base metals	1 hour/level
Precious metals	20 minutes/level
Gems	10 minutes/level
Mithral*	2 rounds/level
Adamantite**	1 round/level

*Includes similar rare metals. Items made of mithral are 50% lighter than similar items made of steel.

**Items made of adamantite weigh 75% as much as similar items made of steel. They are also harder and better capable of retaining an edge, so armor and shields provide 1 higher AC and weapons allow +1 on attack and damage rolls (although the items are not magical).

major image

Illusion (Figment)

Level: Brd 3, Sor/Wiz 3

Duration: Concentration+3 rounds

As *silent image*, except sound, smell, and thermal illusions are included in the spell effect. While concentrating, the character can move the image within the range.

The image disappears when struck by an opponent unless the character causes the illusion to react appropriately.

manifold

Transmutation

Level: Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Once a wizard casts this spell, her next spell may be cast multiple times even if it has only been prepared in one spell slot. For example, a 15th-level wizard has the following spell slots from cantrip through 8th level: 4/4/4/4/4/3/2/1. If one of her 5th-level prepared spells is *manifold*, and she casts it, her next prepared spell (e.g., the 1st-level spell *magic missile*) may be cast as many times as she has remaining 1st-level spell slots. So, if she has already cast one 1st-level spell, leaving her with *magic missile* plus two others remaining, then she may cast *magic missile* as many as three times. The first casting of *magic missile* uses her normal preparation of that spell, while the second casting (and any other subsequent castings) uses up one of her other remaining prepared 1st-level spells as she cannibalizes that stored energy for the *manifold* castings of *magic missile*.

Each subsequent casting of a spell must come before the duration of *manifold* expires and before any other spells are cast.

Material Components: A pearl (minimum 10 gp) for *manifold* plus another that is nearly identical for every time a spell is recast. Any material component or XP costs of the *manifold*-cast spell must be paid normally for each casting.

maximal

Transmutation

Level: Drd 3, Rgr 4, Sor/Wiz 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Rangers, druids, and sorcerers who devote themselves to a specific totemic or spirit

animal can use this spell to grant the creature's abilities to themselves or their companions. The target even takes on some of the appearance of the totem animal. For example, a wolf totem causes the target to grow leaner, with a longer, more lupine face and wild eyes. A bear totem would make the target bigger and burlier and create a more savage expression.

The effect of this spell depends on the caster's chosen totem, spirit guide, or chosen animal. If the caster has no such creature, the GM should allow him to choose one for purposes of this spell. Some of the more common totems and their effects are listed here. Others may be created by the GM using the existing animal descriptions as guidelines (see *MM*). All bonuses are in addition to the character's normal statistics.

Wolf: The target gains an additional bite attack at his normal attack modifier, which delivers 1d6+Strength modifier damage. Other modifiers: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +2, and +10 ft. per round movement speed.

Bear: Target gains 1d8 temporary hit points and an additional bite attack at his normal attack modifier, which delivers 1d6+Strength modifier damage. In lieu of other, normal melee attacks, the target may also take two claw attacks at his normal attack modifier minus 2, for 1d4+Strength modifier damage each.

Cougar: Target gains an additional bite attack at his normal attack modifier, which delivers 1d4+Strength modifier damage; in lieu of other, normal melee attacks he may take two claw attacks at his normal attack modifier minus 2, for 1d4+Strength modifier damage each. Target also receives Balance +5, Climb +5, Jump +5, Listen +4, and Move Silently +9.

Coyote: The target gains an additional bite attack at his normal attack modifier, which delivers 1d4+Strength modifier damage. Other modifiers: Bluff +5, Listen +5, Spot

+5, Swim +2, and Wilderness Lore +2.

Eagle: Target gains an additional bite attack at his normal attack modifier, which delivers 1d4+Strength modifier damage; in lieu of other, normal melee attacks the target may take two claw attacks at his normal attack modifier -2, for 1d3+Strength modifier damage each. Target also gains Spot +8 and exceptional distance vision.

Fox: Target gains an additional bite attack at his normal attack modifier, which delivers 1d4+Strength modifier damage. Target also gains Hide +4, Listen +5, Move Silently +5, Spot +5, and +10 ft. per round movement speed.

Lion: Target gains 1d8 temporary hit points and gains an additional bite attack at his normal attack modifier (which delivers 1d8+Strength modifier damage). In lieu of other, normal melee attacks, the target may take two claw attacks at his normal attack modifier minus 2, for 1d4+Strength modifier damage each. Target is also immune to fear effects and receives Jump +5, Listen +5, and Spot +5.

mantle of egregious might

Transmutation

Level: Sor/Wiz 8
Components: V, S, AF
Casting Time: 1 full round
Range: Touch
Target: One creature
Duration: 10 minutes/level
Saving Throw: None (harmless)

Spell Resistance: No

The caster bestows upon a character a scintillating aura around the head, imbuing him with great power. The character with this mantle gains a +4 luck bonus to AC, attack rolls, saving throws, and all ability scores.

Arcane Focus: A golden circlet worth at least 1,000 gp.

mantle of unassailable flame

Enchantment [Fire]

Level: Clr 3, Sor/Wiz 2
Components: V, S
Casting Time: One action
Range: Personal or Touch
Targets: The character or one creature
Duration: Three rounds per level
Saving Throw: None
Spell Resistance: No

A magical flame engulfs the caster or a target. The fire does not consume flesh or the subject's personal belongings, but any weapon being used against the subject takes 3d6 damage. This applies to missiles as well, though magic items are unaffected. Damage is inflicted on the weapon prior to a successful hit on the character wreathed in flame, which means the weapon may be destroyed prior to hitting the character.

mapping companion

Conjuration (Summoning) [Law]

Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft.+5 ft./2 levels)
Effect: One summoned creature
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

This spell summons an invisible spirit of law that will hover near the caster, recording the caster's movements on parchment with the quill pen supplied with the material components of the spell. The effect of the spell is to create a fully accurate map of all regions that the caster moves through. At the end of the spell's duration, the spirit vanishes, leaving the parchment map behind.

The spirit will accurately map any area the caster traverses that the spirit can see (it possesses darkvision 30 ft., plus normal human sight). The spirit conforms to the statistics of a small air elemental, although it is considered a spirit of law, not an elemental. The spirit also

possesses a Search skill of +5 and, similar to elves, has a chance to notice a secret door if it passes within 5 ft. of one. The spirit will record any secret doors it detects but will not actively search for them. The spirit will additionally record any special notes as instructed by the caster (e.g., traps that the caster's rogue friend discovers).

The spirit will not fight or perform any other action except to follow the caster and map. If attacked, it will simply endure the punishment until destroyed without counterattacking (killing the spirit therefore earns no XP, of course).

Material Components: A quill pen and a piece of parchment.

mark of air

Evocation

Level: Drd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 full round
Range: Touch
Target: One creature
Duration: 1 hour/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The energy of this spell creates a white, swirled mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity. The target creature also possesses the ability to conjure a shield of swirling air that provides a +5 deflection bonus to AC for 10 rounds. Using this shield of air ability immediately dismisses the *mark of air*.

mark of death

Evocation [Death]

Level: Sor/Wiz 8
Components: V, S
Casting Time: 1 full round
Range: Touch
Target: One creature
Duration: 1 hour/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The energy of this spell creates a black, skull-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain an immunity to all death effects. They also possess the ability to launch a pale gray ray of energy, which requires a ranged touch attack to hit the target. Targets struck must make a Fortitude saving throw or die. Even those who save suffer 1d4 points of temporary Constitution damage. Using this ray of death ability immediately dismisses the *mark of death*.

MARK OF EARTH

Evocation

Level: Drd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 full round
Range: Touch
Target: One creature
Duration: 1 hour/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The energy of this spell creates a brown, block-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Strength. They also possess the ability to conjure and throw a large mass of rock, which requires a normal ranged attack roll and inflicts 5d6 points of damage to a target it hits. Using this mass of rock ability immediately dismisses the *mark of earth*.

MARK OF FIRE

Evocation [Fire]

Level: Drd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 full round
Range: Touch
Target: One creature
Duration: 1 hour/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The energy of this spell creates a red, flame-shaped mark on the face, hand, or other

prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity. They also possess the ability to cast from the palm of the hand a ray of fire that inflicts 3d6 points of damage, if a ranged touch attack strikes the target. Using this ray of fire ability immediately dismisses the *mark of fire*.

MARK OF FROST

Evocation [Cold]

Level: Drd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 full round
Range: Touch
Target: One creature
Duration: 1 hour/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The energy of this spell creates a blue-white, angular mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +1 natural armor bonus due to a hard icy coating that protects their skin. They also possess the ability to conjure a spear of ice, which can be thrown once as a normal spear to inflict 1d8 points of damage plus 2d6 points of cold damage. Using this spear of ice ability immediately dismisses the *mark of frost*.

MARK OF THRALLDOM

Necromancy

Level: Clr 3, Sor/Wiz 5
Components: V, S, M
Casting Time: One action
Range: Touch
Target: One living creature
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes

By casting this spell on a living creature, the caster ensures that when the creature dies it will animate as an undead within 1d4 rounds. The creature will become either a zombie or a skeleton, depending on how

intact its body is immediately after death. At the time of the casting, the caster may issue one simple command that the subject will obey when it returns as one of the living dead, such as "Seek me out" or "Kill the elf in the red tunic."

Material Component: A red dye, worth 10 gp, that is smeared on the subject. Once the dye makes contact with the skin, it leaves a stain and cannot be removed with *dispel magic* or a similar spell.

MARK OF WATER

Evocation

Level: Drd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 full round
Range: Touch
Target: One creature
Duration: 1 hour per level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The energy of this spell creates a blue, wavy mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Constitution. They also possess the ability to cast from the palm of the hand a stream of water, which requires a normal ranged attack roll and inflicts 5d6 points of damage to a target it hits. Using this stream of water ability immediately dismisses the *mark of water*.

MASS CHARM

Enchantment (Charm) [Mind-Affecting]

Level: Entrancement 8, Sor/Wiz 8
Components: V
Targets: One or more creatures, no two of which can be more than 30 ft. apart
Duration: 1 day/level

As *charm person*, except the spell affects a number of creatures (persons or not) whose combined HD do not exceed twice the character's level (or at least one creature regardless of HD). If there are more

potential targets than the character can affect, the character chooses them one at a time until the character chooses a creature with too many HD.

MASS FLY

Transmutation

Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Touch
Targets: Up to one creature/level touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)

As *fly*, except for number of targets. All recipients can fly with a speed of 90 feet (60 feet if the creature wears medium or heavy armor). They can ascend at half speed and descend at double speed. Their maneuverability rating is good. Using the *mass fly* spell requires as much concentration as walking, so the caster can attack or cast spells normally. A *mass fly* spell recipient can charge but not run. The subject cannot carry aloft more weight than her heavy load weight, plus any armor. Should the spell duration expire while the subjects are still aloft, the magic fails slowly. The subjects drop 60 feet per round for 1d6 rounds. If the subjects reach the ground, they are safe. If not, they fall the rest of the distance (falling damage is 1d6 points per 10 feet of fall). Since dispelling a spell effectively ends it, the subjects also fall in this way if the *mass fly* spell is dispelled.

Material Component: A wing feather from any bird for each target.

MASS HASTE

Transmutation

Level: Brd 6, Sor/Wiz 6, Time 6
Targets: One creature/level, no two of which can be more than 30 ft. apart

As *haste*, except that it affects multiple creatures.

mass insanity

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Target: Living creatures, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The enchanted creatures suffer from a continuous confusion effect.

Remove curse does not remove *mass insanity*. *Greater restoration*, *limited wish*, *miracle*, or *wish* can restore the creatures.

mass invisibility

Illusion (Glamer)

Level: Sor/Wiz 7

Components: V, S, M

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

Targets: Any number of creatures, no two of which can be more than 180 ft. apart

As *invisibility*, except the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

Material Components: An eyelash and a bit of gum arabic, the former encased in the latter.

mass suggestion

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 6, Entrancement 6, Sor/Wiz 6

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

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

As *suggestion*, except that it can affect more creatures. The same suggestion applies to all these creatures.

maze

Conjuration (Creation) [Force]

Level: Dream 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: See text

Saving Throw: None

Spell Resistance: No

The character conjures up an extradimensional labyrinth of force planes, and the subject vanishes into it. If the subject attempts to escape, the time it takes to find the way out depends on its Intelligence score:

maze

Intelligence Score of Mazed Creature	Time Trapped in Maze
Under 3	2d4 minutes
3	1d6 minutes
4-5	1d4 minutes
6-8	5d4 rounds
9-12	4d4 rounds
13-15	3d4 rounds
16-17	2d4 rounds
18+	1d4 rounds

If the subject doesn't attempt to escape, the maze disappears after 10 minutes, forcing the subject to leave.

Upon leaving the maze, the subject reappears in the spot it had been in when the *maze* spell was cast. If this spot is filled with a solid object, the subject appears nearby.

Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature

escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

MELF'S ACID ARROW

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Components: V, S, M, F

Casting Time: 1 action

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

Effect: One arrow of acid

Duration: 1 round+1 round/three levels

Saving Throw: None

Spell Resistance: Yes

A magical arrow of acid springs from the character's hand and speeds to its target. The character must succeed at a ranged touch attack to hit the target. The arrow deals 2d4 points of acid damage. There is no splash damage. For every three caster levels (maximum 18), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage for that round. At 3rd-5th level, the acid lasts for 2 rounds; at 6th-8th level, the acid lasts for 3 rounds; and so on, to a maximum of 7 rounds at 18th level.

Material Components: Powdered rhubarb leaf and an adder's stomach.

Focus: A dart.

mending

Transmutation

Level: Adp 0, Brd 0, Clr 0, Drd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Target: One object of up to 1 pound

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (not warps). In metallic objects, it will weld a broken ring, a chain link, a

medallion, or a slender dagger, provided that only 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 *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands.

MENTAL ALARM

Divination

Level: Sor/Wiz 0

Components: S

Casting Time: 1 action

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

Targets: One creature/level (maximum 8 creatures)

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

All subjects are mentally alerted simultaneously at some predesignated moment in time. The moment is chosen by the caster, and must be within the duration of the spell. This spell is often used by small groups to coordinate actions.

MERGE WITH OBJECT

Transmutation

Level: Sor/Wiz 5

Components: V, S, M, F

Casting Time: 1 hour

Range: Touch

Target: 1 creature & 1 object (up to 1 lb. and up to 1/2 cubic foot)

Duration: Permanent (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

When this spell is cast, a small object—up to a pound in weight—is made to sink within the flesh of a host creature, to be hidden from sight. The object sinks into the body of the host and develops a magical aura that protects both the object and the host from possible harmful effects that

would result otherwise. The long casting time allows the melded item to retain the ability to perform any magical functions. In this way, a magic ring, amulet or other small item can be secured within a host, while still being utilized. Melded objects no longer count toward the limits on magic items a character can wear (see p. 176 of *DMG*), but only one object may be melded into a living host at any one time.

Items secured within a host are detectable as a faint magical aura and by a warping of the flesh at the location at which the item was merged with the body. The spell maintains the melding without disturbing the host's biological functions, making the spell's duration the lifespan of the recipient. The melded object can be removed forcibly from its host by the use of *break enchantment*, *limited wish*, *miracle* or *wish* spells, which will cause the host 2d6 points of damage as the object is expelled from his flesh. The caster may also dispel the effect to cause the melded object to rise harmlessly out of the subject's body.

Material Components: The item to be melded, seven drops of the host's blood, a bit of gauze and 100 gp of various ritual items that are consumed in the casting.

message

Transmutation [Language-Dependent]

Level: Brd 1, Secrets 1, Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Targets: One creature/level
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

The character can whisper messages and receive whispered replies with little chance of being overheard. The character points a finger at each creature to be included in the spell effect. When the character whispers, the whispered message is audible to all of the targeted creatures who are within range. Magical silence, 1 foot of stone, 1 inch of

common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between the character and the subject, and the path's entire length lies within the spell's range. The creatures who receive the message can whisper a reply that the character hears. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, the character must mouth the words and whisper, possibly allowing trained rogues the opportunity to read the character's lips.

Focus: A short piece of copper wire.

METALSTORM

Evocation

Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Area: 20 ft. radius emanation
Duration: 1 round/level
Saving Throw: Reflex half
Spell Resistance: Yes

The caster creates a whirling storm of strongly magnetized iron filings. *Metalstorm* has three effects. First, it causes 1d10 points of damage per round to anything caught within the area of effect. A Reflex save rolled each round will halve the damage for that round if it is successful. Second, any attempts to use magnetism within the area of effect (for navigation, for example) are spoiled by the storm's intense magnetic field unless the opposed magnetic field is generated by a higher-level spell than *metalstorm*. Third, any electrical currents (magical or otherwise) that pass within 60 feet of the metalstorm are drawn into it, causing anyone within the storm to take whatever damage the electricity would normally deal. For example, a 6th-level wizard casts *lightning bolt* within 60 feet of a metalstorm. The bolt is drawn into the storm and it terminates there, causing 6d6 damage to everyone within it.

Should a *chain lightning* spell be drawn into the metalstorm, it causes damage to all within the metalstorm equal to the damage of the strongest *chain lightning* bolt drawn into the storm plus 1d6 for each additional stroke drawn in (maximum +4d6 extra). If the area of effect of a *pillar of pulling/pushing* overlaps the area of a metalstorm, the *metalstorm* spell is dissipated.

Material Components: One pound of iron filings, which the caster flings in the direction of the spell's area of effect.

METEOR SWARM

Evocation [Fire]

Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 action
Range: Long (400 ft.+40 ft./level)
Area: Pattern of fireball-like spreads (see text)
Duration: Instantaneous
Saving Throw: None or Reflex half (see text)
Spell Resistance: Yes

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When the character casts it, either four large spheres (2 ft. diameter) or eight small spheres (1 ft. diameter) spring from the character's outstretched hand and streak in a straight line to the spot the character selects. The meteor spheres leave a fiery trail of sparks.

Any creature in the straight-line path of these spheres is struck by each one and takes 24d6 points of fire damage (no save). If the spheres reach their destination, each bursts like a fireball in a spread.

Each large sphere deals 6d6 points of fire damage. The four spheres explode with their points of origin forming a diamond or box pattern around the spell's central point of origin, which the character designates upon casting. Each large sphere has a 15-foot-radius spread, and each blast is 20 feet apart along the sides of the pattern, creating overlapping areas of the spell's effect and exposing the center to all four blasts.

The smaller spheres each have a 7 1/2-ft.-radius spread, and each deals 3d6 points

of fire damage. They explode with their points of origin forming a pattern around the spell's central point of origin (which the character designated upon casting) of a box within a diamond or vice versa, with each of the outer sides measuring 20 feet long. The center has four areas of overlapping effect, and numerous peripheral areas have two or three overlapping areas.

Creatures caught in a blast can attempt Reflex saves for half damage. Creatures struck by multiple blasts save against each blast separately.

MIDNIGHT FIRE

Evocation [Fear, Fire]

Level: Sor/Wiz 8
Components: S
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Target: One subject
Duration: 1 round/level (D) (maximum 25 rounds)
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes (harmless, see text)

This spell causes shadowy flames to burst to life on one subject. Each round, the target must make a Fortitude saving throw against this spell or sustain 1d10 points of damage. Likewise, victims with spell resistance roll every round to prevent the spell effects for that round. A single success on a saving throw or spell resistance does not negate *midnight fire*; that can only be accomplished at the will of the caster or by a successful *dispel magic*.

In addition to the damage, on any round during which the target sustains damage from the spell, he must also succeed at a Will saving throw versus this spell's DC. Victims who fail their Will saving throws are considered to be cowering (no Dexterity adjustment to AC, opponents have +2 to attack rolls on victim, victim does not move). The target will not be able to take any action except to fruitlessly attempt to douse the flames by rolling on the ground and swatting at them.

Once targeted, the *midnight fire* will stay on its victim for the spell's duration. Only *dimension door*, *teleport* or the like will separate the victim from the *midnight fire*. The spell does not function underwater but will burst back into effect for any amount of its remaining duration when the victim is not completely submerged.

MIND BLANK

Abjuration

Level: Judgment 8, Protection 8, Secrets 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* when they are used in such a way as to affect the subject's mind or to gain information about him. In the case of scrying that scans an area that the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

MIND FOG

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Domination 5, Entrancement 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Effect: Fog that spreads to fill a 20 ft. cube

Duration: 30 minutes/+2d6 rounds
(see text)

Saving Throw: Will negates

Spell Resistance: Yes

Mind fog produces a bank of fog that weakens the mental resistance of those caught in it. Creatures in the mind fog suffer a -10 competence penalty to all Wisdom checks and Will saves. (A creature who successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog itself is stationary and lasts for 30 minutes (or until dispersed by wind).

The fog is thin and does not significantly hamper vision.

MIND SHARE

Divination [Mind-Affecting]

Level: Clr 9, Secrets 9, Sor/Wiz 9

Components: V, S, F/DF, XP

Casting Time: 5 minutes

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell melds the caster's mind with the target's, giving the caster full access to the target's thoughts.

The target must have Intelligence of 3 or greater. With both hands, the caster touches the target's head with the spell's focus and holds this position for 5 full minutes while she recites the incantation. Any break in the physical contact causes the spell to fail so unwilling targets are usually bound or otherwise restrained. If the target makes his saving throw, it means that for some reason this particular caster cannot penetrate the target's mental defenses. The target is still susceptible to the spell from other casters, but this caster cannot make another attempt with this target for at least a year. The target's saving throw is rolled at the beginning of the casting, and if he succeeds both he and the caster are helpless (see below), but the caster expends only half the normal cost in experience points.

Once the spell has begun, the caster has full access to the target's mind. Every minute of the spell's duration, the caster has a chance of finding the answer to any question whose answer is known by the target. The caster makes a Concentration check (DC equal to the target's Intelligence). A failed check means the caster was overwhelmed by the flood of memories coming from the target's mind. She can try again after 1 minute with a cumulative +1 bonus (on the same question only). Once the caster finds the information, the GM decides how long it takes for the caster to absorb it. Simple questions like, "Who sent you here?" are answered effectively instantaneously with a name and a full mental picture of the person (assuming the target has the information). Something more vague or complicated like "Why are you here?" can take 1 to 4 minutes, depending on the answer. All questions are answered fully and truthfully and provide a great deal more information than could possibly be conveyed by speech alone. The target has no opportunity to hold anything back.

If the caster has the time to do so, she can continue to ask more questions until the full spell duration is reached. Alternatively, she can choose to break off the spell after each question. Every 2 minutes the caster spends melded to the mind of the target carries a cumulative 1% chance (make separate rolls for both the caster and the target at the end of the spell) of permanent madness as the spell *feebles* that can be cured only by a successful *heal* or *wish* spell. There is also a 1% chance/minute that either the target or caster will gain some short random piece of deeply personal or secret information from the mind of the other (roll separately at the end of the spell for both the caster and the target). Neither party has any way of knowing whether or not the other has gained information in this way or what piece of information it might be. The target is aware of every answer the caster gains deliberately.

After the spell has ended, both caster and target are helpless and nearly unconscious for 3d4 rounds. If the spell is cut short by outside influence or the struggles of the target, both

parties take 2d4 points of damage and no information is gained by either party. Length of unconsciousness, possibility of madness, and XP costs are unchanged.

Arcane Focus: An uncut, polished obsidian worth at least 30 gp.

XP Cost: 1,000 XP (or 500, see above).

MINOR CREATION

Conjuration (Creation)

Level: Adp 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The character creates a nonmagical, unattended object of nonliving, vegetable matter: linen clothes, a hemp rope, a wooden ladder, etc. The volume of the item created cannot exceed 1 cubic foot per caster level. The character must succeed at an appropriate skill check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts.

Attempting to use any created object as a material component causes the spell to fail.

Material Component: A tiny piece of matter of the same type of item the caster plans to create with *minor creation*—a bit of twisted hemp to create rope, and so forth.

MINOR GLOBE OF INVULNERABILITY

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on the character

Duration: 1 round/level

Saving Throw: None
Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds the character and excludes all spell effects of up to 3rd level. The area or effect of any such spells does not include the area of the *minor globe of invulnerability*. Such spells fail to affect any target located within the globe. This includes spell-like abilities and spells or spell-like effects from devices. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe. The globe can be brought down by a targeted *dispel magic* spell, but not by an area *dispel magic*. The character can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled. For example, creatures inside the globe would still see a mirror image created by a caster outside the globe. If that caster then entered the globe, the images would wink out, to reappear when the caster exited the globe. Likewise, a caster 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.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether *minor globe of invulnerability* stops it.

Material Component: A glass or crystal bead that shatters at the expiration of the spell.

MINOR IMAGE

Illusion (Figment)

Level: Brd 2, Dream 2, Sor/Wiz 2
Duration: Concentration+2 rounds

As *silent image*, except this spell includes some minor sounds but not understandable speech.

MINOR RING OF SIGHT

Divination

Level: Sor/Wiz 4

Components: V, S, M
Casting Time: 1 day or 1 minute (see text)
Range: See text
Target: Several linked *runes of scrying* (see text)

Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

This spell creates a temporary magical circle linked to other *runes of scrying* that have been created by the same caster. The linked *runes of scrying* must have been placed prior to the casting of this spell, and they must be designated when the spell is cast. The caster may designate a number of *runes of scrying* that he can view, up to his Intelligence modifier. The distance of the *runes of scrying* from the circle is not a factor. The *runes* may even be on other planes of existence.

When the caster stands within the circle, he can view the location of any of the linked *runes of scrying* as if he were actually standing at the location of the *runes of scrying*. Switching between different viewpoints requires a standard action from the caster, and changing views to any vantage point of a *runes of scrying* requires a successful Scry check (DC10). *Minor ring of sight* then functions identically to *scrying* through a *runes of scrying*, with one exception: The caster may also cast *runecall* on any previously placed *runes of scrying* in sight of the caster while he is *scrying*. When used thus, the *runes of scrying* flares briefly but visibly when *runecall* is cast.

The casting time for the spell depends on whether the circle is being drawn anew or whether a previously placed, permanent circle is being empowered (see *material components*, below). Drawing a new circle takes one day. Empowering a previously placed, permanent circle takes one minute. Neither of these casting times includes the time necessary to gather and prepare the necessary material components.

Material Components: The basic runes and patterns of the circle must be drawn in charcoal and sulfur or inscribed in silver. One pint of the caster's blood (or the blood of a sacrificed intelligent victim) must then be mixed with an ounce of powdered dragon bone or tooth or the powdered bone of an outsider (costing a minimum of 250 gp per ounce). The resulting paste must then be used to trace the most important runes with a brush of the finest hair (worth a minimum of 50 gp). A permanently inscribed circle must be made of inlaid silver at a cost of no less than 2,500 gp. The creator of a permanently inscribed circle must make a successful Craft (stonework) check (DC12) to carve the intricate design when the circle is created. Failure means that all components are lost and that the carving must be attempted again.

MINOR WARD

Abjuration

Level: Sor/Wiz 0
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Target or Area: Object touched or up to 20 sq. ft.
Duration: 1 day/level
Saving Throw: See text
Spell Resistance: Yes (object)

This inscription harms those who enter, pass, or open the warded area or object. A *minor ward* can guard a bridge or passage, ward a portal, trap a chest or box, and so on. The caster sets the conditions of the ward. Typically, any creature of a specific type or alignment violating the warded area is subject to the magic it stores. Wards can be set according to creature type, subtype, or species (such as "drow" or "aberration"). Wards also can be set with respect to good, evil, law or chaos, or a particular religion. They cannot be set according to appearance, class, HD, or level. Wards respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *minor wards* cannot function within 30 feet of each other.

When casting the spell, the character marks a clear design in paint, chalk, blood, scratch marks, or some other means. The ward can conform to any shape up to the limitations of the total square footage. When the spell is completed, the ward remains quite obvious. Wards cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead* and *non-detection* can fool a minor ward. *Read magic* allows a character to identify a minor ward with a successful Spellcraft check (DC13). Identifying the minor ward does not discharge it, and it allows the character to know the basic nature of the glyph (version [see below], type of damage caused, what spell is stored).

Magic traps such as minor wards are hard to disable. A rogue—and only a rogue—can use Disable Device (DC25) to thwart it. Depending on the version selected, a minor ward either blasts the intruder or activates a spell.

Blast Ward: A blast deals 1d4 points of damage to one target. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Those affected can make Reflex saves to take half damage.

Spell Ward: The caster can store any harmful spell of 0 level that he knows. All level-dependent features of the spell are based on the caster's level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder. All saving throws operate as normal, except that the DC is based on the level of the minor ward.

Material Component: Paint, chalk or some other appropriate substance.

MIRAGE ARCANUM

Illusion (Glamour)

Level: Brd 5, Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Area: One 20 ft. cube/level (S)
Duration: Concentration+1 hour/level (D)

As *hallucinatory terrain*, except that it enables the character to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

MIRROR IMAGE

Illusion (Figment)

Level: Adp 2, Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal (see text)

Target: The character

Duration: 1 minute/level

Several illusory duplicates of the character pop into being, making it difficult for enemies to know which target to attack. The figments stay near the character and disappear when struck.

Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images). These figments separate from the character and remain in a cluster, each within 5 feet of at least one other figment or the character. The character can move into and through a mirror image. When the character and the mirror image separate, observers can't use vision or hearing to tell which one is the character and which the image. The figments may also move through each other. The figments mimic the character's actions, pretending to cast spells when the character casts a spell, drink potions when the character drinks a potion, levitate when the character levitates, and so on.

Enemies attempting to attack the character or cast spells at the character must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack roll against a figment destroys it. A figment's AC is 10+size modifier+Dexterity

modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being struck by a *fireball*).

While moving, the character can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If the character is invisible or an attacker shuts her eyes, the spell has no effect, though being unable to see carries the same penalties as being blinded: In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and on most Strength- and Dexterity-based skills.

MIRROR STRONGHOLD

Transmutation

Level: Secrets 4, Sor/Wiz 4

Components: V, S, M, F

Casting Time: 10 minutes

Range: Touch

Effect: One mirror

Duration: One access/2 levels

Saving Throw: None

Spell Resistance: No

Similar to a *bag of holding*, this spell creates an extradimensional space—in this case, beyond the surface of a mirror. This extradimensional space is able to hold materials only up to 100 lb. per level of the caster. After *mirror stronghold* has been cast, the caster can access the space freely up to one access per two levels.

During the casting, the mage can set directions that will allow access to the safe and the items protected within. The "combination" to open the safe can range from something as simple as a command word to anything as complicated as the conditions needed to fulfill a *magic mouth* activation. Each access opens the safe for a period of up to five minutes. If

the spell runs out of access uses, it ends, and any items remaining within the mirror stay within the extradimensional space. The mirror will continue to radiate a slight magical aura. Any caster may recast this spell to gain access to the space once again.

A successful *dispel magic* will end the duration of *mirror stronghold*, but the items stored in the safe remain there. *Break enchantment*, *limited wish*, *miracle*, *wish* and *Mord's disjunction* will all break the mirror stronghold, which will eject all items within it and destroy the mirror. A mirror may have only one *mirror stronghold* cast upon it at any given time, and it may link to only one extradimensional space at any given time.

Living matter can be placed within the safe. However, anything inside the mirror stronghold can exit the safe freely and leave the extradimensional pocket regardless of whether the mirror stronghold is still active or not. If the spell is active, such an exit uses up one access of the stronghold.

Focus: Any mirror can be used, but its dimensions limit the size of items that one can place within it.

Material Components: A silver coin and a small key.

MISDIRECTION

Illusion (Glamer)

Level: Asn 3, Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One creature or object, up to a 10 ft. cube in size

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: No

By means of this spell, the character misdirects the information from divination spells that reveal auras (including *detect evil*, *detect magic*, *discern lies*, etc.). On casting the spell, the character chooses another object within range. For the duration of the spell, the subject of

misdirection is detected as if it were the other object. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of *detection* succeeds at his save. For instance, the character could make spells detect him as a tree (if one were within range at casting), not evil, not lying, not magical, neutral in alignment, etc. This spell does not affect other types of divination (*augury*, *detect thoughts*, *clairaudience/clairvoyance*, etc.).

MISLEAD

Illusion (Figment, Glamer)

Level: Brd 5, Luck 6, Sor/Wiz 6, Trickery 6

Components: S

Casting Time: 1 action

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

Target/Effect: The character/one illusory double

Duration: 1 round/level (D)

Saving Throw: None/Will disbelief (if interacted with)

Spell Resistance: No

An illusory double of the character (a figment) appears, and at the same time the character becomes invisible (as *improved invisibility*, a glamer). The character is then free to go elsewhere while the double moves away. The double appears within range but thereafter moves according to the character's intent at the time of casting. The character can make the figment appear superimposed perfectly over the character's own body so that observers don't notice an image appearing and the character turning invisible. The character and the figment can then move in different directions. The double moves at the character's speed, can talk and gesture as if it were real, and even smells and feels real. The double cannot attack or cast spells, but it can pretend to do so.

MISTS OF UNDEATH

Necromancy

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft.+10 ft./level)
Effect: A cloud with radius of 25 ft.+5 ft./2 levels, up to 20 ft. high
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

When the spell is cast, black mists that smell of rot and decay billow forth from a point specified by the caster. The mists kill any living creature with 3 or fewer HD (no save) and cause creatures with 4 to 6 HD to make Fortitude saves or die. Living creatures above 6 HD and creatures who make their saving throws take 1d10 points of damage each round while they breathe the mists. The mists move away from the caster at 10 feet per round, rolling along the surface of the ground. The mists are not heavier than air, so creatures in sinkholes or below ground may not be affected. The bodies of any creatures slain by the spell are turned into zombies that remain under the caster's control indefinitely. The caster may control a maximum of 2 HD of undead created by this spell per caster level, leaving the remainder uncontrolled. The statistics of the zombies are dependent on the size of the creature when it was alive.

The mists last for 1 minute per caster level. The zombies created by the spell are permanent until slain.

Material Component: The last breath of a murderer

MODIFY MEMORY

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Dream 3
Components: V, S
Casting Time: 1 action (see text)
Range: Close (25 ft.+5 ft./2 levels)
Target: One living creature
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

The character reaches into the subject's mind and modifies up to 5 minutes of her memory in one of the following ways:

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate *charm*, *suggestion*, *geas/quest*, or similar spells.
- Allow the subject to recall with perfect clarity an event she actually experienced. For instance, she could recall every word from a 5-minute conversation or every detail from a passage in a book.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 action. If the subject fails to save, the character proceeds with the spell by spending up to 5 minutes (a period of time equal to the amount of memory time the character want to modify) visualizing the memory the character wishes to modify in the subject. If the character's concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts her natural inclinations. An illogical modified memory, such as the subject recalling how much she enjoyed drinking poison, is dismissed by the subject as a bad dream or a memory muddled by too much wine. More useful applications of *modify memory* include implanting memories of friendly encounters with the character (inclining the subject to act favorably toward the character), changing the details of orders given to the subject by a superior, or causing the subject to forget that she ever saw the character or the character's party. The GM reserves the right to decide whether a modified memory is too nonsensical to significantly affect the subject.

MORD'S DISJUNCTION

Abjuration

Level: Magic 9, Sor/Wiz 9
Components: V

Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Area: All magical effects and magic items within a 30-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that the character carries or touches, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and permanent magic items must make successful Will saves or be turned into normal items. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

The caster also has a 1% chance per caster level of destroying an *antimagic field*. If the *antimagic field* survives the disjunction, no items within it are disjoined.

Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, the character must succeed at a Will save (DC25) or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

MORD'S FAITHFUL HOUND

Conjuration (Creation)

Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: Phantom watchdog
Duration: 1 hour/caster level or until discharged, then 1 round/caster level
Saving Throw: None
Spell Resistance: No

The character conjures up a phantom watchdog that is invisible to everyone but the character. It then guards the area where it was conjured. The phantom watchdog immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those already within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions. It is stationary.

If an intruder approaches to within 5 feet of the watchdog, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of damage) once per round. The dog also gets the bonuses appropriate to an invisible creature. (For most defenders, the invisible creature gets a +2 attack bonus and the defender loses any Dexterity bonus to AC.) The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a +3 weapon for purposes of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If the character is ever more than 100 feet distant from the watchdog, the spell ends.

Material Component: A tiny silver whistle, a piece of bone, and a thread.

MORD'S LUCUBRATION

Transmutation

Level: Wiz 6
Components: V, S
Casting Time: 1 action
Range: Personal
Target: The character
Duration: Instantaneous

The character instantly recalls any one spell of up to 5th level that the character has used during the past 24 hours. The spell must have been actually cast during that time period. The recalled spell is stored in the character's

mind as through prepared in the normal fashion. If the recalled spell requires material components, the character must provide these. The recovered spell is not usable until the material components are available.

MORD'S MAGNIFICENT MANSION

Conjuration (Creation)

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

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

Effect: Extradimensional mansion, up to three 10 ft. cubes/level (S)

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

The character conjures up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those the character designates may enter the mansion, and the portal is shut and made invisible behind the character when the character enters. The character may open it again from his own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

The character can create any floor plan he desires to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion. There are two such servants for each caster level.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place occurs as normal.

Focus: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon.

MORD'S SWORD

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 action

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

Effect: One sword

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

The character brings into being a shimmering swordlike plane of force. The sword strikes at any opponent within its range, as the character desires, starting the round that the character cast the spell. The sword attacks its designated target once each round. Its attack bonus is the character's level+the character's Intelligence bonus or the character's Charisma bonus (for wizards and sorcerers, respectively) with a +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of damage, with a threat range of 19–20 and a critical of x2.

The sword always strikes from the character's direction. It does not get a flanking bonus or help a combatant get one. If the sword goes beyond the spell range from the character, if it goes out of the character's sight, or if the character is not directing it, the sword returns to the character and hovers.

Each round after the first, the character can use a standard action to switch the sword to a new target. If the character does not, the sword continues to attack the previous round's target. The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate* or *sphere of annihilation* spells, or a *rod of cancellation*, affects it. The sword's AC against touch attacks is 13.

If an attacked creature has SR, the resistance is checked the first time *Mord's sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the

sword has its normal full effect on that creature for the duration of the spell.

Focus: A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct.

MORTAL SLUMBER

Necromancy [Death]

Level: Clr 2, Death 2, Sor/Wiz 2

Components: S, M/DF

Casting Time: 1 action

Range: Personal

Target, Effect or Area: The character

Duration: 1 round/level then 1 day/level (see text)

Saving Throw: None

Spell Resistance: No

This necromantic spell places the caster in a trance that is nearly indistinguishable from death. The caster does not breathe, and her heart beats only once every several minutes. Her body will cool and stiffen, but it does not decay. *Mortal slumber* is a typically a last-ditch stratagem one would use to survive entrapment without air, food, or water, or to attempt to escape further attention from aggressors in battle. Of course, certain dangers are inherent to the *mortal slumber*: Comatose casters may well wake up six feet deep in a coffin or wrapped in flames on a funeral pyre.

When cast, *mortal slumber* prepares the caster to enter the deathlike coma for which the spell is named. The caster may choose to actually collapse into the coma at any point within the next round/level (for example, the next time he is injured). If the caster does not enter the coma before the 1 round/level expires, the spell ends with no effect.

Once the caster enters the coma, it can last for up to 1 day/level. The caster can specify a shorter duration when casting the spell. When the duration expires—and assuming the caster's body hasn't been eaten, burned, or otherwise destroyed—the caster awakens and must make a Fortitude saving throw or take 1d4 temporary Constitution damage. These points return in one day, and there is no chance of this damage being permanent.

While in the coma, the caster needs no food, air, or water. His vital signs are next to impossible to detect without magic (Heal skill check DC28 to detect). He is completely unaware of his surroundings, and even his thought processes shut down. Wounds inflicted on the comatose body do not affect the caster until he wakes up. If the wound is not a coup de grace or similar action, the caster's body suffers only half damage.

Other people can also try to revive the character early through a Heal skill check, with a DC of 28. Failing the skill check means that the caster remains in a coma, while success revives the caster, and he does not suffer Constitution loss.

Mortal slumber can be cast with *contingency*. If so used, it can be set to trigger the onset of the coma as soon as the *contingency* requirement is met.

Arcane Material Component: A strip of cloth from a used shroud.

MORTAL VISION

Enchantment (Compulsion) [Death, Mind-Affecting—see text]

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The subject of this spell experiences a mental image of her own death so intense she actually believes herself to be dead. Unless she snaps out of the delusion, the victim risks dying for real.

When the spell is cast, the target must make a Will save or fall to the ground unconscious. (This portion of *mortal vision* is mind-affecting magic but is not death magic.) Each round thereafter, until the spell ends, the victim is allowed an additional Will save with a cumulative +1 to the saving throw's DC to realize that she is still alive. Any successful saving throw immediately breaks the spell.

Anyone who spends a full-round action trying to awaken the victim lends her a +4 bonus to her next Will save. The victim gets a similar bonus if she is attacked or injured.

If the victim is still under the spell's influence by round 10, she must begin making Fortitude saves each turn as well, this time against DC12 and escalating by +1 DC each round thereafter. If one of these saves is failed, the victim is so convinced she has died that her body shuts down and she actually expires. This portion of *mortal vision* is considered death magic.

mothball

Necromancy

Level: Clr 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: 10 cubic feet/level
Duration: 1 day/level (D)
Saving Throw: None
Spell Resistance: Yes (object)

Mothball preserves organic matter against decay. All once-living matter (leather, fish, dead flesh, and so on) within the effects of the spell completely resists the passage of time and gains a +1 resistance bonus on all saving throws.

Arcane Material Component: A pinch of sea salt, which is sprinkled over the objects to be preserved.

mount

Conjuration (Summoning)

Level: Missionary 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 full round
Range: Close (25 ft.+5 ft./2 levels)
Effect: One mount
Duration: 2 hours/level
Saving Throw: None
Spell Resistance: No

The character summons a light horse or a pony (the character's choice) to serve the character as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Material Component: A bit of horsehair.

move earth

Transmutation

Level: Sor/Wiz 6
Components: V, S, M
Casting Time: See text
Range: Long (400 ft.+40 ft./level)
Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, etc. However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150 ft. square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and 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.

Material Components: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

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NECROMANTIC channel

Necromancy

Level: Death 5, Sor/Wiz 6
Components: V, S, M, DF
Casting Time: One action
Range: Close (25 ft.+5 ft./2 levels of caster)
Target: The character
Area: 10 ft./level of caster
Duration: 1 round/level of caster
Saving Throw: Negates
Spell Resistance: Yes

The caster disrupts the link between undead and the Negative Plane. When an undead drains a living creature near the caster, the caster and not the undead benefits from the drained energy, including temporary levels and hit points. All rules for victims of the draining attack still apply.

The caster can utilize the benefits for the length of the spell's duration; the remaining life energy then dissipates. The undead creature knows that this energy theft is happening—and it might be rather upset with the caster (if the creature has emotions or can reason).

Material Component: A drop of vampire blood.

NEROGH'S EMBRACE

Necromancy [Death, Evil]

Level: Clr 4, Sor/Wiz 5
Components: V, S, M
Casting Time: One round
Range: Touch
Targets: One living creature
Duration: Instant
Saving Throw: Fortitude partial
Spell Resistance: Yes

If you make a successful touch attack upon a living creature, you drain some of the vitality from the target, causing 1d4 points of temporary strength damage.

Additionally, the target must make a Fortitude save or an appendage (randomly determined) shrivels to a desiccated version of its former self. All actions requiring the use of the appendage are at -6; if a leg is shriveled, the target can no longer stand up. A creature reduced to 0 strength dies and must make a Will save or return as a crypt lurker in 1d3 days.

NEUROSIS

Enchantment (Compulsion) [Fear, Language-Dependent, Mind-Affecting]

Level: Brd 3, Clr 3
Components: V, S

CRYPT LURKER

CR2; Medium-sized undead; HD 2d12; hp 13; Init +2; Speed 30 ft.; AC 16 (+2 Dex, +4 natural); Atk +3 melee (1d8+1, bite), +0 melee (1d4, 2 claws); SA Con Damage; SQ Undead; AL NE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 8, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +5, Hide +5, Jump +4, Listen +6, Move Silently +5, Search +2, Spot +6; Multiattack, Weapon Finesse (bite)

Con Damage (Su): The claw attacks of a crypt lurker deal 1d6 temporary Constitution damage (DC15 Fort save negates).

Casting Time: 1 full round
Range: Hearing range
Target: One creature
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

Neurosis imparts an unreasoning dread of one particular class of objects, beings, or conditions. For instance, a spellcaster could render her victim deathly afraid of heights, confined spaces, spiders, darkness, or just about anything else. The victim must hear the caster's voice as she pronounces the curse and defines the object of the victim's fear. The victim receives an immediate Will saving throw against the curse. If the saving throw fails, the victim must henceforth make a Will saving throw or become panicked (see *DMG*, p. 85) whenever he encounters the object of his phobia. For instance, a person cursed to fear wide-open spaces would have to succeed at a Will saving throw to go outside for more than a few seconds. The phobia lasts until the victim rolls a natural 20 on the saving throw or until other magic removes the curse.

Multiple castings of *neurosis* do stack, although any casting that would set up a contradictory phobia automatically fails. For example, a victim already afraid of wide-open spaces cannot also be made claustrophobic.

Neurosis automatically fails if the victim could not possibly avoid the subject of his fear. Thus, a victim cannot be cursed to fear himself or breathing or anything else whose avoidance would be suicidal. On the other hand, a dark elf could be cursed to fear darkness: Near-blindness from living in constant bright light would greatly inconvenience a dark elf, but not physically threaten her life.

NEUTRALIZE POISON

Conjuration (Healing)

Level: Adp 3, Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3
Components: V, S, M/DF
Casting Time: 1 action

Range: Touch
Target: Creature or object of up to 1 cu. ft./level touched
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

The character detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell also neutralizes the poison in a poisonous creature or object. A poisonous creature replenishes its poison at its normal rate.

Arcane Material Component: A bit of charcoal

NIGHTMARE

Illusion (Phantasm) [Evil, Mind-Affecting]

Level: Brd 5, Dream 6, Sor/Wiz 5
Components: V, S
Casting Time: 10 minutes
Range: Unlimited
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The character sends a hideous and unsettling phantasmal vision to a specific creature whom the character names or otherwise specifically designates. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject tired out and unable to regain arcane spells for the next 24 hours.

If someone casts *dispel evil* on the sleeper while the *nightmare* spell is being cast, the nightmare is dispelled and the caster of *nightmare* is stunned for 10 minutes per caster level of *dispel evil*. While the caster is stunned, he can't act and loses any Dexterity bonus to AC, and attackers get a +2 bonus against him.

If the target of *nightmare* is awake when the spell begins, the caster can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon the caster becomes alert again and completes the casting. If the caster is disturbed during the trance, the spell ends.

If the caster chooses to enter a trance, he is not aware of his surroundings or the activities around him while in the trance. The caster is defenseless, both physically and mentally, while in the trance. (He always fails any saving throw, for example.)

Creatures who don't sleep or dream (such as elves, but not half-elves) are immune to this spell.

NONDETECTION

Abjuration

Level: Asn 3, Rgr 4, Sor/Wiz 3, Trickery 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature or object touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance*, *locate object*, and *detection* spells. *Nondetection* also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed at a caster level check (1d20+caster level) against a DC of 11+the caster level of the spellcaster who cast *nondetection*. If the character cast *nondetection* on himself or on an item currently in his possession, the DC is 15+the character's caster level.

If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Material Component: A pinch of diamond dust worth 50 gp.

NYSTUL'S MAGIC AURA

Illusion (Glamour)

Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: One touched object weighing up to 5 lb./level
Duration: 1 day/level
Saving Throw: None (see text)
Spell Resistance: No

The character makes an item's aura register to *detection* spells (and similar spells) as though it were either a magic item of the type that the character specifies or the subject of a spell that the character specifies. The character could make an ordinary sword register as a +2 *vorpal sword* as far as magical detection is concerned or make a +2 *vorpal sword* register as if it were a +1 *sword*.

If the object bearing *Nystul's magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *Nystul's magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Focus: A small square of silk that must be passed over the object that receives the aura.

NYSTUL'S UNDETECTABLE AURA

Illusion (Glamour)

Level: Magic 1, Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Touch

Target: Object touched weighing up to 5 lb./level

Duration: 1 day/level

Saving Throw: None (see text)

Spell Resistance: No

This spell allows the character to mask a magic item's aura from detection. If the object bearing *Nystul's undetectable aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save.

Focus: A small square of silk that must be passed over the object that receives the aura.

OBSCURE OBJECT

Abjuration

Level: Brd 2, Clr 3, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: One object touched of up to 100 lb./level

Duration: 8 hours

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell hides an object from location by a spell, a crystal ball, and other forms of scrying.

Arcane Material Component: A piece of chameleon skin.

OBSCURING MIST

Conjuration (Creation)

Level: Adp 1, Air 1, Asn 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1

Components: V, S

Casting Time: 1 action

Range: 30 ft.

Effect: Cloud centered on the character spreads 30 ft. and is 20 ft. high

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A misty vapor arises around the character.

It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from the *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

OBSCURING WALL

Evocation [Darkness]

Level: Shadow 5, Sor/Wiz 5

Component: S

Casting Time: 1 action

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

Effect: Wall up to 10 ft. long/level or a sphere or hemisphere with a radius of up to 5 ft.+1 ft./level

Duration: Concentration+1 round/level (10)

Saving Throw: Reflex negates or none plus Fortitude negates (see text)

Spell Resistance: Yes

This spell brings into existence a throbbing, pulsating wall or sphere of darkness that completely absorbs light, including all light-based spells. An obscuring wall cannot be seen through with any sort of vision, just as described in the spell *cover of darkness*.

While *dimension door* and similar spells will bypass the curtain normally, anyone who attempts to physically pass through it immediately sustains 3d6+1 hp/level (maximum +20) of damage (no saving throw) and must also make a Fortitude check or take a negative level. The negative level fades in one day, and there is no chance of it becoming permanent (see *DMG*, p. 75). If the spherical or hemispherical construction of the wall is used to entrap a subject, the creature can avoid imprisonment with a successful Reflex save.

OCULAR ORB

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Effect: Caster can see through all *ocular orbs* within 100 yards/level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

When casting this spell, one of the caster's eyes gradually extrudes from its socket until it pops loose to be replaced by another eye that has grown from behind the original. The result is a diminutive, mobile, eye-like object that may animate its ganglia of trailing nerves to crawl 5 feet per minute as long as the caster concentrates on the eye. The caster can see whatever the eye can see, as if the caster herself were looking out from the eye, for as long as the eye is within the spell's range from the caster. If several such eyes are within range, the caster can choose which one she sees through at any given moment. The eye is permanent, but a caster can have only one eye active per level.

If the eye is found or intercepted while traveling, it can be easily destroyed or captured. An *identify* spell cast upon a captured eye will detect the name of the caster who created it. Destruction of an eye causes one point of damage to the caster, stuns the caster for 1d4 rounds and blinds the caster for 1d6 minutes. If the caster has multiple eyes in existence, the caster is aware which of the eyes has been destroyed.

Material Component: A miniature glass eye.

OPEN/CLOSE

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 action

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

Target: Portal or object that can be opened or closed

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The character can open or close (caster's choice) a door, chest, box, window, bag, pouch, bottle, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things that are of standard weight. The lid of a big chest or an oversized door is beyond the spell's capability.

Focus: A brass key.

OTILUKE'S FREEZING SPHERE

Evocation [Cold]

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Otiluke's freezing sphere is a multipurpose spell. The character can cast any one of the following three versions:

Frigid Sphere: A tiny sphere of freezing matter streaks from the character's fingertips to up to long range (400 feet+40 ft./level) to strike a body of water or a liquid that is principally water. When it strikes such a target, it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10 foot square) per caster level. This ice lasts for 1 round per caster level. The sphere has no effect if it strikes a creature, even a water-based creature, but creatures swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must succeed at a Strength check (DC25) to do so.

Cold Ray: A ray of cold springs from the character's hand to close range (25 feet+5

feet/2 levels). The character must succeed at a ranged touch attack to hit his target. The ray instantaneously deals 1d6 points of cold damage per caster level (maximum 20d6).

Globe of Cold: The character creates a small globe about the size of a sling stone, cool to the touch but not harmful. This globe is a grenadelike weapon and can be hurled either as a thrown weapon (range increment 20 feet) or in a sling. The globe bursts on impact, dealing 6d6 points of cold damage instantaneously to all targets within a 10 foot radius. Affected creatures can attempt Reflex saves for half damage. If the character does not hurl the globe, it bursts on its own after 1 round per caster level. The character can command the globe to burst sooner if he wishes, but the time cannot be changed once set. (The globe still bursts on impact after being hurled.)

Focus: A small crystal sphere.

Otiluke's Resilient Sphere

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: 1-ft.-diameter/level sphere, centered around a creature

Duration: 1 minute /level

Saving Throw: Reflex negates

Spell Resistance: Yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, a *disintegrate* spell, or a targeted *dispel magic* spell. These destroy the sphere 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 the only effect that act produces is to move the sphere slightly. The globe can be physically moved either by people outside it or by the struggles of those within.

Material Components: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

Otiluke's Telekinetic Sphere

Evocation [Force]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

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

Effect: 1-ft.-diameter/level sphere, centered around creatures or objects

Duration: 1 minute/level (D)

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

As *Otiluke's resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an *Otiluke's telekinetic sphere* weighs only one-sixteenth of its normal weight. The character can telekinetically lift anything in the sphere that normally weighs up to 5,000 pounds. The range of the telekinetic control extends to a maximum distance of medium range from the character (100 feet +10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

The character moves objects or creatures in the sphere that weigh up to a total of 5,000 pounds by concentrating on the sphere. The character can begin moving a sphere the round after casting the spell. A round's concentration (a standard action) moves the sphere up to 30 feet. If the character ceases concentrating, the sphere does not move that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, the spell's duration ends, or the character

begins concentrating again. If the character ceases concentrating (voluntarily or due to failing a Concentration check), the character can resume concentrating on his next turn or any later turn during the spell's duration.

Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only one-sixteenth of the actual weight, so the orb can be rolled without exceptional effort. The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

The character can move the sphere telekinetically even if he is inside it.

Material Components: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

Ogdo's Irresistible Dance

Enchantment (Compulsion) [Mind-Affecting]

Level: Fey 8, Sor/Wiz 8

Components: V

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject feels a supremely compelling urge to dance and begins doing so, complete with foot shuffling and tapping. The dance makes it impossible for the subject to do anything other than caper and prance, worsening the Armor Class of the creature by -4, making Reflex saves impossible except on a roll of 20, and making it impossible to use a shield.

- p-q -

PASSWALL

Transmutation

Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: 5 ft.x8 ft. opening, 1 ft./level deep
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

The character creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. If the wall's thickness is more than 1 foot per caster level, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or the character dismisses it, creatures in the passage are ejected out the far exit if there is one or out the sole exit if there is only one.

Material Component: A pinch of sesame seeds.

PASS WITHOUT TRACE

Transmutation

Level: Asn 2, Drd 1, Rgr 1
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Targets: One creature/level touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subjects can move through any type of terrain—mud, snow, dust, etc.—and leave neither footprints nor scent. Tracking the subject is impossible by nonmagical means.

PASTE

Conjuration (Creation)

Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Area: 10 ft.x10 ft. square
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: Yes

This spell covers a surface with a layer of viscous, sticky fluid that restricts movement and adheres to most objects, preventing them from moving or being separated. Any creature that enters the area of effect must make a successful Reflex save or become temporarily stuck in place. A character that becomes stuck suffers a -2 penalty to attack rolls and loses her Dexterity modifier to AC until she frees herself. To become unstuck requires a successful Strength or Escape Artist check (DC15). Note that the fluid is extremely adhesive and that any brittle objects or fragile materials being forcefully removed from it may be damaged or broken during their removal.

Additionally, the fluid is flammable and, if lit, inflicts damage similar to that of alchemist's fire. The fire burns for 1d3 rounds and deals 1d6 points of damage each round to any creature that is confined within the area or attempts to pass through it. The spell's adhesive properties may be neutralized with the application of alcohol.

Material Component: A piece of pinesap.

PEPPERSHOT

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Drd 0, Sor/Wiz 0
Components: S, M
Casting Time: 1 action

Range: Close (25 ft.+5 ft./2 levels)
Target: One creature within range
Duration: 1 round
Saving Throw: Fortitude negates
Spell Resistance: Yes

Causes target to sneeze loudly unless he makes his Fortitude save.

Material Component: A pinch of pepper.

PERMANENCY

Universal

Level: Sor/Wiz 5
Components: V, S, XP
Casting Time: 2 rounds
Range: See text
Target, Effect or Area: See text
Duration: Permanent (see text)
Saving Throw: None
Spell Resistance: No

This spell makes certain other spells permanent. Depending on the spell, the character must be at least a minimum level and must expend a number of XP.

The character can make these spells permanent in regard to himself:

PERSONAL USE

Spell	Minimum Level	XP Cost
<i>Comprehend Languages</i>	9th	500 XP
<i>Darkvision</i>	10th	1,000 XP
<i>Detect Magic</i>	9th	500 XP
<i>Protection From Arrows</i>	11th	1,500 XP
<i>Read Magic</i>	9th	500 XP
<i>See Invisibility</i>	10th	1,000 XP
<i>Tongues</i>	11th	1,500 XP

The character casts the desired spell and then follows it with the *permanency* spell. The character cannot cast these spells on other creatures. This application of

permanency can be dispelled only by a caster of greater level than the character was when he cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on the caster, another creature, or an object (as appropriate):

USE ON OTHERS

Spell	Minimum Level	XP Cost
<i>Enlarge</i>	9th	500 XP
<i>Magic Fang</i>	9th	500 XP
<i>Resistance</i>	9th	250 XP

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

USE ON OBJECTS OR AREAS

Spell	Minimum Level	XP Cost
<i>Alarm</i>	9th	500 XP
<i>Dancing Lights</i>	9th	500 XP
<i>Ghost Sound</i>	9th	500 XP
<i>Gust of Wind</i>	11th	1,500 XP
<i>Invisibility</i>	10th	1,000 XP
<i>Magic Mouth</i>	10th	1,000 XP
<i>Phase Door</i>	15th	3,500 XP
<i>Prismatic Sphere</i>	17th	4,500 XP
<i>Shrink Item</i>	11th	1,500 XP
<i>Solid Fog</i>	12th	2,000 XP
<i>Stinking Cloud</i>	11th	1,500 XP
<i>Symbol</i>	16th	4,000 XP
<i>Teleportation Circle</i>	17th	4,500 XP
<i>Wall of Fire</i>	12th	2,000 XP
<i>Wall of Force</i>	13th	2,500 XP
<i>Web</i>	10th	1,000 XP

Spells cast on other creatures, objects, or locations (not on the character) are vulnerable to *dispel magic* as normal.

The GM 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 GM has already determined that the application is not possible, the research automatically fails. Note that the character never learns what is possible except by the success or failure of his research.

PERMANENT IMAGE

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Effect: Figment that cannot extend beyond a 20 ft. cube+one 10 ft. cube/level (S)

Duration: Permanent (D)

As *silent image*, except the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, the character can move the image within the limits of the range, but it is static while the character is not concentrating.

Material Component: A bit of fleece plus powdered jade worth 100 gp.

PERSISTENT IMAGE

Illusion (Figment)

Level: Brd 5, Sor/Wiz 5

Duration: 1 minute/level (D)

As *silent image*, except the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by the character. The figment follows that script without the character's having to concentrate on it. The illusion can include intelligible speech if the character wishes. For instance, the character could create the illusion of several orcs playing cards and arguing, culminating in a fistfight.

Material Components: A bit of fleece and several grains of sand.

PHANTASMAL KILLER

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Dream 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial

Spell Resistance: Yes

The subject of the spell sees a shadowy creature approaching him menacingly; everybody else in range sees only a vague shadow shape. The subject first gets a Will save to recognize the image as unreal. If the subject fails, the phantasm touches him, and he must succeed at a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and he is wearing a *helm of telepathy*, the beast can be turned upon the caster. The caster must then disbelieve the creature or suffer its deadly fear attack.

PHANTOM DWEOMER

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4, Trickery 4

Components: V, S, DF/F

Casting Time: 1 action

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

Target: One spell or one magical item weighing up to 5 lb/level

Duration: Special

Saving Throw: None (see text)

Spell Resistance: No

Intended to make it tougher to dispel enchantments, this spell surrounds another spell or magical object with an illusory dweomer that foils *dispel magic*, *remove curse*, *break enchantment*, *greater dispelling*, and similar attempts to strip or unravel enchantments from objects or creatures.

You must invoke the *phantom dweomer* upon the desired enchantment or object after it has been cast or created. Thereafter, any *dispel magic* (or similar spell) cast upon the enchantment protected by the *phantom dweomer* must first attempt to dispel the *phantom dweomer*. If the dispel attempt is successful, *phantom dweomer* vanishes, but the original enchantment remains intact. After the *phantom dweomer* is removed, the object or enchantment can be dispelled normally. When used in this fashion, the *phantom dweomer* feeds upon and lasts for as long as the magic of the original enchantment it overlays. A *detect magic* or similar spell will reveal only the original enchantment.

This spell may also be used to produce a magical aura around a nonmagical item, as if it were affected by *Nystul's magic aura*. If used in this way, the spell lasts for up to 1 day/level.

Only one *phantom dweomer* may exist upon an object or enchantment at one time. Extremely powerful abjuration magics, such as *Mord's disjunction*, will function against both the *phantom dweomer* and the original enchantment.

Focus: A small square of silk with *Nystul's magic aura* cast upon it, which must be passed over the object that receives the aura.

PHANTOM FRAGRANCE

Illusion [Glamer]

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Target: One creature or object

Duration: 1 hour/level (D)

Saving Throw: Will disbelief

Spell Resistance: Yes

The target radiates a particular scent chosen at casting. The effects of the scent depend on how strong the caster makes the odor and how sensitive the noses of those near

the target are. Anyone who has reason to, and therefore attempts, to disbelieve the effects of the spell may do so normally with a Will save.

Potential uses of *phantom fragrance* include:

1. Providing an appropriate fragrance to give a target creature a +3 circumstance modifier to Charisma checks and skill checks involving Charisma.
2. Masking the odor of foul-smelling creatures like troglodytes or masking the target's odor to make him more difficult to track (+2 DC to Wilderness Lore rolls for tracking) and to prevent creatures with the scent extraordinary ability from detecting or tracking him.
3. Granting the target a foul-smelling odor that affects foes as the troglodyte stench extraordinary ability. Victims who have no reason to disbelieve the illusion or who fail to disbelieve it and are within 30 ft. of the target must make a Fortitude save versus the DC for *phantom fragrance* or be nauseated (see *DMG*, p. 85). The nausea lasts 10 rounds and deals 1d6 points of temporary Strength damage. The caster will not be affected. The caster's allies may get a +4 bonus on their Will save to disbelieve, provided they know of the spell and the tactic, but if they fail, they must make a Fortitude check as above.

Material Component: A sample of something bearing the scent that the spell is intended to produce.

PHANTOM STEED

Conjuration (Creation)

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The character conjures a quasi-real, horselike creature. The steed can be ridden only by the character or by the one person for whom the character specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but all normal animals shun it and refuse to attack it. (Dire animals and nonintelligent creatures, such as vermin, can attack it.)

The mount has an Armor Class of 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels. Thus, the mount created by a 12th-level caster has the 8th, 10th, and 12th caster level abilities.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can ride over water as if it were firm, dry ground.

12th Level: The mount can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. The mount cannot simply take off and fly, though. It can only ride horizontally across the air. After 1 round in the air, the mount falls.

14th Level: The mount can fly at its speed. It has a maneuverability rating of average.

PHASE DOOR

Conjuration (Creation)

Level: Sor/Wiz 7, Travel 8

Components: V

Casting Time: 1 action

Range: Touch

Effect: Ethereal 5 ft.x8 ft. opening, 1 ft./level deep

Duration: One usage/two levels

Saving Throw: None

Spell Resistance: No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except the character, and only the character can use the passage. The character disappears when he enters the phase door and appears when he exits. If the character desires, he can take one other creature (Medium-size or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound or spell effects through it, nor can the character see through it without using it. *Gems of true seeing* and similar magic reveal the presence of a phase door but do not allow its use.

Phase door is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect. *Phase door* can be made permanent with a *permanency* spell.

The character can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as the character desires. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

PILLAR OF PULLING/ pushing

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 full round

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

Area: 25 ft. radius from pillar

Duration: 1 hour/level

Saving Throw: See text

Spell Resistance: No

This spell can be cast in two different forms, the *pillar of pulling* and *pillar of pushing*. The caster must declare its form

before creating it. When cast, the spell creates a large, cylindrical structure that affects metal armor and weapons within a 25 ft. radius. The *pillar of pulling* draws metal objects to it, while the *pillar of pushing* repels them.

Both forms of the pillar cause attack penalties to those nearby. Combatants in the area of effect of a pillar who are armed with tiny or small metal weapons fight at a -1 penalty to their attack rolls. Combatants with medium metal weapons receive a -3 attack penalty, and those with large metal weapons receive a -5 attack penalty. Missile weapons with metal components are also affected by the pillar, and all such attacks against targets in the spell's area of effect (or against targets that require the missile to travel through the pillar's area of effect) are made at a -5 penalty.

Should a combatant roll a natural 1 when attacking, there is a chance that the weapon will be wrenched from her grasp and drawn or flung away. After rolling a 1, the combatant must make a Fortitude saving throw against the pillar spell (see p. 150 of *PH*). If the saving throw fails, the weapon is wrenched from the attacker's grasp and flung 5d6 feet away from a *pillar of pushing*, or drawn toward and stuck to a *pillar of pulling*.

Anyone wearing metal armor within the pillar's area of effect is in far more dire straits. Each round that they are in the area of effect, armor wearers must make a Fortitude saving throw. Those wearing light metal armor receive a +2 bonus to their saving throws, and those in heavy metal armor receive a -2 penalty. Those wearing medium metal armor roll normally. A failed saving throw indicates that the attacker is drawn to a *pillar of pulling* and held fast, or flung 5d6 feet away by a *pillar of pushing*, taking 2d4 points of damage. Another 1d4 points of damage are inflicted if the attacker is flung into a wall or other solid object.

Weapons or armored victims stuck to a *pillar of pulling* can be removed with a successful Strength check (DC22). Once freed, the victim must of course continue

making Fortitude rolls as long as she is in the area of effect. Trapped individuals can also attempt to get out of their armor. Exactly how they do this is up to the GM, but fighters in full plate are probably not going to succeed without help. Individuals in chain shirts or armor that doesn't have a lot of straps and buckles can probably wriggle out with one or more successful Escape Artist checks, depending upon the amount and complexity of their armor.

Material Component: A cylindrical piece of magnetized metal.

PIRATE'S BOOTY

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 10 minutes

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

Target: 1 buried chest

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell is cast in conjunction with the burial of a chest of treasure. Up to 100 HD of creatures within a mile of the burial site are subjected to a *modify memory* effect that utterly erases all memory of the burial site and the contents of the chest itself. The caster also loses his memory, but within a day of casting the spell a tattooed map of the location appears on his back. A single person named at the time of the casting, which can include the caster, may decode this map and thereby gain full memory of the location and contents of the chest, even if he was not present at the original burial.

Material Component: The head of a sailor with sewn-up eyes and mouth, which is buried with the chest.

PIG OF TRAPPING

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft.+5 ft./2 levels)
Target: A piece of ground or floor, no more than 10 ft. square
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

This spell opens up a seemingly bottomless chasm in the ground or floor. In reality, the hole opens up into an infinitely large extradimensional space. Objects or creatures falling into the pit will literally continue falling forever.

The pit created by this spell can be no more than 10 feet square and must be placed on solid ground. One important caveat: *It is impossible to open a bottomless pit under the feet of another person.* Creatures or objects can fall into the pit *after* it has been created, however, and doing so will cause them to enter the extradimensional space. A person who has fallen into the pit will never hit the ground and can conceivably be rescued if the rescuers can get to him before he starves to death or dies of thirst.

When the spell's duration ends, the pit opening disappears. Another *pit of trapping* cast on the same area of ground will reopen to the same pit, however, so rescuing "trapped" comrades is still conceivable.

Even though the pit is bottomless, it has no actual effect on anything (floors of a dungeon and so on) beneath the location where it is created.

Material Component: A small stone with a hole through it.

PLANAR BINDING

Conjuration (Calling) [see text]

Level: Sor/Wiz 6
Components: V, S, M
Targets: Up to 16 HD worth of elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

As *lesser planar binding*, except the character may call a single creature of up to 16 HD or a number of creatures of the same

type whose HD total no more than 16. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid the character.

PLANE SHIFT

Transmutation

Level: Brd 6, Clr 5, Gateways 7, Sor/Wiz 7
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Creature touched, or up to eight willing creatures joining hands
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The character moves herself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, up to eight can be affected by *plane shift* at the same time. Pinpoint accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, the character can reach any other plane, though she appears 5 to 500 miles (5d%) from her intended destination.

Note: *Plane shift* transports the creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

PLUNDER THOUGHTS

Divination [Mind-Affecting]

Level: Brd 3, Clr 3, Secrets 3, Sor/Wiz 3
Components: V, S, F/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No

With *plunder thoughts*, the caster penetrates a target creature's thoughts much more deeply than he would with *detect thoughts*. Should the target fail a Will saving throw, the caster gains quick and thorough access

to the target's complete memories and knowledge insofar as it relates to gathering a single fact to answer one distinct question. For example, a use of *plunder thoughts* could find an answer to the question "Who hired you to kidnap the prince?" But the question "What do you know about the plot to kidnap the prince?" is too vague.

The information gained by *plunder thoughts* isn't necessarily true, but it reflects what the target believes and what the target would normally be capable of recalling from memory. If the subject does not know the answer to the question, the spell fails (although the caster will know why).

This spell may be used on an unwilling victim by means of a touch attack.

Arcane Focus: The preserved eyeball of a telepathic creature.

POISON

Necromancy

Level: Asn 4, Blk 4, Clr 4, Drd 3
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous (see text)
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

Calling upon the venomous powers of natural predators, the character inflicts upon the subject a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC10+one-half caster level+caster's Wisdom modifier).

POLYMORPH ANY OBJECT

Transmutation

Level: Sor/Wiz 8, Trickery 8
Components: V, S, M/DF

Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One creature or object
Duration: See text
Saving Throw: Will negates (object) (see text)
Spell Resistance: Yes (object)

As *polymorph other*, except this spell changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to the enchanted state. The GM determines the duration by using the following guidelines:

Unlike *polymorph other*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, the creature gains those scores of the new form.

As with other *polymorph* spells, damage sustained in the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force, although the GM will have to adjudicate many of these situations.

Also note that a *polymorph* effect often detracts from an item's or creature's powers but does not add new powers except perhaps movement capabilities not present in the old form. A nonmagical object cannot be made magical by this spell. A magic item or weapon or other object can be polymorphed into another type of magic object, but it never gains abilities superior to those of the original object.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, and platinum.

This spell can also be used to duplicate the effects of *polymorph other*, *flesh to stone*, *stone to flesh*, *transmute mud to rock*, *transmute water to dust*, or *transmute rock to mud*.

Arcane Material Components: Mercury, gum arabic, and smoke.

POLYMORPH ANY OBJECT

Increase to Changed Subject Is:	Duration Factor*
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

*Add all that apply. Look up the total on the next table.

Duration Factor	Example	Duration
0	Pebble to human	20 minutes
2	Marionette to human	1 hour
4	Human to marionette	3 hours
5	Lizard to mantichore	12 hours
6	Sheep to wool coat	2 days
7	Shrew to mantichore	1 week
9+	Mantichore to shrew	Permanent

POLYMORPH OTHER

Transmutation

Level: Adp 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Target: One creature
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

Polymorph other changes the subject into another form of creature. The new form can range in size from Diminutive to one size larger than the subject's normal form. Upon changing, the subject regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal the creature further). If slain, the polymorphed creature reverts to its original form, though it remains dead.

The polymorphed creature acquires the physical and natural abilities of the creature it has been polymorphed into while retaining its own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, natural weapons (such as claws, bite, swoop and rake, and constriction; but not petrification, breath weapons, energy drain, energy effects, etc.), and similar gross physical qualities (presence or absence of wings, number of extremities, etc.). A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal.

Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings, but not magical flight and other magical forms of travel, such as *blink*, *dimension door*, *phase door*, *plane shift*, *teleport*, and *teleport without error*. Extremely high speeds for certain creatures are the result of magical

ability, so they are not granted by this spell. Other nonmagical abilities (such as an owl's low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form. The creature's new scores and faculties are average ones for the race or species into which it has been transformed. The character cannot, for example, turn someone into a mighty weight lifter to give the subject great Strength.

The subject retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The subject retains its own type (for example, "humanoid"), extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. The subject can cast spells for which it has components. It needs a humanlike voice for verbal components and humanlike hands for somatic components. The subject does not gain the spell-like abilities of its new form. The subject does not gain the supernatural abilities (such as breath weapons and gaze attacks) or the extraordinary abilities of the new creature.

The new form can be disorienting. Any time the polymorphed creature is in a stressful or demanding situation (such as combat), the creature must succeed at a Will save (DC19) or suffer a -2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes. Creatures who are polymorphed for a long time (years and years) grow accustomed to their new form and can overcome some of these drawbacks (GM's discretion).

When the polymorph occurs, the creature's equipment, if any, transforms to match the new form. If the new form is a creature who does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some

undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes nonfunctional. Material components and focuses melded in this way cannot be used to cast spells. If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead creatures), the subject's equipment changes to match the new form and retains its properties.

The character can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under the character's control, but must fall within the norms for the new form's species. The subject can be changed into a member of its own species or even into itself. (If changed into itself, it does not suffer the abovementioned penalties from the disorientation of a new form.)

The subject is effectively disguised as an average member of the new form's race. If the character uses this spell to create a disguise, the character gets a +10 bonus on his Disguise check.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed. A natural shapeshifter (a lycanthrope, doppelganger, experienced druid, etc.) can take its natural form as a standard action.

Material Focus: An empty cocoon.

POLYMORPH SELF

Transmutation

Level: Adp 4, Fey 5, Rgr 4, Sor/Wiz 4
Components: V
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 hour/level (D)

As *polymorph other*, except that the character assumes the form of a different creature.

The character can change form as often as desired for the duration of the spell simply by willing it so. Each change is a full-round action. The character regains hit points as if having rested for a day only from the initial transformation, however.

POWER WORD, BLIND

Conjuration (Creation)

Level: Sor/Wiz 8, War 8

Components: V

Casting Time: 1 action

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

Area: Creatures with up to 200 total hit points within a 15-ft.-radius sphere

Duration: See text

Saving Throw: None

Spell Resistance: Yes

This spell creates a wave of magical energy that blinds one or more creatures. It affects the creatures with the lowest hit point totals first, selecting subjects one at a time until the next target would put it over the limit of 200. (Creatures with negative hit points count as having 0 hit points.)

The duration of the spell depends on the total hit points of the affected creatures:

POWER WORD, BLIND

Hit Points	Duration
Up to 50	Permanent
51 to 100	1d4+1 minutes
101 to 200	1d4+1 rounds

POWER WORD, KILL

Conjuration (Creation) [Death]

Level: Sor/Wiz 9, War 9

Components: V

Casting Time: 1 action

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

Target or Area: One living creature or one or more creatures within a 15-ft.-radius sphere

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When *power word, kill* is uttered, the character can either target a single creature or let the spell affect a group. If *power word, kill* is targeted at a single creature, that creature dies if it has 100 or fewer hit points. If *power word, kill* is cast as an area spell, it kills creatures in a 15-foot-radius sphere. It kills only creatures who have 20 or fewer hit points, and only up to a total of 200 hit points of such creatures. The spell affects creatures with the lowest hit point totals first until the next creature would put the total over the limit of 200. (Creatures with negative hit points count as having 0 hit points.)

POWER WORD, STUN

Conjuration (Creation)

Level: Sor/Wiz 7, War 7

Components: V

Casting Time: 1 action

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

Target: One creature with up to 150 hit points

Duration: See text

Saving Throw: None

Spell Resistance: Yes

When a *power word, stun* spell is uttered, one creature of the character's choice is stunned, whether the creature can hear the word or not. A creature with 50 or fewer hit points remains stunned for 4d4 rounds, one with 51 to 100 hit points is stunned for 2d4 rounds, one with 101 to 150 hit points is stunned for 1d4 rounds, and a creature with 151 hit points or more is not affected.

A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain a +2 bonus to attack it.

POWER WORD, THUNDERCLAP

Conjuration (Creation) [Sonic]

Level: Drd 6, Sor/Wiz 6

Components: V

Casting Time: 1 action

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

Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When uttered, the *power word, thunderclap* quickly rises to a tremendous pitch and washes outward. All creatures within 60 ft. of the caster with 30 or fewer hit points are immediately deafened and dazed (see p. 84 of *DMG* for the effects of being deafened or dazed), with no saving throw. Creatures with between 30 and 60 HP are deafened but not dazed. Creatures with more than 60 HP are unaffected. A *power word, thunderclap* can be cast within magical silence, and it also destroys all magical silence within 60 ft. of the caster, although creatures that were in the zone of silence are insulated from the effects of the *power word, thunderclap*.

PRECISE VISION

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

The caster can see details, either small or distant, much more clearly. In addition, the caster gains a +5 competence bonus to Spot and Search checks.

Material Component: An eagle feather.

PRESTIDIGITATION

Universal

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 ft.

Target, Effect or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, the *prestidigitation* spell enables the character to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can slowly lift 1 pound of material. They can color, clean, or soil items in a 1-foot cube each round. They can chill, warm, or flavor 1 pound of nonliving material. They cannot inflict damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object caused by *prestidigitation* (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Characters typically use prestidigitations to impress common folk, amuse children, and brighten dreary lives. Common tricks with prestidigitations include producing tinklings of ethereal music, brightening faded flowers, creating glowing balls that float over the character's hand, generating puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and making little whirlwinds to sweep dust under rugs.

PRIMAL RELEASE

Transmutation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

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

Target: One living creature (not caster)

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster releases the primal savage within a single creature. The creature gains a +10 inherent bonus to Strength and Constitution, a +2 inherent bonus to Dexterity, and a -6 penalty to Intelligence and Charisma, as well as a -2 penalty to Wisdom. The creature cannot cast spells or use spell-like

abilities, but its base attack bonus becomes +1 per HD (if its current base attack bonus is something else). The creature can fight as though it has the Power Attack, Cleave, Great Cleave, and Sunder Feats.

Material Component: A bit of raw meat.

PRISMATIC SPHERE

Abjuration

Level: Protection 9, Rainbow 9, Sor/Wiz 9, Sun 9

Components: V

Range: 10 ft.

Effect: 10-ft.-radius sphere centered on the character

As *prismatic wall*, except the character conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and protects him from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere's blindness effect on creatures with less than 8 HD lasts 2d4x10 minutes.

The character can pass into and out of the prismatic sphere and remain near it without harm. However, when the character is inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures who attempt to attack the character or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist—since the character is at the center of the sphere, the lower half is usually excluded by the floor surface the character is standing on.

The colors of the sphere have the same effects as the colors of a *prismatic wall*.

PRISMATIC SPRAY

Evocation

Level: Rainbow 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the character's hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded (see *blindness/deafness*) for 2d4 rounds. All creatures in the area are randomly struck by one or more beams, which have additional effects.

PRISMATIC SPRAY

Color	Id8 of Beam	Effect
Red	1	20 points fire damage (Reflex half)
Orange	2	40 points acid damage (Reflex half)
Yellow	3	80 points electricity damage (Reflex half)
Green	4	Poison (Kills; Fortitude partial, take 20 points of damage instead)
Blue	5	Turned to stone (Fortitude negates)
Indigo	6	Insane, as <i>insanity</i> spell (Will negates)
Violet	7	Sent to another plane (Will negates)
Struck by two rays	8	roll again twice, ignoring any "8" results.

PRISMATIC WALL

Abjuration

Level: Rainbow 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Effect: Wall 4 ft./level wide by 2 ft./level high

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: See text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects the character from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and the character can pass through and remain near the wall without harm. However, any other creature with fewer than 8 HD that is within 30 feet of the wall is blinded (see *blindness/deafness*) for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven

colors of the wall, the order in which they appear, their effects on creatures trying to attack the character or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *Mord's disjunction* spell destroys a prismatic wall, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispelling* cannot dispel the wall or anything beyond it. Spell resistance is effective against a prismatic wall, but the caster level check must be repeated for each color present.

The violet effect makes the special effects of the other six colors redundant, but they

PRISMATIC WALL

Color	Order	Effect of Color	Negated By
Red	1st	Stops nonmagical ranged weapons Deals 20 points of fire damage (Reflex half)	<i>Cone of Cold</i>
Orange	2nd	Stops magical ranged weapons Deals 40 points of acid damage (Reflex half)	<i>Gust of Wind</i>
Yellow	3rd	Stops poisons, gasses, and petrification Deals 80 points of electricity damage (Reflex half)	<i>Disintegrate</i>
Green	4th	Stops breath weapons Poison (Kills; Fortitude partial to take 20 points of damage instead)	<i>Passwall</i>
Blue	5th	Stops divination and mental attacks Turned to stone (Fortitude negates)	<i>Magic Missile</i>
Indigo	6th	Stops all spells Will save or become insane (as <i>insanity</i> spell)	<i>Daylight</i>
Violet	7th	Energy field destroys all objects and effects, and creatures are sent to another plane (Will negates)	<i>Dispel Magic</i>

are included here because certain magic items can create prismatic effects one color at a time, and SR might render some colors ineffective (see above).

PROGRAMMED IMAGE

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Effect: Visual figment that cannot extend beyond a 20 ft. cube+one 10 ft. cube/level (S)

Duration: Permanent until triggered, then 1 round/level

As *silent image*, except this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

The character sets the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See *magic mouth* for more details about such triggers.)

Material Components: A bit of fleece and jade dust worth 25 gp.

PROJECT IMAGE

Illusion (Shadow)

Level: Brd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Effect: One shadow duplicate

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

The character creates a shadow duplicate of herself; it looks, sounds, and smells like the character but is intangible. The shadow mimics the character's actions (including speech) unless she concentrates on making it act differently. The character can see through

the duplicate's eyes and hear through its ears as if the character were standing where the duplicate is, and during the character's turn in a round the character can switch from seeing through the duplicate's eyes to seeing normally, or back again. If the character desires, any spell the character casts whose range is touch or greater can originate from the shadow instead of from the character. (The shadow is quasi-real, just real enough to cast spells that the character originates.) The shadow can cast spells on itself only if those spells affect shadows.

The character must maintain line of effect to the shadow at all times. If the character's line of effect is obstructed, the spell ends. If the character uses *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks the line of effect, even momentarily, the spell ends.

Material Component: A small replica of the caster (a doll).

PROTECTION FROM ARROWS

Abjuration

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains damage reduction 10/+1 against ranged weapons. It ignores the first 10 points of damage each time it takes damage from a ranged weapon, though a weapon with a +1 enhancement bonus or any magical attack bypasses the reduction. The damage reduction increases with the caster level to 10/+2 at 5th, 10/+3 at 10th, 10/+4 at 15th, and 10/+5 at 20th. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Focus: A piece of shell from a tortoise or turtle.

PROTECTION FROM CHAOS

Abjuration [Lawful]

Level: Adp 1, Brd 1, Clr 1, Law 1, Sor/Wiz 1

As *protection from evil*, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned or conjured creatures cannot touch the subject.

PROTECTION FROM ELEMENTS

Abjuration

Level: Blk 3, Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, Sor/Wiz 3

Components: V, S, DF

Casting Time: 1 action

Duration: 10 minutes/level or until discharged

As *endure elements*, but *protection from elements* grants temporary invulnerability to the selected energy type. When the spell absorbs 12 points per caster level of elemental damage, it is discharged.

Note: *Protection from elements* overlaps (and does not stack with) *resist elements* and *endure elements*. If a character is warded by *protection from elements* and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by *resist elements* and *endure elements* at the same time, the resist spell absorbs damage but the endure spell does not.

PROTECTION FROM EVIL

Abjuration [Good]

Level: Adp 1, Brd 1, Clr 1, Good 1, Pal 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects:

First, the subject gets a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made by evil creatures.

Second, the barrier blocks any attempt to possess the warded creature (as by a *magic jar* attack) or to exercise mental control over the creature (as by a vampire's supernatural domination ability, which works similar to *dominate person*). The protection does not prevent a vampire's domination itself, but it prevents the vampire from mentally commanding the protected creature. If the *protection from evil* effect ends before the domination effect does, the vampire would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Arcane Material Component: A little powdered silver with which the caster traces a 3-foot diameter circle on the floor (or ground) around the circle to be warded.

PROTECTION FROM GOOD

Abjuration [Evil]

Level: Adp 1, Brd 1, Clr 1, Evil 1, Sor/Wiz 1

As *protection from evil*, except that the deflection and resistance bonuses apply to attacks from good creatures, and good summoned or conjured creatures cannot touch the subject.

PROTECTION FROM LAW

Abjuration [Chaotic]

Level: Adp 1, Brd 1, Chaos 1, Clr 1, Sor/Wiz 1

As *protection from evil*, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned or conjured creatures cannot touch the subject.

PROTECTION FROM SPELLS

Abjuration

Level: Magic 8, Sor/Wiz 8

Components: V, S, M, F

Casting Time: 1 action

Range: Touch

Targets: Up to one creature/four levels touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects gain a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Material Component: Worth at least 500 gp value.

Focus: One 1,000 gp gem per creature granted the protection. Each recipient must carry one such gem for the duration of the spell. If a recipient loses the gem, the spell ceases to affect him.

PRYING EYES

Divination

Level: Missionary 6, Secrets 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 minute

Range: One mile

Effect: Creates 1d4 levitating eyes +1 eye/level

Duration: 1 hour/level (see text)

Saving Throw: None

Spell Resistance: No

The character creates ten or more semitangible, visible magical orbs (called "eyes") that move out, scout around, and return as the character directs them when casting the spell. When an eye returns, it relays what it has seen to the character and then disappears. Each eye is about the size of a small apple and can see 120 feet (normal vision only) in all directions.

The spell conjures 1d4 eyes plus one eye per caster level. While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 skill modifier on Hide checks. The eyes are subject to illusions, darkness, fog, and any other factors that would affect the character's ability to receive visual information about the character's surroundings. An eye traveling through darkness must find its way by touch.

When the character creates the eyes, the character specifies instructions the character wants the eyes to follow in a command of up to twenty-five words. Any knowledge the character possesses is known by the eyes as well.

In order to report their findings, the eyes must return to the character's hand. Each replays in the character's mind everything it has seen during its existence. It takes an eye only 1 round to replay 1 hour of recorded images.

If an eye ever gets more than one mile distant from the character, it instantly ceases to exist. However, the character's link with the eye is such that the character won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to the character. After relaying its findings, an eye disappears. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if the eye is sent into darkness, it's very possible that it could hit a wall or similar obstacle and destroy itself.

Material Component: A handful of crystal marbles.

PUFF AND GONE

Illusion (Glamer)

Level: Brd 1, Sor/Wiz 1

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 2 rounds (D)

Saving Throw: None

Spell Resistance: No

With a single spoken syllable, the caster disappears from sight with a brief puff of blue smoke. For the round of casting and the round directly thereafter, the caster remains invisible, as by the spell *invisibility*, with normal restrictions on attacking and the like. The caster will reappear at the start of the third round if not already visible by then.

This spell was specifically designed to escape from combat, therefore its power is easy to unleash, even under duress.

The caster receives a +4 bonus to his Concentration check if he must make such a check in order to complete the casting of this spell (this bonus stacks with any other bonus, such as from the Combat Casting feat).

PUNISHING SPIT

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: 10 ft.

Target: One creature

Duration: Until discharged, up to 1 hour/level

Saving Throw: Reflex (half)

Spell Resistance: No

Punishing spit allows the caster to belch forth a small, viscous glob of potent acid at a nearby opponent. After pronouncing the verbal component, the caster swigs a mouthful of wine, which completes the casting of the spell. The wine is concentrated and transformed into acid by the spell as it goes down the caster's throat. The caster is protected from it for 1 hour per level, but if the caster has not spit it out by then, it will do maximum damage internally (no saving throw) unless the caster is otherwise protected from acids. The caster may spit the acid at an opponent within 10 ft. at any time, as a grenade-like weapon, ranged touch attack. A target struck by the acid takes 1d6 points of acid damage +1 point per caster level (maximum +20); Reflex save for half damage applies. Anyone within 5 ft. of where the acid glob strikes takes 1 point of acid damage +1 per two caster levels (maximum +10); Reflex save for half damage.

A caster may not have more than one dose of acid spittle stored in his stomach for discharge at once.

Material Component: 16 oz. of any sort of wine, consumed (by the caster) upon casting.

PYROTECHNICS

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: One fire source, up to a 20-ft. cube

Duration: 1d4+1 rounds or 1d4+1 rounds after creatures leave the smoke cloud (see text)

Saving Throw: Will negates or Fortitude negates (see text)

Spell Resistance: Yes or No (see text)

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version the character chooses.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect blinds creatures within 120 feet of the fire source for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Smoke Cloud: The smoke is a writhing stream of smoke billowing out from the source and forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight,

even darkvision, is ineffective in or through the cloud. All within the cloud suffer -4 penalties to Strength and Dexterity scores (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the character leaves the area of the cloud. Spell resistance does not apply.

Material Component: The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20 foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source takes 1 point of damage per caster level.

QUICKEN VESSEL

Transmutation

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 full round

Range: Touch

Effect: One ship not longer than 10 ft./level of spellcaster

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

The movement rate of water craft affected by this spell increases by one knot (nautical mile per hour) per level of the caster for the duration of the spell.

RAINBOW PATTERN

Illusion (Pattern) [Mind-Affecting]

Level: Brd 4, Rainbow 4, Sor/Wiz 4

Components: (V), S, M, F (see text)

Casting Time: 1 action

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

Effect: Colorful lights with a 15-ft.-radius spread

Duration: Concentration+1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors captivates those within it, to a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Affected creatures who fail their saves are captivated by the pattern. Captivated creatures cannot move away from the pattern, nor can they take actions other than to defend themselves. Thus, a captivated fighter cannot run away or attack but suffers no penalties when attacked. An attack on a captivated creature frees it from the spell immediately.

With a simple gesture (a free action), the character can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All captivated creatures follow the moving rainbow of light, trying to get or remain within the effect. Captivated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), each captivated creature gets a second save. If the view of the lights is completely blocked (by an obscuring mist spell, for instance), creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

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Material Component: A piece of phosphor.

Focus: A crystal prism.

RARY'S MNEMONIC ENHANCER

Transmutation

Level: Wiz 4

Components: V, S, M, F

Casting Time: 10 minutes

Range: Personal

Target: The character

Duration: Instantaneous

The character prepares or retains additional spells. In either event, the spell or spells prepared or retained fade after 24 hours (if not cast). Pick one of these two versions:

Prepare: The character prepares up to three additional levels of spells (such as three 1st-level spells, a 2nd-level and a 1st-level spell, or a 3rd-level spell). A cantrip counts as one-half level for these purposes. The character prepares and casts these spells normally.

Retain: The character retains any spell up to 3rd level that he had cast up to 1 round before he started casting *Rary's mnemonic enhancer*. This restores the previously cast spell to the character's mind.

Material Components: A piece of string, and ink consisting of squid secretion with black dragon's blood.

Focus: An ivory plaque of at least 50 gp value.

RARY'S TELEPATHIC BOND

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

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

apart when the spell is cast

Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

The character forges a telepathic bond among creatures, each of which must have an Intelligence score of 6 or higher. Each creature included in the link is linked to all the others. The bond can be established only among willing subjects, which therefore receive no saving throw or SR. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

A *wish* spell can make a *Rary's telepathic bond* permanent, but it can bond only two people per *wish*.

Material Components: A piece of eggshell from two different species of creature.

RAVENOUS

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 4, Sor/Wiz 4
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Area: 30 ft. radius burst
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Ravenous causes all creatures, except the caster, in the area of effect to be overcome with gluttonous hunger. Affected individuals may undertake no action except to seek out and devour the closest food. If attacked, they will defend themselves until immediate physical threats are gone, at which time they will resume their search for food. Creatures so affected will do anything to consume edible substances, though they may make an additional Will save to resist any act that is self-destructive (such as eating food they know to be poisoned) or that violates their alignments (eating a disabled companion).

Creatures under the effects of this spell can generally consume a daily ration of food every 5 rounds.

Arcane Material Components: A drop of honey and a piece of moldy bread.

RAY OF CLUMSINESS

Necromancy

Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: Ray
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

A darting yellow ray springs from the caster's hand. She must succeed at a ranged touch attack to strike a target. If the attack is successful, the subject suffers a -1d6 enhancement penalty to Dexterity, with an additional -1 per two caster levels (maximum additional penalty of -5). The subject's Dexterity score cannot drop below 1.

RAY OF DRY ROT

Transmutation

Level: Clr 4, Drd 3, Sor/Wiz 4
Components: V, S, M/DF
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude halves (object)
Spell Resistance: Yes (object)

A black ray springs from the caster's pointing finger, infecting any wooden object or creature it strikes with a magical form of dry rot. The caster must make a successful ranged touch attack to hit. Up to a 10 foot cube of wood is affected. This effect deals 10 points of damage to wooden objects, including weapons and shields, ships, and wooden buildings, turning them brittle as dry kindling.

Arcane Material Component: A shipworm or termite encased in amber.

RAY OF ENFEEBLEMENT

Necromancy

Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: Ray
Duration: 1 minute/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

A coruscating ray springs from the character's hand. The character must succeed at a ranged touch attack to strike a target. If the attack is successful, the subject suffers a -1d6 enhancement penalty to Strength, with an additional -1 per two caster levels (maximum additional penalty of -5). The subject's Strength score cannot drop below 1.

RAY OF FROST

Conjuration (Creation) [Cold]

Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A ray of freezing air and ice projects from the character's pointing finger. The character must succeed at a ranged touch attack with the ray to deal damage to a target; if successful, the ray deals 1d3 points of cold damage.

RAY OF RUST

Transmutation

Level: Clr 5, Drd 5, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude halves (object)
Spell Resistance: Yes (object)

A dull red ray springs from the caster's pointing finger, instantly rusting any metal object or creature it strikes. The caster must make a successful ranged touch attack to hit. Up to a 10 foot cube of metal is affected. This effect deals 20 points of damage to metal objects, including magic weapons and shields. Against ferrous creatures, *ray of rust* deals 10 points of damage, +1 per caster level (maximum +15).

Arcane Material Component: A rusted nail, which is broken as the spell is cast.

READ MAGIC

Universal

Level: Adp 0, Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 10 minutes/level

By means of *read magic*, the character can read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This 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 character has read the magical inscription, the character is thereafter able to read that particular writing without recourse to the use of *read magic*. The character can read at the rate of one page (250 words) per minute. The spell allows the character to identify a *glyph of warding* with a successful Spellcraft check against DC13 or a *symbol* with a successful Spellcraft check against DC19.

Focus: A clear crystal or mineral prism.

REDUCE

Transmutation

Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action

Range: Close (25 ft.+5 ft./2 levels)
Target: One creature or object of up to 10 cu. ft./caster level
Duration: 1 minute/level
Saving Throw: Fortitude negates (object)
Spell Resistance: Yes (object)

This spell causes instant diminution of a creature or object, decreasing its size and weight. Its height shrinks by up to 10% per caster level, to a maximum reduction of 50%. The reduced weight is proportional to the cube of the new height, as follows:

REDUCE

Height Decrease	Weight Decrease
-10% (x 0.9)	-30% (x 0.7)
-20% (x 0.8)	-50% (x 0.5)
-30% (x 0.7)	-60% (x 0.4)
-40% (x 0.6)	-80% (x 0.2)
-50% (x 0.5)	-90% (x 0.1)

All equipment worn or carried by a creature is reduced by the spell. Magical properties are not decreased by this spell—a smaller +3 sword is still +3, a smaller wand is still capable of its normal functions, and a smaller dose of a potion still has its normal effects. Weight, mass, and Strength are affected, though. Thus, a hurled stone would have less mass (and cause less damage), chains would be easier to burst, a rope made thinner and easier to sever, and so on. A creature's hit points, Armor Class, and attack rolls do not change, but Strength decreases with size. For every 10% of reduction, a creature's Strength score suffers an enlargement penalty of -1, to a minimum score of 1.

A shrinking object may damage weaker materials affixed to it, but a reduced object shrinks only as long as the object itself is not damaged. Multiple magical effects that reduce size do not stack.

Reduce counters and dispels *enlarge*.

Material Component: A pinch of powdered iron.

REFOUND FOCUS

Transmutation

Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 free action
Range: Personal
Target: Self
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Refound focus bends time slightly, allowing the target to perform a normal round of activity and invoke *refound focus* at the end of the round to gain instantly the benefits of having refocused his initiative (see *PH*, p. 134).

REFUGE

Transmutation [Teleportation]

Level: Clr 7, Sor/Wiz 9
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: Permanent until discharged
Saving Throw: None
Spell Resistance: No

The character creates powerful magic in some specially prepared object—a statuette, a jeweled rod, a gem, or some such. This object contains the power to instantaneously transport its possessor across any distance within the same plane to the character's abode. Once the item is transmuted, the character must give it willingly to an individual and at the same time inform him of a command word to be spoken when the item is to be used. To make use of the item, the subject speaks the command word at the same time that he reads or breaks the item (a standard action). When this is done, the individual and all that he is wearing and carrying (up to a maximum of 50 lb./level) are instantaneously transported to the character's abode. No other creatures are affected (aside from a familiar that is touching the subject).

The character can alter the spell when casting it so that it transports the character to within

10 feet of the possessor of the item when it is broken and the command word spoken. The character will have a general idea of the location and situation of the item possessor at the time the *refuge* spell is discharged, but once deciding to alter the spell in this fashion the character has no choice whether or not to be transported.

Material Component: The specially prepared object, whose construction includes gems worth 1,500 gp.

REMOVE CURSE

Abjuration

Level: Adp 3, Brd 3, Clr 3, Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature or item touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Remove curse instantaneously removes all curses on an object or a person. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to remove and get 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 higher.

Remove curse counters and dispels *bestow curse*.

REMOVE DISEASE

Conjuration (Healing)

Level: Adp 3, Brd 3, Clr 3, Drd 3, Rgr 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Remove disease cures all diseases from which the subject is suffering. The spell

also kills parasites, including green slime, rot grubs, and others.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

REPULSION

Abjuration

Level: Brd 6, Clr 7, Protection 7, Sor/Wiz 6
Components: V, S, F/DF
Casting Time: 1 action
Range: Up to 10 ft./level
Area: Up to 10-ft.-radius/level emanation centered on the character
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

An invisible, mobile field surrounds the character and prevents creatures from approaching the character. The character decides how big the field is at the time of casting (up to the limit the character's level allows). Creatures within or entering the field must attempt saves. If they fail, they become unable to move toward the character for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack the character with ranged weapons. If the character moves closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against the character if the character comes within reach. If a repelled creature moves away from the character and then tries to turn back toward the character, it cannot move any closer if it is still within the spell's area.

Arcane Focus: A pair of small iron bars attached to two small canine statuettes, one black and one white.

RESISTANCE

Abjuration

Level: Brd 0, Clr 0, Drd 0, Pal 1, Sor/Wiz 0
Components: V, S, M/DF

Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The character imbues the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saves.

Arcane Material Component: A miniature cloak.

RESIST ELEMENTS

Abjuration

Level: Adp 2, Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2
Components: V, S, DF
Casting Time: 1 action
Duration: 1 minute/level

As *endure elements*, except *resist elements* absorbs the first 12 points of damage each round. Note: *Resist elements* overlaps (and does not stack with) *endure elements* and *protection from elements*. If a character is warded by *protection from elements* and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by *resist elements* and *endure elements* at the same time, the resist spell absorbs damage but the endure spell does not.

REVERSE GRAVITY

Transmutation

Level: Drd 8, Sor/Wiz 7
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Area: Up to one 10 ft. cube/2 levels (S)
Duration: 1 round/level (D)
Saving Throw: None (see text)
Spell Resistance: No

This spell reverses gravity in the spell's area, causing all unattached objects and creatures within it to fall upward and reach the top of the area in 1 round. If some solid

object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided there's something for them to hold onto, creatures caught in the area can attempt Reflex saves to secure themselves when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Arcane Material Components: A lodestone and iron filings.

RIP TIDE

Evocation

Level: Drd 6, Sor/Wiz 6
Components: V, S
Casting Time: One action
Range: Medium (100 ft.+10 ft./level)
Area: 5 ft. wide to Medium range (100 ft.+10 ft./level) or 10 ft. wide to 50 ft.+5 ft./level
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Riptide releases a jet of water that strikes with enough force to snap bone and bend steel. This spell deals 1d6 points of force damage per caster level (to a max of 15d6) to each creature within its area. This spell may also be used to break down doors and other barriers. In all, the spell creates a total of 50 gallons of water, which does not disappear after the casting of the spell.

ROPE TRICK

Transmutation

Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One touched piece of rope from 5 to 30 ft. long

Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds up to eight creatures (of any size). Creatures in the space can pull the rope up after them, to make it "disappear." In that case, the rope counts as one of the eight creatures that can fit into the space. The rope can support up to 16,000 pounds. A force greater than that can pull the rope free.

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 a 3 ft.x5 ft. window were centered on the rope. The window is present in the Prime Material Plane, but it's invisible, and even creatures that can see it somehow can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Note: Creating an extradimensional space within or taking an extradimensional space into an existing extradimensional space is hazardous.

Material Components: Powdered corn extract and a twisted loop of parchment.

RUNECALL

Transmutation

Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Long (400 ft.+40 ft./level)

Target: 1 rune
Duration: Instantaneous
Saving Throw: None
Spell Resistance: None

When casting this spell, the caster picks any one rune that he has placed previously and that is within the listed *runecall* range. The selected rune is triggered immediately. The caster does not need to see the rune he wishes to trigger, unless he is casting the spell through one of the *rings of sight*. This spell was developed to work best through either the *minor ring of sight* or the *greater ring of sight*; see the descriptions of those spells for more details.

RUNE OF FLAMES

Abjuration [Fire]

Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 10 minutes or 1 minute (see text)
Range: Touch
Area: Up to 30-ft.-diameter sphere spread
Duration: Until discharged or up to 1 year
Saving Throw: Reflex half
Spell Resistance: Yes

This spell is identical to *rune of recumbence*, except as noted above and described here. When triggered, the *rune of flames* explodes for up to 1d6 fire damage per caster level (maximum 10d6). If the caster wishes to set the rune to do less damage than his level, he may do so. The rune explodes in an area up to 30 feet in diameter. The caster may provide for a lesser area if he wishes.

Material Components: Charcoal must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 25 gp worth of silver inlay mixed with the dust of a 50 gp sapphire and requires a Craft (stonework) check at DC8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

RUNE OF MIDNIGHT

Evocation (Darkness)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 10 minutes or 1 minute (see text)

Range: Touch

Area: Up to 30-ft.-diameter sphere emanation

Duration: Until discharged or up to 1 year (see text)

Saving Throw: None

Spell Resistance: Yes

This spell is identical to *runes of recumbence*, except as noted above and described here. When triggered, the rune causes a globe of impenetrable darkness to come into being, as per a *deeper darkness* spell, although with a lesser area of effect. The rune affects an area up to 30 feet in diameter. The caster may affect a lesser area if he wishes. Once triggered, the darkness lasts for 1 hour/level. The caster may specify a lesser duration if he wishes.

Material Components: Charcoal must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 25 gp worth of silver inlay mixed with the dust of a 50 gp sapphire and requires a Craft (stonework) check at DC8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

RUNE OF RECUMBENCE

Abjuration [Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes or 1 minute (see text)

Range: Touch

Area: Up to 30-ft.-diameter sphere burst

Duration: Until discharged or up to 1 year

Saving Throw: Will negates

Spell Resistance: Yes

When this spell is cast, the wizard traces the outline of a strange rune in charcoal on the desired surface. When the spell is completed, the rune becomes nearly invisible. The caster can set the conditions that trigger the rune, similar to those of a *glyph of warding*. The caster may place a command word that prevents the triggering of the rune. In addition, the rune may be triggered by a *runecall* spell.

When triggered, the *runes of recumbence* causes 1d6 Hit Dice of creatures per 2 caster levels (maximum 6d6) within the area of effect to fall asleep per the *sleep* spell. Creatures are affected lowest Hit Dice to highest until the total Hit Dice affected is satisfied. A victim's total Hit Dice must be affected in order for the sleep effect to work on the victim. If the caster wishes to set the rune to affect fewer Hit Dice, he may do so. The rune affects an area up to 30 feet in diameter. The caster may provide for a lesser area if he wishes.

The casting time for this spell depends on whether the rune is being drawn anew or whether a previously placed, permanent rune is being empowered (see *material components*, below). Drawing a new rune takes 10 minutes. Empowering a previously placed permanent rune takes one minute.

A *runes of recumbence* does not last more than one year even if it is made permanent (see *material components*, below). Magical runes such as this one are hard to detect. A rogue can use his Search skill (DC27) and Disable Device skill (DC27) to locate and remove these runes. Runes that are located can be identified with *read magic* and a successful Spellcraft check (DC12). A *runes of recumbence* that has been located may be erased or dispelled. If the rune is disabled, erased or dispelled, the spell ends, even if the normal duration of the spell has not yet expired. If this happens, the caster knows that his spell was cancelled in this manner.

Material Components: Charcoal must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 25 gp worth of silver

inlay mixed with the dust of a 50 gp sapphire and requires a Craft (stonework) check at DC8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

RUNE OF SCRYING

Divination

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes or 1 full round (see text)

Range: See text

Target: 1 rune

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

When this spell is cast, the wizard etches or traces the outline of a strange and complex rune in charcoal or sulfur paste on the desired surface. When the spell is completed, the rune fades into the surface and becomes nearly invisible.

As a standard action until the end of the spell, the caster may switch his sensory input between his current surroundings and the area surrounding the rune. Changing his sensory focus to the rune requires a Scry check (DC10). If successful, the caster views the area where the rune was traced as if he were standing on the rune. The caster can turn 160 degrees in place, and he has full use of all of his senses. Any magical enhancements to his senses remain in effect, including such spells as *comprehend languages*, *darkvision*, *read magic*, *see invisible* and *tongues*. The caster cannot use *detect magic* through the circle, even if it was cast on his person prior to using the circle, nor may he use magic to affect anything he sees or hears through the circle. However, the caster may be affected by certain sensory-damaging or -influencing spells while he is scrying through the rune. For example, he might be affected by a troglodyte's odor if such a creature were within smelling distance of the rune.

The caster may also cast this spell on an old *runes of scrying* instead of placing a new

one. To do so, the caster rolls a Scry check (DC8 +1 for each day since he contacted his last rune) and attempts to re-establish a link to the most recent *runes of scrying* he has placed, provided that rune was a silver-etched, permanent rune. A successful check treats the prior rune as if it had just been drawn. A failed check means the spell is wasted and that prior rune can never be re-contacted. The distance from the *runes of scrying* to the caster is not a factor, and the rune may even be on another plane of existence.

This spell may also be used in conjunction with the *minor ring of sight* and *greater ring of sight* spells. See those spell descriptions for more details.

The casting time for this spell depends on whether the rune is being drawn anew or whether a previously placed, permanent rune is being empowered (see *material components*, below). Drawing a new rune takes 10 minutes. Empowering a previously placed, permanent rune takes a full round.

Magical runes such as this one are hard to detect. When the rune is active—that is, when the caster is scrying through it—the rune becomes a magical sensor. Any creature nearby with an Intelligence of 12 or higher may make a Scry or Intelligence check (DC20) to notice the sensor. *Detect scrying* will also detect an active *runes of scrying*. Also, a rogue can use his Search skill (DC27) and Disable Device skill (DC27) to locate and remove these runes. Runes that are located can be identified with *read magic* and a successful Spellcraft check (DC12). A *runes of scrying* that has been located may be erased or dispelled. If the rune is disabled, erased or dispelled, the spell ends and such a rune can never be reused in subsequent castings. If this happens, the caster knows that his spell was cancelled in this manner.

Material Components: Charcoal or sulfur dust or paste, which must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 250 gp worth of silver inlay and requires a Craft (stonework)

check at DC8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

RUNE OF TOXICITY

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes or 1 minute (see text)

Range: Touch

Area: Up to 20 ft. diameter sphere spread

Duration: Until discharged or up to 1 year

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell is identical to *rune of recumbence*, except as noted above and described here. When triggered, the rune causes all creatures within the area of effect to be stricken as if injected with a deadly poison. The poison causes 1d4 points of temporary Constitution damage per 4 caster levels (maximum 3d4) immediately, a similar amount of Constitution damage one minute later. Each instance of damage can be negated by a Fortitude save using the DC of this spell. The rune affects an area up to 20 feet in diameter. The caster may provide for a lesser area if he wishes. The poison is treated as being instantaneously injected into the victims. The area does not remain poisonous after the rune is triggered.

Material Components: Charcoal must be used to draw or trace the rune. To make the rune

physically permanent (though not magically permanent) requires 25 gp worth of silver inlay mixed with the dust of a 50 gp sapphire and requires a Craft (stonework) check at DC8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

RUSTING FOG

Conjuration (Creation)

Level: Drd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

Effect: Cloud that spreads in 30 ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Rusting fog creates a bank of fog like that created by *stinking cloud*, except that the vapors rust and destroy metal objects. Metal armor within the field of effect loses 1d6 points of Armor Bonus to corrosion every round spent in the cloud. Metal weapons and other objects are destroyed after one round of contact with *rusting fog*. Magical metal items are immune to this spell.

Against ferrous creatures, *rusting fog* deals 3d6 points of damage +1 per caster level (maximum +15) per round of exposure.

SALTBURST

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Area: 10 foot radius, plus 5 feet/three levels

Duration: Instantaneous

Saving Throw: Fortitude halves

Spell Resistance: Yes

An explosion of salt crystals and brine erupts in a sphere at the caster's direction. The spell deals 2d4 points of dehydration damage, or 2d8 points to plant creatures and water elementals. The spell's radius increases by 5 feet for every three caster levels (maximum +20 feet).

SANGUINE STRENGTH

Transmutation

Level: Clr 8, Sor/Wiz 8, Strength 8

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The target of the spell receives an enhancement bonus to Strength equal to the caster's level (maximum +20). The extra Strength provides all the normal benefits to attacks, damage rolls, and other uses of the Strength modifier.

Note: The actual Strength enhancement bonus received from arcane castings of *sanguine strength* might be limited based on the material components used for the spell. The recipient's actual Strength enhancement for arcane castings is the lesser of the caster's level (as described above) or a bonus to Strength sufficient to make the recipient's Strength match the Strength of the creature

whose blood is used as the arcane material component for the spell.

Arcane Material Component: Blood from any creature whose Strength is greater than the Strength of the recipient.

SCARE

Necromancy [Fear, Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Targets: All creatures within a 15 ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

As *cause fear*, except this spell causes all targeted creatures of less than 6 HD to become frightened.

Material Component: A bit of bone from an undead skeleton, zombie, ghou, ghast, or mummy.

SCREEN

Illusion (Glamer)

Level: Sor/Wiz 8, Trickery 7

Components: V, S

Casting Time: 10 minutes

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

Area: 30 ft. cube/level (S)

Duration: 1 day

Saving Throw: None or Will disbelief (if interacted with) (see text)

Spell Resistance: No

This spell combines several elements to create a powerful protection from scrying and direct observation. When the spell is cast, the character dictates what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by the character with no save allowed. Direct observation may allow a save (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 save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

SCRYING

Divination

Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4

Components: V, S, M/DF, F

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The character can see and hear a creature, who may be at any distance. The character must succeed at a Scry check to do so. The difficulty of the task depends on how well the character knows the subject and what sort of physical connection (if any) the character has to that creature. Furthermore, if the subject is on another plane, the character gets a -5 penalty on the Scry check.

SCRYING

Knowledge	DC
None*	20
Secondhand (the character has heard of the subject)	15
Firsthand (the character has met the subject)	10
Familiar (the character know the subject well)	5

*The character must have some sort of connection to a creature the character has no knowledge of.

Connection Scry Check Bonus

Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, nail clippings, etc.	+10

This spell creates a magical sensor located near the subject. Any creature with Intelligence 12 or higher can notice the sensor by making a Scry check (or an Intelligence check) against DC20.

The following spells can be cast through a *scrying* spell: *comprehend languages*, *read magic*, *tongues*, and *darkvision*. The following spells have a 5% chance per caster level of operating correctly: *detect magic*, *detect chaos*, *detect evil*, *detect good*, *detect law*, and *message*.

Arcane Material Components: The eye of a hawk, an eagle, or even a roc, and nitric acid, copper, and zinc.

Wizard, Sorcerer, or Bard Focus: A mirror worth at least 1,000 gp. The mirror must be at least 2 feet by 4 feet.

Cleric Focus: A holy water font costing not less than 100 gp.

Druid Focus: A natural pool of water.

SCRY THE AGES

Divination [Time]

Level: Clr 6, Sor/Wiz 5, Time 4

Components: V, S, M/DF, F

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

As in the spell *scrying*, this spell allows the cleric to see and hear a creature at any distance but also in any period of time past or future (the time must be specified by the caster beforehand).

The DC depends on how well the caster knows the subject and the type of physical connection he has to the person or creature.

SCRY THE AGES

Knowledge	DC
None	20
Secondhand	15
Firsthand	10
Familiar	5

Connection Scry Check Bonus

Likeness	+5
Possession	+8
Body Part	+10

Creatures with an Intelligence of 12 or higher can make a Scry skill check (or Intelligence check) against DC20 to notice the magical sensor generated by the spell. Spells (except *message*) can be cast through the *scry the ages* spell as specified for the *scry* spell.

Arcane Material Components: A jewelry "eye" fashioned of a diamond set in gold, with a minimum cost of 250 gp, which vanishes upon being cast into the focus when the spell is cast.

Cleric Focus: A holy water font costing not less than 100 gp.

Sorcerer or Wizard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must measure at least two feet by four feet.

SCULPT SHADOW

Transmutation

Level: Shadow 1, Sor/Wiz 1, Trickery 1

Components: S

Casting Time: 1 action

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

Target: One shadow

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell may be used to change the shape of any natural shadow. This can be done with

such precision that the caster can depict any outline of his choosing accurately as long as the new shadow has no more than 50% more or less surface area than the original. Therefore, the shadow of a boulder could be changed into that of an ogre or a monster in order to frighten or confuse the unwary. If the light source were brought closer to the boulder, causing an even larger shadow to be thrown, then the boulder's shadow could be transformed into a small dragon. In combination with *shadowsize*, this spell can be effective, especially against those who are unfamiliar with such magic.

Sculpt shadow can cause 1d6 damage/level (maximum 5d6) against any one shadow-based creature or illusion that fails its Will saving throw, as the caster rends the creature's form.

SCULPT SOUND

Transmutation

Level: Brd 3

Components: V, S

Casting Time: 1 action

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

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

Duration: 1 hour/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The character changes the sounds that creatures or objects make. The character can create sounds where none exist (such as making trees sing), deaden sounds (such as making a party of adventurers silent), or transform sounds into other sounds (such as making a caster's voice sound like a pig snorting). All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, the character cannot change it.

The character can change the qualities of sounds but cannot create words with which he is unfamiliar. For instance, the character can't change his voice so that it sounds as though the character is giving the command word to activate a magic item unless the character knows that command word.

A spellcaster whose voice is changed dramatically (such as into that of the aforementioned snorting pig) is unable to cast spells with verbal components.

SEA SNARE

Transmutation

Level: Drd 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 full minute

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

Area: One vessel that enters a circular region with a 10 ft. radius+5 ft./level
Duration: 1 day/level or until triggered and broken (see text) (D)

Saving Throw: None

Spell Resistance: No

This spell enables the caster to create a magic trap that will slow or stop sea vessels. When the spell is cast upon a suitable section of seaweed or rope, any area of water around the material component becomes nigh impassable to other ships. Note that the spell may be cast on a section of rope not yet in the water, as long as the rope is thrown into the water as soon as casting is complete. The affected region is invisible to eyesight, although it can be detected by magical means. If the body of water affected by the spell is smaller than the area of effect, then the entire area is affected, and any additional area is wasted.

The trap affects any ship that moves even partially into the area. If the ship would fit fully into the circle described by the spell (even if its movement path would not have caused it to be so), its movement ceases as if the ship were suddenly strung out on a taut tether line. Passengers or cargo of fast-moving ships may be injured by the sudden stop, although the ship itself is not damaged. Ships larger than the area of effect have their movement speed halved.

Freeing a ship from such a magical snare (other than by *dispel magic* or the like) requires a cooperative Profession (sailor) check that takes a full minute. The DC of either of these checks is 20+the level of the caster of *sea snare*. A successful escape ends the spell.

The *sea snare* will remain in place and active for 1 day/level once cast. If it is not triggered before that duration, the effect expires. However, if the *sea snare* is activated, then the effect is permanent until it is broken or dispelled.

When the trap is triggered, the spellcaster is notified mentally as per the mental alarm version of the spell *alarm*.

Material Component: A length of seaweed, thong, or rope 1 inch long for each foot of trap size.

SECRET PAGE

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Page touched, up to 3 sq. ft. in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Secret page 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 changed to show a ledger page or even another spell. *Explosive runes* or *sepia snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal the *secret page's* contents. The character is able to reveal the original contents by speaking a special word. The character can then peruse the actual page, and return it to its *secret page* form at will. The character can also remove the spell by double repetition of the special word. A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. *Secret page* can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

Material Components: Powdered herring scales and will-o'-wisp essence.

SEE INVISIBILITY

Divination

Level: Adp 2, Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Area: Cone

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The character sees any objects or beings that are invisible, as well as any that are astral or ethereal, as if they were normally visible.

The spell does not reveal the method used to obtain invisibility, though an astral traveler is easy to identify if he has a silver cord. It does not reveal illusions or enable the character to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Material Components: A pinch of talc and a small sprinkling of powdered silver.

SEEING

Illusion (Glamer)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

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

Duration: 12 hours

Saving Throw: Will negates or Will disbelief (if interacted with)

Spell Resistance: Yes or No

As *change self*, except the character can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with SR.

SENDING

Evocation

Level: Clr 4, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round (see text)

Saving Throw: None

Spell Resistance: No

The character contacts a particular creature with whom the character is familiar and sends a short message of twenty-five words or less to the subject. The subject recognizes the character if it knows the character. It can answer in like manner immediately. Creatures with Intelligence scores as low as 1 can understand the sending, though the subject's ability to react is limited normally by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as the character, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably, at the option of the GM.)

Arcane Material Component: A short piece of fine copper wire.

SEPIA SNAKE SIGIL

Conjuration (Creation) [Force]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; until released or 1d4 days+1 day/level (see text)

Saving Throw: Reflex negates

Spell Resistance: No

When the character casts *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, providing there is line of effect between the symbol and the reader. Simply seeing the enspelled text is

not enough to trigger the effect; the subject must deliberately read the text. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at the character's command or when 1d4 days +1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. He is preserved in a state of suspended animation, unaware of his surroundings. He can be damaged by outside forces (and perhaps even killed), since the field provides him with no protection against physical injury. However, if he is reduced to -1 to -9 hit points, he does not lose hit points or stabilize until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical. A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text. *Sepia snake sigil* can be cast in combination with other spells that hide or garble text, such as *secret page*.

Material Components: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

sequester

Abjuration

Level: Secrets 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature or object (up to a 2 ft. cube/level) touched

Duration: 1 day/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected

creature or object invisible to any form of sight or seeing. Thus, *sequester* can mask a secret door, a treasure vault, etc. The spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a *robe of eyes* or a *gem of seeing*). Living creatures (and even undead creatures) affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents a character from being sequestered. There is no save to see the sequestered creature or object or to detect it with a *divination* spell.

Material Components: A basilisk eyelash, gum arabic, and a dram of whitewash.

serpent's sigh

Evocation [Acid/Cold/Electricity/Fire]

Level: Sor/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Close (25 ft.+5 ft./2 levels) for cone or Medium (100 ft.+10 ft./level) for ray

Area: Cone or Ray

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Serpent's sigh allows the caster to spew forth a breath attack similar to a dragon's. There are five different forms of the spell, though the wizard need prepare the spell only once and choose the variety of breath attack at the time of casting. Each form requires different material components to successfully cast, while none of the versions require somatic components of any sort.

A caster using a *serpent's sigh* spell may breathe a cone of fire, cold or corrosive gas, a stream of acid or a bolt of lightning. The attack inflicts 1d6 points of damage per level of the caster (to a maximum of 10d6) to all creatures within the attack's area of effect. Note that the attacker need not expel the entire attack at once; a 10th-level character could, for example, breathe two

3d6 cones of fire or one 10d6 cone or five 2d6 cones. If a round passes with no attack, however, the remainder of the spell's effect is lost.

Material Components: A small amount of dragon's blood corresponding to the breath type being used. The blood is mixed with another component appropriate to the breath type: oil for fire, acid for acid, a frozen liquid for cold, liquid chlorine for corrosive gas and melted copper for electricity. This mixture is drunk on casting, causing the caster to lose 1 HP (no save) for every die of damage inflicted by the spell.

shades

Illusion (Shadow)

Level: Sor/Wiz 6

As *shadow conjuration*, except that it mimics sorcerer and wizard conjuration spells up through 3rd level, and these conjurations are three-fifths (60%) as strong as the real things.

shadow cloak

Conjuration (Summoning)

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: One action

Range: Close (25 ft.+5 ft./caster level)

Target: The character or one creature

Duration: One hour/caster level

Saving Throw: Negates (harmless)

Spell Resistance: Yes

A shadow is summoned to protect the spell recipient from all harmful effects of any light source. Creatures that are caused pain or suffer detrimental effects from light function normally as if it were dark. The shadows do not impede the target in any way. If someone casts a light-based spell directly at the recipient of *shadow cloak*, or an area-effect light spell deals damage, the cloaked character receives a +6 enhancement bonus on his saving throw.

Material Component: A small black veil.

shadow coil

Transmutation

Level: Shadow 2, Sor/Wiz 3

Components: S

Casting Time: 1 action

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

Target: One shadow

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

The caster can use this spell to animate any nearby shadow into a rope-like tentacle under her control. The tentacle stays rooted where the transmuted shadow fell upon the wall or floor, but the shadow tendril can extend 5 ft. per level away to attack an opponent.

In most respects, this spell operates like the spell *animate rope*. The most notable difference: The shadow coil is intangible. Attempts to physically sever or break it simply pass right through it, while the shadow instantly re-forms itself or flows around interposing objects to regain its continuity.

When the spell is cast, the caster indicates a target, and the shadow attacks it. A touch attack means the shadow has entangled a victim (the shadowy rope will seem quite solid to the victim). Entangled victims suffer -2 to attack rolls and a -4 penalty to effective Dexterity. Entangled spellcasters must make a Concentration check (DC15) to cast a spell. Since the animated shadow is considered to be anchored, it can hold a victim motionless, if the caster so desires. Otherwise, the victim can move at half speed up to the length of the animated shadow away from the shadow's anchor point.

A standard action allows the caster to indicate a new target, whereupon the animated shadow will release its current victim, coil and spring upon its new target.

Strength checks (DC23) and Escape Artist checks (DC20) are allowed to escape entanglement, but the Strength checks are further modified by the caster's level (for example, the Strength check would be DC30 against a 7th-level caster).

Shadow Conjuration

Illusion (Shadow)

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies (see text)

Spell Resistance: No (see text)

The character uses material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjuration* can mimic any sorcerer or wizard conjuration spell of 3rd level or lower. *Shadow conjurations* are actually one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjurations* to be real are affected by them at full strength.

All those that interact with the conjured object, force, or creature can make Will saves to recognize its shadowy nature. Those who succeed do so.

Attack spells, such as *flame arrow*, have normal effects unless those affected succeed at Will saves. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. Mimicked spells allow the normal saves and SR.

Shadow objects or substances, such as *obscuring mists*, have normal effects except against those who disbelieve them. Against disbelievers, they are one-fifth strength or 20% likely to work. For instance, a *shadow obscuring mist* only provides one-half concealment at 25 feet, not 5 feet.

Shadow creatures have one-fifth the normal hit points (regardless of whether they're recognized as shadowy). They deal normal damage and have all normal abilities and weaknesses. Against a creature who recognizes them as shadowy, however, such a creature's damage is one-fifth normal, and all special

abilities that do not produce normal damage (in hit points) are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-fifth as large (so a +7 total bonus resulting in AC 17 would change to a +1 total bonus for a new AC of 11).

Those who succeed at their saves see the shadow conjurations as transparent images superimposed on vague, shadowy forms.

Shadow Evocation

Illusion (Shadow)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

The character taps energy from the Plane of Shadow to cast a quasi-real, illusory version of a wizard or sorcerer evocation of 4th level or lower. (For a spell with more than one level, use the best one applicable to the character.) For example, this spell can be *magic missile*, *fireball*, *lightning bolt*, or so on. If recognized as a *shadow evocation*, a damaging spell deals only one-fifth normal damage. Regardless of the result of the save to disbelieve, affected creatures are also allowed any save the spell being simulated allows, but set the save DC according to the shadow magic's level (5th) rather than the spell's normal level. Nondamaging effects (such as *web's* ensnarement) have no effect when the shadow magic is recognized as mostly illusory.

Shadowpulse

Evocation [Darkness, Light]

Level: Brd 2,Clr 2,Shadow 2,Sor/Wiz 2

Components: S, M/DF

Casting Time: 1 action

Range: Touch

Area: 20 ft. radius, emanating from object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate dense shadows to a radius of 20 feet. Penalties for fighting and other actions in the affected area are the same as for one-quarter concealment (see Table 8-10 on p. 133 of *PH*). Beings with low-light vision are not affected, but those with darkvision are affected by this magical gloom. For the purposes of other magic or effects, the area of this spell is considered to be in shadows.

Arcane Material Components: A drop of pitch and a piece of phosphorescent moss.

Shadow Rain

Necromancy

Level: Sor/Wiz 8

Components: S

Casting Time: 1 action

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

Area: 2 ft. radius/level spread

Duration: Instantaneous

Saving Throw: Reflex half and Fortitude half

Spell Resistance: Yes

This violent pairing of the energy of the Plane of Shadow and the Negative Material Plane creates a brief but intense storm. Those within the area of the spread of this spell roll a Fortitude saving throw. Those who fail suffer the catastrophic loss of the caster's level/2 (maximum loss of 12) in both temporary Strength and temporary Constitution points. A successful save means they lose only half of that number of temporary points. Additionally, everyone in the spread must roll a Reflex save or suffer 4d12 +1/level hp (maximum +25) damage. A successful save halves the damage.

Shadow Selves

Illusion (Shadow)

Level: Sor/Wiz 2

Components: S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell is a version of the *mirror image* spell that uses shadow energy to create one image of the caster, plus an additional image per 3 caster levels (maximum 7 images). Because the images are made of quasi-real material, they do not disappear when a foe strikes them. Each can sustain damage equal to 20% of the caster's HP. Otherwise, the spell is identical to *mirror image*.

Shadow Shaft

Evocation

Level: Sor/Wiz 3

Component: S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 round/level or instantaneous (see text)

Saving Throw: Fortitude halves

Spell Resistance: Yes

This spell creates a black, pulsating bolt of shadowstuff that the caster can hurl against an opponent. If a ranged touch attack is successful, the target sustains 1d6 damage/level (maximum 12d6) unless a Fortitude save is successful, in which case only half damage is sustained. If the shadow shaft is not used immediately, it will remain in existence for one round/level of the caster as long as she holds it.

Shadowsize

Illusion (Glamour)

Level: Sor/Wiz 0

Components: S

Casting Time: 1 action

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

Target: One shadow

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This simple spell changes the size of an existing shadow. A shadow can be distorted to appear as small as one-tenth its normal size or as large as 10 times its normal size. The shape of the shadow is always the same as it was before; only the size is altered.

The GM may grant up to +3 or -3 modifiers to Hide checks based on smaller or larger shadows, depending on the situation.

SHADOW WALK

Illusion (Shadow)

Level: Shadow 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Up to one touched creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

To use the *shadow walk* spell, the character must be in an area of heavy shadows. The character and any creature the character touches are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. The character can take more than one creature along with him (subject to the character's level limit), but all must be touching each other.

In the region of shadow, the character can move at a rate of up to seven miles every 10 minutes, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, a character can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. The character knows where he will come out on the Material Plane.

Shadow walk can also be used to travel to other planes that 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. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by the character when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow the character, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by the character). Creatures unwilling to accompany the character into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

SHAPECHANGE

Transmutation

Level: Animal 9, Drd 9, Fey 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

As *polymorph other*, except this spell enables the character to assume the form of any single creature of less than deity status (including unique dragon types, or the like) or any single object. The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension. Also unlike *polymorph other*, this spell allows incorporeal forms to be assumed.

The character's new form works like a *polymorph other* form. The character still does not gain the supernatural or spell-like abilities of his new form, though he does gain its extraordinary abilities while keeping his own. The character also gains the type of the new form (for example, "dragon" or "magical beast") in place of his own. The new form does not disorient the character. Parts of the character's body or pieces of equipment that are separated from him do not revert to their original forms. Thus, a new form's poison bite is effective.

The character can become just about anything he is familiar with. The character can change form once each round as a free action. The change takes place either immediately before the character's regular action or immediately after it, but not during the action.

If the character uses this spell to create a disguise, he gets +10 on Disguise checks.

Focus: A jade circlet worth no less than 1,500 gp, which the caster must place on his head when casting the spell. (The focus melds into the caster's new form when he changes shape.)

SHATTER

Evocation [Sonic]

Level: Blk 2, Brd 2, Cha 2, Clr 2, Destruction 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

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

Area or Target: 3-ft.-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or Fortitude half (see text)

Spell Resistance: Yes (object)

Shatter creates a loud, ringing noise that shatters brittle, nonmagical objects; sundered a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, and so forth. All such objects within a 3 foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per the character's level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, the character can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Arcane Material Component: A chip of mica.

SHIELD

Abjuration [Force]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level (D)

Shield creates an invisible, mobile disk of force that hovers in front of the character. It negates *magic missile* attacks directed at the character. The disk also intercepts attacks, providing three-quarters cover (+7 AC and +3 on Reflex saves against attacks that affect an area). The disk moves out of the way when the character attacks, so it does not provide cover to opponents. The disk protects the character only against *magic missiles* and attacks from one direction. The character designates half the battlefield as being blocked by the shield. The other half is not. The character can change the defensive direction of the shield (that is, rotate the dividing line) once as a free action on each of the character's turns.

SHIELD OF COLOR

Abjuration

Level: Brd 5, Rainbow 5, Sor/Wiz 5

Components: V, S, M

Casting Time: One action

Range: Personal

Target: The character

Duration: One round/level (D)

This spell creates a radiant, multicolored aura around the caster that protects against both physical attacks and spells of the shadow subtype. The swirling colors of the shield grant the caster one-half concealment (20% miss chance). Any opponent that has sight and that is engaged in melee with the caster is automatically dazzled (-1 to attacks) while in melee and for 1d10 rounds thereafter.

The *shield of color* has random protective effects each round. Each color has a

SHIELD OF COLOR

Die Roll	Color	Effect of Color	Negated by
1	Red	+4 AC vs. ranged attacks	<i>Cone of Cold</i>
2	Orange	Damage reduction 5/+1	<i>Gust of Wind</i>
3	Yellow	+4 AC vs. natural weapons	<i>Disintegrate</i>
4	Green	One-half cover (+4 AC, +2 Reflex saves)	<i>Passwall</i>
5	Blue	+2 to all saves	<i>Magic Missile</i>
6	Indigo	5 points of protection from all elements	<i>Daylight</i>
7	Violet	+4 AC vs. melee weapons	<i>Dispel Magic</i>
8		2 effects at random; roll again and ignore a result of 8. The negating spell for either color dispels the shield.	

corresponding negating spell, which automatically dispels the *shield of color* if cast while that color is active. Each round, roll 1d8 and compare to the list above.

Darkness-creating spells of 3rd level or less automatically fail when *shield of color* enters. Similarly, any shadow spell of 5th level or less has a chance of being dispelled by the shield if the shield enters its area of effect (as per *dispel magic*).

Arcane Material Component: An iridescent pearl worth at least 100 gp.

SHOCKING GRASP

Transmutation [Electricity]

Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature or object touched
Duration: Permanent until dispelled
Saving Throw: None
Spell Resistance: Yes (object)

This spell imbues the character's hand with a powerful electrical charge that the character can use to damage an opponent. The character's successful melee touch attack deals 1d8 points of electrical damage +1 point per caster level

(maximum +20). When delivering the jolt, the character gains a +3 attack bonus if the opponent is wearing metal armor (or is made out of metal, carrying a lot of metal, etc.).

SHOUT

Evocation [Sonic]

Level: Brd 4, Construct 3, Sor/Wiz 4
Components: V
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Area: Cone
Duration: Instantaneous
Saving Throw: Fortitude partial (see text) (object)
Spell Resistance: Yes (object)

The character emits an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 2d6 points of damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of damage per caster level (maximum 15d6). Crystalline creatures are allowed Fortitude saves to reduce the damage by half, and creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deaf character, in addition to the obvious effects, suffers a -4 penalty on initiative, automatically fails Listen tests and has a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

The *shout* spell cannot penetrate the spell *silence*.

SHRINK ITEM

Transmutation

Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One touched object of up to 2 cu. ft./level

Duration: 1 day/level (see text)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

The character is able to shrink one nonmagical item (if it is within the size limit) to one-twelfth of its normal size in each dimension (to about 1/2,000th the original volume and mass). Optionally, the character can also change its now-shrunk composition to a clothlike one. Objects changed by a *shrink 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 caster. Restoring the shrunken object to its normal size and composition ends the spell.

If *shrink item* is made permanent (see the *permanency* spell), the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

SILENCE

Illusion (Glamer)

Level: Brd 2, Clr 2
Components: V, S
Casting Time: 1 action
Range: Long (400 ft.+40 ft./level)
Area: 15-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 minute/level
Saving Throw: Will negates or none (object)
Spell Resistance: Yes or no (object)

When this spell is cast, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use SR, if any. Items in a creature's possession or magic items that emit sound receive saves and SR; unattended objects and points in space do not.

SILENT IMAGE

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Long (400 ft.+40 ft./level)
Effect: Visual figment that cannot extend beyond four 10 ft. cubes + one 10-ft. cube/level (S)
Duration: Concentration
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by the character. The illusion does not create sound, smell, texture, or temperature. The character can move the image within the limits of the size of the effect.

Focus: A bit of fleece.

SILENT SOUND

Evocation [Sonic]

Level: Brd 1, Sor/Wiz 1
Components: S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

The caster fires from her fingertip a focused beam of sonic energy too shrill to hear. To do so, make a ranged attack roll. On a hit, the caster inflicts 1d6 points of damage/level (5d6 maximum).

Silhouette

Necromancy [Evil]

Level: Sor/Wiz 7
Components: S, M
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Target: One creature
Duration: Permanent
Saving Throw: Fortitude (negates)
Spell Resistance: Yes

This spell turns its subject into a living shadow. The subject retains all of his normal statistics, hit points, level and so forth, but he also gains the properties of a shadow (see *MM*) and becomes chaotic evil. A creature affected by this spell can only be saved by very powerful magic, such as a *wish*, *miracle* or *limited wish*.

Once transformed, the new shadow will haunt the environment in which it was created, preying on any living thing in the area. If the shadow is created in an unsuitable place (such as a sunny glade), it will find the nearest suitable abode to haunt. Victims of the spell are subject to control by the caster who created them. Anything the caster utters is as a *suggestion* to the subject, although the shadow will not leave the vicinity of its chosen haunt.

Note that characters transmuted into shadow creatures effectively become monsters, and they are controlled as such by the GM.

Material Components: Flayed skin rolled in black parchment that is burned at casting.

SIMULACRUM

Illusion (Shadow)

Level: Sor/Wiz 7
Components: V, S, M, XP
Casting Time: 12 hours
Range: Touch
Effect: One duplicate creature

Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. The duplicate appears to be exactly the same as the original, but there are differences: The simulacrum has only 51% to 60% (50%+1d10%) of the hit points, knowledge (including level, skills, and speech), and personality of the real creature. Creatures familiar with the original might detect the ruse with a successful Spot check. The character must make a Disguise check when he casts the spell to determine how good the likeness is.

At all times, the simulacrum remains under the character's absolute command. No special telepathic link exists, so command must be exercised in some other manner. The simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 1 day, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to the simulacrum.

Material Components: The spell is cast over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, etc.) must be placed inside the snow or ice. Additionally, the spell requires powdered rubi worth 100 gp.

XP Cost: 1,000 XP.

SIREN SONG

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 5, Sor/Wiz 5
Components: V, F
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

The caster lures creatures to follow the sound of her voice. All creatures affected by the spell attempt to reach the caster by the most direct route available. If the path leads into a dangerous area (such as into the open sea, through flame, etc.), the affected creatures get a second saving throw. Enchanted creatures can take no actions to attack or actively defend themselves, but do not suffer defensive penalties. An enchanted creature within 5 feet of the caster stands and listens in rapt fascination, but gains a third saving throw if attacked by the caster or her allies. A bard's countersong ability allows the enchanted creature to attempt a new Will save. If the caster stops speaking or singing, or is affected by a *silence* spell, the spell effect immediately ends.

Arcane Focus: A harpy's tongue.

SIZZLESKIN

Transmutation [Electricity]

Level: Drd 4, Sor/Wiz 3
Components: V, S, M, DF
Casting Time: 1 action
Range: Touch
Target: One creature (see text)
Duration: 1 round/level or until discharged
Saving Throw: Reflex negates (harmless) and Fortitude half
Spell Resistance: Yes (harmless)

When cast, *sizzleskin* enables the target's body to store an electrical charge. The charge is released when the target makes a melee touch attack on a victim, whether unarmed with a melee touch attack or with a metal weapon (which can conduct the charge); or until someone touches the target with an unarmed or metal-weapon strike. When one of these events occurs, the victim automatically suffers 1d6 points of electrical damage per level of the caster (maximum 10d6). Damage is halved if the victim makes a successful Fortitude save. The spell does not differentiate between friend and foe, however, so the first person to touch the target is affected. Blows from wooden weapons do not discharge the spell, nor does the spell discharge if the target touches wooden or glass objects.

If the target touches large metal objects or water, the spell will be discharged, possibly damaging anyone else touching that body of water or metal structure (GM's discretion). If the spell is cast on a target who is underwater, the effect discharges immediately, and everyone within 15 feet of the target who is also in the same body of water is affected by the damage of the discharge (except the spell's target himself).

Arcane Material Component: A spool of copper wire.

SLEEP

Enchantment (Compulsion) [Mind-Affecting]

Level: Adp 1, Brd 1, Dream 1, Rgr 2, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Area: Several living creatures within a 15-ft.-radius burst
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

A *sleep* spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted. Creatures with fewer HD are affected first.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Sleep* does not target unconscious creatures, constructs, or undead creatures.

Note: Extra hit points are irrelevant for determining how many HD a creature has. An ogre with 4d8+8 hit points still has only 4 HD and can be affected by the spell.

Arcane Material Component: A pinch of fine sand, rose petals, or a live cricket.

SLEET STORM

Conjuration (Creation) [Cold]

Level: Drd 4, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Long (400 ft.+40 ft./level)
Effect: Sleet spreads 40 ft., 20 ft. high
Duration: 1 round/level
Saving Throw: Reflex partial
Spell Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy, slowing movement to one-half normal. Additionally, any creature in sleet that attempts to move must succeed at a Reflex save or fall down instead. The sleet extinguishes torches and small fires.

Arcane Material Components: A pinch of dust and a few drops of water.

SLOW

Transmutation

Level: Brd 3, Sor/Wiz 3, Time 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Affected creatures move and attack at a drastically slower rate. Slowed creatures can take only a partial action each turn. Additionally, they suffer -2 penalties to AC, melee attack rolls, melee damage rolls, and Reflex saves. Slowed creatures jump half as far as normal.

Slow counters and dispels *haste* but does not otherwise affect magically speeded or slowed creatures.

Material Component: A drop of molasses.

SLUMBER SWAP

Necromancy (Compulsion) [Mind-Affecting]

Level: Brd 1, Rgr 1, Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: 1 creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Slumber swap allows the caster to project his mental fatigue to another nearby creature. Doing so allows the caster to become wide awake, as if he had a good night's sleep, while the subject of the incantation becomes as drowsy as the caster had been. Wizards often use this spell to work through the night while their servants slumber for them. Rangers and others make use of this spell for extended patrols.

The target of this spell receives whatever need for sleep the caster had at the time of casting. This effect may make the target naturally drowsy or even fatigued. Fatigued creatures suffer a -2 to Strength and -2 to Dexterity, and they cannot charge or run. If this spell is successful, the caster is treated as having gotten eight hours of sleep, although this effect does not substitute for the rest time needed for spell recovery. The spell is ineffective if cast upon targets such as elves or undead who do not sleep normally.

Extended use of this spell causes a temporary loss of two Constitution points per casting after the first. Lost points can be regained at a rate of one point per night of normal rest.

SMALL FAVORS

Transmutation

Level: Clr 5, Sor/Wiz 4
Components: V, S
Casting Time: One action
Range: Close
Targets: One creature
Duration: Special
Saving Throw: None
Spell Resistance: None

This spell allows you to borrow a special ability possessed by an extraplanar creature in exchange for promising to serve that creature for a given duration. As long as the spellcaster doesn't defy the creature from whom he is borrowing the power, he may retain the use of the power for 1 day per level. The creature may remove the power if the character ever fails to complete a task the creature has set. The extent of the caster's servitude is at the GM's discretion, but should reflect the power of the ability granted and the agenda of the extraplanar creature.

SNEAKY FEET

Illusion (Glamer)

Level: Brd 1, Drd 1, Rgr 1, Sor/Wiz 1
Components: S, F/DF
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

With the aid of *sneaky feet*, the character can pass silently around attentive guards or sneak through creaky-floored rooms. The spell softens footfalls, quiets loose equipment, and otherwise allows you to move silently, adding +2 per level of the caster (maximum +18) to any Move Silently checks.

Arcane Focus: A rabbit's foot.

SOBER UP

Transmutation

Level: Brd 1, Clr 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 full round
Range: Touch
Target: 1 creature or self
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

The target of the spell finds himself completely cured of any effect caused by indulging in alcohol. *Sober up* can also be used to counter *drunk*.

SOFTEN SPELL

Abjuration

Level: Protection 6, Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Personal
Area: 100-ft.-radius emanation, centered on the caster
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

Any spell cast by someone within the radius of this spell is considered to be cast by someone with the lowest possible level necessary. For example, a *lightning bolt* cast by a sorcerer would be treated as if it were cast by a 6th-level spellcaster. *Soften spell* affects all the aspects of a spell that are bound to a caster's level, including range, duration, and area. The sole exception: *Soften spell* does not affect the target spell's caster level for penetrating spell resistance.

Spells cast at higher levels through use of the Heighten Spell feat are treated as spells of the level at which they were prepared. For example, *invisibility* memorized at 6th level via Heighten Spell feat would be cast as if by an 11th-level wizard.

Material Components: A pinch of powdered adamantite or adamantite filings (worth 10 gp).

SOLID FOG

Conjuration (Creation)

Level: Sor/Wiz 4
Components: V, S, M
Duration: 1 minute/level

As *fog cloud*, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at one-tenth normal speed, and all melee attack and melee damage rolls suffer a -2 penalty. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that the creature or object passes through reduces falling damage by 1d6.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Material Components: A pinch of dried, powdered peas combined with powdered animal hoof.

SOUL BEND

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Domination 2, Missionary 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

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

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

If the target of *soul bend* fails to make his Will saving throw, he receives a morale penalty to his Will saving throws equal to 2+the greater of the caster's Wisdom or Intelligence modifier. Multiple castings of *soul bend* by the same caster on the same target have cumulative results.

SOUL BIND

Necromancy

Level: Clr 9, Sor/Wiz 9

Components: V, S, F

Casting Time: 1 action

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

Target: Corpse

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

The character draws the soul from a newly dead body and imprisons it in a gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A gem of at least 1,000 gp value

for every hit die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted.

SOUL SUCK

Necromancy [Evil]

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partially negates

Spell Resistance: Yes

Upon casting, the conjured spirits pass through the victim, causing a total of 3d6 temporary Constitution damage. A successful Fortitude saving throw reduces this effect to 1d6+1 points of ability damage. If the victim is drained below zero, her soul is ripped from her body and dragged into the lower planes as the other spirits return from whence they came. Victims slain in this fashion cannot be restored to life with *raise dead*, although *reincarnation* or *resurrection* will work. Unless they are buried in hallowed ground, victims of *soul suck* are likely to return as undead (GM's discretion).

Arcane Material Component: A pinch of bone dust.

SOUND BURST

Evocation [Sonic]

Level: Brd 2, Clr 2

Components: V, S, F/DF

Casting Time: 1 action

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

Area: 10-ft.-radius spread

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

The character blasts an area with a tremendous cacophony. Creatures in the area take 1d8 points of sonic damage and must succeed at Will saves to avoid being stunned for 1 round. A stunned creature

can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

Deafened creatures are not stunned but are still damaged.

Arcane Focus: A small musical instrument.

SOUND MIND

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The subject is better able to recall distant memories and focus on mentally challenging tasks, gaining an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to ability and skill checks.

An increased Intelligence score may allow the subject to prepare more spells. If the subject does this, he loses spells when *sound mind's* duration is up. For each additional spell prepared with the mental boost from *sound mind*, one random spell of the same spell level is lost from preparation as if it had been cast when *sound mind's* duration ends.

A creature cannot benefit from another casting of *sound mind* for one week after receiving the spell.

Material Components: A few feathers from an owl or a small figurine in the shape of an owl.

SPEAKEASY

Divination

Level: Brd 3, Clr 4, Knowledge 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 full round

Range: Touch

Target: Living creatures touched

Duration: 1 week (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By means of this spell, the caster gains the knowledge of any one language the caster has heard or read within the last day. The caster can touch any number of creatures during the casting to grant them the same ability. (Divide the duration evenly among all the creatures touched during the casting.) The language that the caster chooses could be one the caster already knows, in which case he does not need to consider himself one of the targets.

This magic grants a recipient complete fluency in the language learned during the duration of this spell. This spell does not allow creatures that cannot speak to talk. Barbarians and other illiterate creatures still gain the ability to read the language granted during the duration of the spell. Only one language can be known by this spell at a time. If one uses this spell again while it is still active from a preceding casting, the second language overwrites the older incantation and removes the earlier language. Use of *speakeasy* also grants the temporary use of the Decipher Script skill, as if the person had been trained within that skill, with a +5 circumstance bonus.

SPECTRAL HAND

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Effect: One spectral hand

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A ghostly, glowing hand shaped from the character's life force materializes and moves as the character desires, allowing the character to deliver low-level, touch-range spells at a distance. On casting the spell, the character loses 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch-range spell that the character casts of 4th level or lower can be delivered by the spectral hand. The spell gives the character a +2 bonus to the

character's melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from the character's direction. The hand can flank targets like a creature can. If the hand goes beyond the spell range, goes out of the character's sight, or if the character is not directing it, the hand returns to the character and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has Improved Evasion (one-half damage on a failed save against an area spell and no damage on a successful save), the character's save bonuses, and an AC of at least 22. The character's Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that the character lost in creating it.

SPELL BURN

Evocation [Force]

Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Target: 1 creature
Duration: 1 round/level (D) and instantaneous (see text)
Saving Throw: Reflex half
Spell Resistance: Yes

The spell allows the caster to sacrifice prepared spells (if he is a wizard) or unused spell slots (if he is a sorcerer) to create bolts of pure magical force. The arcane energy the wizard has stored through preparing spells or that the sorcerer holds innately is cannibalized into arcane energy in its purest form and released in a blast of destructive force. The blast is composed of magical force, and it will affect ethereal and incorporeal targets.

The blast—blue-white in color and totally silent—deals 1d8 damage/spell level sacrificed to create the bolt (maximum damage is the lower of the caster's level in d8 or 15d8). For example, a 9th-level wizard casts *spell burn*, sacrificing *tongues* and *hold person*, which are both 3rd-level spells. The wizard would then deal 6d8 points of damage for having sacrificed

six levels of spells. The target of the blast gets a Reflex save to take half damage.

Upon casting, the wizard selects which prepared spells he is sacrificing to fuel this spell; sorcerers likewise determine which remaining spell slots they are sacrificing. *Spell burn* itself does not count toward the spells that fuel the blast. The caster may power any single blast with no more than his caster level in spell levels or 15 spell levels. Any extra spell levels sacrificed are disregarded for determining the strength of the blast.

The duration of the blasts is instantaneous, like other evocation damage spells. *Spell burn* itself may be continued up to one round/level of the caster, and the caster may sacrifice additional spells to generate one new blast each round. The spell ends at its stated duration, when the caster dismisses it or when the caster uses any other spell normally.

SPELLSLIP

Enchantment (Compulsion) [Chaotic, Mind-Affecting]

Level: Brd 2, Sor/Wiz 2, Trickery 2
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One spellcaster
Duration: Discharge (D), 1 hour maximum
Saving Throw: Will negates
Spell Resistance: Yes

Spellslip is an unpredictable, dangerous spell that subtly rearranges spell triggers in a spellcaster's mind. When a caster releases his next spell while under the influence of *spellslip*, he casts the wrong one, with random results.

This spell has no effect when cast on a non-spellcaster (including those who have spell-like abilities as opposed to prepared spells). Spellcasting targets must make a Will save to resist the effects. The GM should roll this save secretly if the spell is affecting a player character, the target of this spell cannot be certain if he resisted it or not.

If the saving throw fails, the next spell the caster invokes is chosen randomly by the GM

from the caster's remaining prepared spells (or simply chosen by the GM for more interesting role-playing). If the caster has only one spell prepared when afflicted by *spellslip*, *spellslip* has no effect. The target must attempt to use a spell within an hour of being afflicted by *spellslip*, or its power is lost.

SPELLTRAP

Abjuration

Level: Sor/Wiz 4
Components: V, S, F
Casting Time: 1 full round
Range: Touch
Target: One gem
Duration: 1 minute/level
Saving Throw: None (see text)
Spell Resistance: Yes (object)

Spelltrap imbues a gem with the power to absorb a spell, then release its energy. The gem becomes invisible and incorporeal and is tied to a specific creature, object, or 10-foot cube of space, designated by the caster. If associated with a creature or object, the gem moves when the creature or object moves, remaining always within 1 foot.

The gem stays dormant until someone casts a particular spell (any level), which the *spelltrap* caster specified earlier, on the creature, object, or area. At this time the gem activates, absorbing the newly cast spell and becoming visible and tangible. An active gem no longer moves, even if it had been tied to a moving creature or object. If anything or anyone touches the gem after it has become active, it explodes, inflicting 2d6 points of damage for each level of the spell it absorbed to all within a 20-foot spread (Reflex save for half damage).

Arcane Focus: A gem worth at least 100 gp.

SPELL TURNING

Abjuration

Level: Luck 7, Magic 7, Sor/Wiz 7, Vengeance 7
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: The character

Duration: Until expended or 10 minutes/level

Spells (and spell-like effects) targeted against the character rebound on the original caster. The abjuration turns only spells that have the character as a target. Effect and area spells are not affected. *Spell turning* also fails to affect touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The GM secretly rolls the exact number. Each spell turned subtracts its level from the amount of spell turning left.

A spell might be only partially turned. Subtract the 1d4+6 result from the spell level of the incoming spell. Divide the remaining levels of the incoming spell by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, the character and the caster each take a fraction of the damage. For nondamaging spells, each of the opponents has a proportional chance to be affected.

If the character and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result:

SPELL TURNING

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of the characters equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of the characters go through a rift into another plane.

Arcane Material Component: A small silver mirror.

SPHERE OF PURE AIR

Conjuration (Creation)

Level: Drd 2, Rgr 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action

Range: Long (400 ft.+40 ft./level)
Area: 15-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 minute per level
Saving Throw: None
Spell Resistance: No

This spell produces a 15-ft.-radius sphere of fresh, pure air. The spell counters any gas- or scent-based attacks made within its area. It also provides an unlimited supply of fresh air within its area of effect for the duration of the spell.

Creatures with the *scent* special ability cannot detect creatures who stand within the sphere of pure air for the duration of the spell, and those within the spell's area do not leave behind a trail of scent.

This spell is mostly ineffective if cast underwater or within any other liquid medium. It does not project a force capable of preventing a liquid from filling the spell's area of effect. However, the spell still counters any water-borne poisons within its area of effect when cast underwater.

SPIDER CLIMB

Transmutation

Level: Asn 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have bare hands and feet to climb in this manner. The subject climbs at half its speed. A creature with a Strength score of at least 20 +1 per caster level can pull the subject off a wall.

Material Components: A drop of bitumen and a live spider, both of which must be eaten by the subject.

SPIRIT LINK

Necromancy

Level: Death 4, Sor/Wiz 5
Components: V, S, M
Casting Time: One action
Range: Close (25 ft.+5 ft./2 caster levels)
Target: One creature or person
Duration: One round/level of caster
Saving Throw: Will negates
Spell Resistance: Yes

The caster can create a temporary link between his spirit and that of another person or creature. Once established, the caster can then draw on the target's spirit to bolster his own. The caster temporarily shares one of the following traits with the targeted creature: hit points, Strength, or Constitution. The caster gains 1d6 temporary points of the chosen trait or 3d6 hit points, and the target loses a like amount.

Material Components: Something of the chosen target's person—a tuft of hair, nail clippings, or the like.

SQUALL

Conjuration [Creation]

Level:Clr 5, Drd 5, Sor/Wiz 5
Components: V, S
Casting Time: 10 minutes
Range: Long (400 ft.+40 ft./level)
Area: 100 square feet
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

This spell creates a powerful storm that sweeps across the caster's enemies, buffeting them with winds and rain, drowning out verbal spells and communication, and causing a flash flood if the conditions are right.

All subjects within the spell's area suffer the following effects:

Blinding rain and winds reduce visibility to zero, and make even darkvision ineffective. Spot, Search, and Listen checks, and any checks dependent on vision or hearing, are impossible

Spellcasters must succeed at a Concentration check (DC20+spell level) to successfully cast a spell. Spells with verbal components may not be cast. Ranged attacks are impossible (both into and out of the area). Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures within the effect gain total cover against attacks from outside.

If the spell is cast above soil or sand, it creates an area of mud that restricts movement to one-third normal speed. If cast above solid rock (including a paved road) it creates a flash flood that flows downhill, forcing all in its path to make a Fortitude save (DC15) or be swept away, taking 1d6 subdual damage per round and moving at 60 feet per round with the flow of water.

This spell can only be used outdoors. It does not function indoors, underground, or underwater.

STATIC VEIL

Abjuration

Level:Clr 2, Sor/Wiz 2
Components: V, S, F, AF
Casting Time: 10 minutes
Range: 0 ft.
Area: One 10 ft. cube/level
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

The caster creates an area that resists scrying. The DC of any attempt to scry into the protected area increases by +1 per caster level, thanks to this spell.

Arcane Focus: A lodestone.

STATUE

Transmutation
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. The initial transformation from flesh to stone requires 1 full round after the spell is cast. In statue form, the subject gains hardness 8 but retains its own hit points.

The subject can see, hear, and smell normally, but does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms is serious damage.

The individual under the magic of a *statue* spell can return to his normal state, act, and then return instantly to the statue state (a free action) if he so desires, as long as the spell duration is in effect.

Material Components: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

STINKING CLOUD

Conjuration (Creation)

Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Effect: Cloud that spreads in 30 ft. radius, 20 ft. high
Duration: 1 round/level
Saving Throw: Fortitude negates (see text)
Spell Resistance: Yes

Stinking cloud creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating. Living creatures in the cloud are nauseated (Fortitude negates), making them unable to attack, cast spells, concentrate on spells, and so on. The only action a nauseated character can take is a single move (or move-equivalent action) per turn. These effects last as long as the character is in the cloud and for 1d4+1 rounds after he or she leaves the cloud. (Roll separately for each nauseated character.) Those who succeed

at their saves but remain in the cloud must continue to save each round.

Material Component: A rotten egg or several skunk cabbage leaves.

stone shape

Transmutation

Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft.+1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The character can form an existing piece of stone into any shape that suits his purpose. For example, the character can make a stone weapon, a special trapdoor, or a crude idol. *Stone shape* also permits the character to reshape a stone door to make an exit where one didn't exist or to seal a door shut. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

stoneskin

Abjuration

Level: Adp 4, Earth 6, Sor/Wiz 4, Strength 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes, as well as gaining damage reduction of 10/+5. (The warded creature ignores the first 10 points of damage each time it takes damage, though a weapon with a +5 enhancement bonus or any magical attack bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Material Components: Granite and 250 gp worth of diamond dust sprinkled on the target's skin.

stone to flesh

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Instantaneous

Saving Throw: Fortitude negates (object) (see text)

Spell Resistance: Yes

This spell returns a petrified creature to its normal state, restoring life and goods. The creature must succeed at a Fortitude save (DC 15) to survive the process. Any petrified creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) The character can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long, or a cylinder of up to those dimensions in a larger mass of stone.

Material Components: A pinch of earth and a drop of blood.

strangle

Necromancy

Level: Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Several living creatures within a 15-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Special (see text)

Spell Resistance: Yes

The *strangle* spell suffocates one or more creatures. Roll 4d6 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 10 or more HD is affected, and HD that are not sufficient to affect a creature are wasted. Creatures with no Constitution scores (such as constructs and undead), or which do not need to breathe, are immune to the spell.

Creatures within the spell radius must make a Constitution check each round against the spell DC or immediately fall unconscious. In the following round, the victim drops to -1 hit points and is dying. In the third round, he suffocates and dies.

Arcane Material Component: A reed, which is pinched closed as the spell is cast.

straszman's ballet of seduction

Enchantment (Charm) [Mind-Affecting]

Level: Brd 5, Entrancement 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 full round

Range: Personal

Area: 25 ft. radius

Duration: 1 hour/level (see below)

Saving Throw: Will negates

Spell Resistance: Yes

The character performs a compelling, seductive dance, affecting some or all (character's

choice) observers as if by a *charm* spell. A successful Will saving throw negates the spell's effect, but the character's Charisma modifier is added to the DC of the saving throw. (For bards or sorcerers, it is effectively added twice.) Anyone failing the saving throw is immediately enamored of the dancer, and will do whatever the dancer desires (within reason, as explained under the *charm* spell description). The spell is similar to *mass charm*, but not as effective, for its victims remain charmed only for the *ballet of seduction's* listed duration. This period is usually more than enough time, however, for the dancer to persuade the spell's subjects to hand over large gifts or perform various tasks. Unlike *charm*, victims of the spell rarely realize that they were magically influenced, and they rarely object to giving the dancer money or to carrying out any tasks that the dancer sets them to perform.

strength of yughooragha

Necromancy

Level: Special, Adp, Asn, Blk, Brd, Clr, Drd, Rgr, Sor/Wiz

Components: V, S, M (special)

Casting Time: 1 round

Range: Touch

Target: One living creature

Duration: See below

Saving Throw: Will partial

Spell Resistance: Yes

The subject becomes stronger, taking on the powerful strength of a possessed spirit. This spell temporarily binds the target's own life force to Yughooragha, allowing the demon prince (see *Armies of the Abyss*) to channel his energy into the target.

Any spellcaster save a paladin willing to pay the price may learn to cast this spell. The caster must sacrifice a part of his life essence to the demon prince to gain Yughooragha's attention. The offering is equal to one permanent hit point per level of the caster at the time of mastering the spell. Once ready (the ceremony takes two days to prepare and complete), the subject may thereafter prepare and cast *strength of*

Yughooragha as a spell of level X, where X is the number of hit points sacrificed.

When the spell is cast, the target's Strength is increased by Xd4 and lasts for X hours.

The recipient of the spell undergoes a minor change in appearance while the spell's duration is in effect. Bright, white pinpoints of light will glow in the center of the subject's eyes. In addition, his forehead will furl and the cheekbones will distend. Targets of the spell will radiate evil, even if they did not before.

At the end of the spell's duration, the recipient will experience a terrible backlash from *Yughooragha*'s unholy touch. When the effects end, the subject makes a Will save against the DC of the spell (noting that the spell level is equal to X). Success means the target only suffers 1d8 points of damage. Failure indicates the life force of the character was damaged greatly and the character suffers 2d8 points of damage and also loses one hit point permanently.

Spellcasters willing to sacrifice further hit points may learn the spell again at a higher level. For example, a 3rd level cleric learns to cast *strength of Yughooragha* as a 2nd level spell. Upon attaining 5th level, if he wanted to learn the 3rd level version of the spell, he'd have to sacrifice 3 hit points and go through the ceremony a second time.

Material Components: A bit of bone from a gnoll champion and a pinch of dust from the Abyss.

stunning bolt

Evocation [Electricity]

Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A ray of electricity arcs from your fingertip toward a single creature, dealing 1d6

points of subdual damage per caster level (maximum 10d6). You must succeed at a ranged touch attack to hit your target.

The spell does not function against creatures that are immune to subdual damage or electrical attacks, and electricity resistance counts as double its listed value against this effect.

sucking spear

Evocation [Force]

Level: Magic 4, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

This spell creates a shining spear of pure magical energy that the caster throws as a ranged touch attack at any one target. If the *sucking spear* hits, the target suffers 1d6 points of damage per the caster's level (maximum 10d6). Further, the *sucking spear* drains 1d4 randomly determined prepared spells from victims who are capable of casting spells. These spells are lost as if they had been cast, and they can be regained normally. The draining effect also applies to monsters with spells or spell-like abilities. In the case of spell-like abilities, each prepared spell that the *sucking spear* drains takes away one usage of a spell-like power for one day. For sorcerers, bards, and others who do not prepare spells, the *sucking spear* drains one (randomly determined) unused spell slot for the day. A successful Reflex saving throw halves the damage, and a successful Will saving throw negates the spell-draining effect.

The *sucking spear* is a force effect, and it may strike ethereal creatures.

Material Component: Miniature wooden spear.

sucking touch

Necromancy [Evil]

Level: Clr 3, Shadow 3, Sor/Wiz 3
Components: S
Casting Time: 1 action
Range: Touch
Target: One creature
Duration: 1 minute/level
Saving Throw: Fortitude halves
Spell Resistance: Yes

This spell gives the caster a Strength-draining touch similar to a shadow's (see *MM*). If the caster makes a successful touch attack, the subject suffers a 1d6+1 per two caster levels (maximum +6) temporary Strength ability drain. A successful Fortitude save halves the ability damage.

If the subject's Strength is reduced to 0 or less, he dies and is transformed 1d4+1 rounds later into a shadow permanently under the control of the caster. A caster may control up to 2HD of shadow creatures per caster level at any one time. If the caster also controls animated dead (per *animate dead* spell), the total HD of undead plus shadow creatures cannot exceed the 2HD per level maximum.

suggestion

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Brd 2, Entrancement 3, Missionary 4, Sor/Wiz 3
Components: V, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level or until completed
Saving Throw: Will negates
Spell Resistance: Yes

The character influences the actions of the enchanted creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable.

The suggested course of activity can continue for the entire duration. If the suggested

activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do. The character can instead specify conditions that will trigger a special activity during the duration. For example, the character might suggest that a noble knight give her warhorse to the first beggar she meets. If the condition is not met before the spell expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1, -2, etc.) at the discretion of the GM.

Material Components: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

summon monster I

Conjuration (Summoning) [see text]

Level: Blk 1, Brd 1, Clr 1, Sor/Wiz 1
Components: V, S, F/DF
Casting Time: 1 full round
Range: Close (25 ft.+5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell summons an outsider (extraplanar creature). It appears where the character designates and acts immediately, on the character's turn. It attacks the character's opponents to the best of its ability. If the character can communicate with the outsider, the character can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

The spell conjures one of the creatures from the list below. The caster chooses which creature to summon and can choose a different one on subsequent castings.

1st Level

- Celestial dog (animal) LG
- Celestial badger (animal) CG
- Fiendish dire rat LE
- Fiendish hawk (animal) CE

When the character uses a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, *summon monster I* is a lawful and evil spell when cast to summon a dire rat.

Arcane Focus: A tiny bag and a small (not necessarily lit) candle.

summon monster II

Conjuration (Summoning) [see text]

Level: Blk 2, Brd 2, Clr 2, Sor/Wiz 2
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart when they appear

As *summon monster I*, except the character can summon one outsider from the 2nd-level list or 1d3 outsiders of the same type from the 1st-level list.

2nd Level

- Celestial eagle (animal) CG
- Formian worker LN
- Lemure (devil) LE
- Fiendish squid (animal) LE
- Fiendish wolf (animal) LE
- Fiendish shark, Medium-size (animal) NE
- Fiendish viper (animal) Tiny CE
- Fiendish hyena (animal) [treat as CE wolf (animal)]
- Fiendish octopus (animal) CE

summon monster III

Conjuration (Summoning) [see text]

Level: Blk 3, Brd 3, Clr 3, Sor/Wiz 3
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart when they appear

As *summon monster I*, except the character can summon one creature from the 3rd-level list, 1d3 creatures of the same type from the 2nd-level list, or 1d4+1 creatures of the same type from the 1st-level list.

3rd Level

- Celestial bear, black LG (animal)
- Celestial bison (animal) NG
- Triton NG
- Celestial dire badger CG
- Azer LN
- Elemental, Small N
- Thoqqua N
- Fiendish dire weasel LE
- Fiendish gorilla (animal) LE
- Fiendish snake, constrictor (animal) LE
- Fiendish boar NE
- Fiendish dire bat NE
- Fiendish lizard, giant (animal) NE
- Salamander, Small NE
- Fiendish shark, Large (animal) NE
- Fiendish viper, Small snake (animal) CE
- Fiendish crocodile (animal) CE
- Dretch CE
- Fiendish leopard (animal) CE
- Fiendish wolverine (animal) CE

summon monster IV

Conjuration (Summoning) [see text]

Level: Blk 4, Brd 4, Clr 4, Sor/Wiz 4
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart when they appear

As *summon monster I*, except the character can summon one creature from the 4th-level list, 1d3 creatures of the same type from the 3rd-level list, or 1d4+1 creatures of the same type from a lower-level list.

4th Level

- Lantern archon (celestial) LG
- Giant owl NG
- Giant eagle CG
- Celestial lion (animal) CG
- Tojanida, Small N
- Xorn, Small N
- Arrowhawk, Small N
- Magmin CN
- Imp (devil) LE
- Fiendish dire ape LE
- Fiendish dire wolf LE

- Hell hound LE
- Varguouille NE
- Fiendish viper, Medium-size Snake (animal) CE
- Howler CE

summon monster V

Conjuration (Summoning) [see text]

Level: Brd 5, Clr 5, Sor/Wiz 5
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart when they appear

As *summon monster I*, except the character can summon one creature from the 5th-level list, 1d3 creatures of the same type from the 4th-level list, or 1d4+1 creatures of the same type from a lower-level list.

5th Level

- Celestial bear, brown (animal) LG
- Hound archon (celestial) LG
- Celestial orca, whale (animal) NG
- Celestial pegasus CG
- Celestial dire lion CG
- Formian warrior LN
- Elemental, Medium-size N
- Mephit, any N
- Arrowhawk, Medium-size N
- Tojanida, Medium-size N
- Achaierai LE
- Fiendish griffon LE
- Fiendish snake, giant LE
- Constrictor (animal)
- Yeth hound NE
- Fiendish dire boar NE
- Fiendish rhinoceros (animal) NE
- Fiendish shark, Large (animal) NE
- Salamander, Medium-size NE
- Shadow mastiff NE
- Fiendish viper, Large (animal) CE
- Quasit CE
- Fiendish dire wolverine CE
- Fiendish giant crocodile (animal) CE
- Fiendish tiger (animal) CE
- Fiendish girallon CE

summon monster VI

Conjuration (Summoning) [see text]

Level: Brd 6, Clr 6, Sor/Wiz 6
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart when they appear

As *summon monster I*, except the character can summon one creature from the 6th-level list, 1d3 creatures of the same type from the 5th-level list, or 1d4+1 creatures of the same type from a lower-level list.

6th Level

- Celestial dire bear LG
- Celestial unicorn CG
- Elemental, Large N
- Rast N
- Xorn, Medium-size N
- Slaad, red CN
- Chaos beast CN
- Kyton LE
- Barbazu (devil) LE
- Bezekira LE
- Erinyes (devil) LE
- Belker NE
- Fiendish viper, Huge snake (animal) CE

summon monster VII

Conjuration (Summoning) [see text]

Level: Clr 7, Sor/Wiz 7
Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart when they appear

As *summon monster I*, except the character can summon one creature from the 7th-level list, 1d3 creatures of the same type from the 6th-level list, or 1d4+1 creatures of the same type from a lower-level list.

7th Level

- Celestial elephant (animal) NG
- Avoral guardinal (celestial) NG
- Djinni CG
- Ravid [alone] N
- Elemental, Huge N
- Invisible stalker N

- Xorn, Large N
- Arrowhawk, Large N
- Tojanida, Large N
- Slaad, blue CN
- Hamatula (devil) LE
- Osyluth (devil) LE
- Fiendish dire tiger CE
- Bebilith CE
- Fiendish octopus, giant (animal) CE

SUMMON MONSTER VIII

Conjuration (Summoning) [see text]

Level: Clr 8, Sor/Wiz 8

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart when they appear

As *summon monster I*, except the character can summon one creature from the 8th-level list, 1d3 creatures of the same type from the 7th-level list, or 1d4+1 creatures of the same type from a lower-level list.

8th LEVEL

- Lillend CG
- Formian taskmaster [alone] LN
- Janni (genie) N
- Elemental, greater N
- Barghest, Medium-size LE
- Cornugon (devil) LE
- Fiendish squid, giant (animal) LE
- Salamander, Large NE
- Succubus (demon) CE

regular ravens, but are entirely made of shadows. Their eyes glow dark red, and their cries are screeching whispers. They will obey their masters but are willful and sly. They are always looking to feed (see below).

COMBAT

Shadow ravens love to attack out of the night sky, dive-bombing the unaware. When indoors, they lie in wait in high, dark corners, always watchful for opportunities.

Strength Damage: On a successful strike, a living creature suffers 1d2 points of temporary Strength damage. A creature reduced to 0 Strength in this way dies. This is the only way a shadow raven can feed.

Undead: The shadow raven is undead, and is immune to all mind-affecting spells, disease, stunning attacks, critical hits, poison, paralysis, subdual damage, or death from massive damage.

Incorporeal: The shadow raven is impervious to damage except by enchanted weapons, magic, or other incorporeal creatures. Any damage sustained from a corporeal source has a 50% chance of not affecting the shadow raven. Shadow ravens may pass through solid objects at will.

SHADOW RAVEN

Small Undead Animal (Incorporeal)

Hit Dice: 2d8+2 (11)

Initiative: +3 (Dex)

Speed: fly 60 ft. (Good)

Armor Class: 15 (+3 Dex, +1 size, +1 deflection)

Attacks: Incorporeal claw +3

Damage: Incorporeal claw 1d2 temporary Strength

Face/Reach: 5 ft.x5 ft.x5 ft.

Special Attacks: Strength Damage

Special Qualities: Undead, Incorporeal

Saves: Fort +1, Ref +4, Will +2

Abilities: Str -, Dex 16, Con -, Int 2, Wis 11, Cha 12

Skills: Hide +10, Listen +5, Spot +5

Feats: Flyby Attack

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 2-3 HD (small)

Shadow ravens are undead birds created to serve as familiars and pets. Most are gifts from evil gods or manufactured by necromancers by some unknown ritual. They have the general size and shape of

SUMMON MONSTER IX

Conjuration (Summoning) [see text]

Level: Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart when they appear

As *summon monster I*, except the character can summon one creature from the 9th-level list, 1d3 creatures of the same type from the 8th-level list, or 1d4+1 creatures of the same type from a lower-level list.

9th LEVEL

- Lammasu LG
- Couatl LG
- Astral deva (celestial) NG
- Ghaele eladrin (celestial) CG
- Elemental, elder N
- Barghest, Large LE
- Xill LE
- Rakshasa LE
- Gelugon (devil) LE
- Night hag NE
- Nightmare NE
- Vrock (demon) CE

SUMMON SHADOW RAVEN

Conjuration (Summoning)

Level: Clr 3, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 full round

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

Duration: 1 round/level of caster

This spell summons a shadow raven from the Demi-Plane of Shadow (see monster description sidebar). Once the raven is on the spellcaster's plane, the spellcaster may attempt to bind it as a familiar.

The shadow raven enters this world through any shadow within the range of the spell, so the spell won't work in total darkness or total light. The shadow raven serves faithfully for the spell's duration. If the spellcaster has the proper tribute, the shadow raven may serve

as a familiar. The GM is the final arbiter for what tribute is appropriate.

Arcane Foci: A small, shiny object and a shadow.

SUMMON SWARM

Conjuration (Summoning)

Level: Brd 2, Drd 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 full round

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

Effect: Swarm of Small creatures in a 5 ft. spread

Duration: Concentration+2 rounds

Saving Throw: None

Spell Resistance: No

A swarm of little creatures carpets the effect's area, viciously attacking all other creatures there. (Roll on the table below to see what sort of creature is summoned.) A creature caught in the swarm who takes no actions other than fighting off the swarm takes 1 point of damage on its turn. A creature in the swarm who takes any other action, including leaving the swarm, takes 1d4 points of damage +1 point per three caster levels. Spellcasting or concentrating on spells within the swarm is impossible.

SUMMON SWARM

1d20	Swarm Type*
1-8	Rats (animals)
9-14	Bats (animals)
15-16	Spiders (vermin, poisonous)
17-18	Centipedes (vermin, poisonous)
19-20	Flying beetles (vermin)

*The creature types (in parentheses) indicate what sorts of spells and effects might aid a subject against the swarm.

A swarm of poisonous creatures deals no damage to creatures who are immune to poison, though it still prevents spellcasting and concentration. The creatures' attacks are nonmagical. Damage reduction, being incorporeal, and other special abilities also make a creature immune to damage from the swarm.

The swarm cannot be fought effectively with weapons, but fire and damaging area

effects can force it to disperse. The swarm disperses when it has taken a total of 2 hit points of damage per caster level from these attacks. Certain area or effect spells, such as *gust of wind* and *stinking cloud*, disperse a swarm immediately if appropriate to the swarm summoned. (For example, only fliers are affected by a *gust of wind*.)

The swarm is stationary once summoned. A druid caster, however, can (as a move-equivalent action) direct the swarm to move up to 30 feet per round (or 90 feet per round if she has summoned bats or beetles).

Arcane Material Component: A square of red cloth.

sum up

Divination

Level: Sor/Wiz 0

Components: S

Casting Time: 1 action

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

Area: 10 ft. radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell allows the caster to instantly know the quantity of any items of similar nature within the spell's area of effect. The spell only counts what would be obvious to the caster. For example, a caster could use this spell to quickly determine the number of bottles of wine in a rack, but not which bottles are of different varieties of wine, since this would require the caster to open the bottles and smell/taste the contents.

SUNBURST

Evocation [Fire]

Level: Drd 8, Sor/Wiz 8, Sun 8

Components: V, S, M/DF

Casting Time: 1 action

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

Area: 10 ft./level-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

Sunburst causes a globe of searing heat and radiance to explode silently from a point the character selects. All creatures in the globe are blinded and are dealt 3d6 points of damage. (A successful Reflex save negates the blindness and reduces the damage by half.) In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment) loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skills. Creatures to whom sunlight is harmful or unnatural take double damage.

Undead creatures caught within the globe are dealt 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of undead creatures specifically affected by sunlight if they fail their saves.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures just as if they were undead creatures.

Arcane Material Components: A piece of sunstone and a naked flame.

SUNDERING MISSILE

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Targets: Single object, no more than 10 pounds per caster level

Duration: Instantaneous

Saving Throw: Fortitude halves (object)

Spell Resistance: Yes

A bolt of magical force darts forth from the caster's fingertip and unerringly strikes a targeted solid object, dealing 1d6 points of damage per caster level (maximum 10d6).

The missile strikes unerringly, even if the object is used in melee or has anything less than total cover or concealment. Creatures

and animated objects (including constructs) cannot be targeted by this spell.

SWIM

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

The subject gets a +30 bonus on Swim checks for the duration of the spell.

Material Component: A live minnow, which is swallowed as the spell is cast.

SYMBOL

Universal [see text]

Level: Clr 8, Sor/Wiz 8

Components: V, S, M/DF (or V, S, M for carefully engraved)

Casting Time: 1 action or 10 minutes

Range: 0 feet

Effect: One symbol

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

This spell allows the character to scribe any of the potent runes described below. A *symbol* can be quickly scribed in the air or on some surface. Alternatively, the character can carefully inscribe it on a surface. The *symbol* harms those who trigger it (usually those who pass over it, touch it, read it, etc.)

A quickly scribed *symbol* has a casting time of 1 action. The resulting rune becomes active immediately. It lasts 10 minutes per caster level and glows faintly while it lasts. *Symbols* of fear, hopelessness, pain, or persuasion can be used in this manner. *Symbols* of death, discord, insanity, pain, sleep, and stunning cannot.

A carefully engraved *symbol* has a casting time of 10 minutes. The *symbol* is inactive when finished and remains so until triggered. Once

triggered, it becomes active and glows, usually lasting 10 minutes per caster level. Some *symbols* can last indefinitely once triggered. For example, a *symbol* of death ends when it has slain 150 hit points' worth of creatures.

To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective.

As a default, a *symbol* is triggered whenever a creature does one or more of the following, as the character selects: reads, touches, passes over, or looks at the rune, or passes through a portal bearing the rune.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if it reacts to touch. To trigger a *symbol*, a creature must be within 60 feet of the rune.

The character also can set special triggering conditions. These can be as simple or elaborate as the character desires. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. For example, a *symbol* can be set to activate when a lawful good creature approaches, but not when a paladin approaches.

A *symbol's* triggering conditions must always be defensive in nature. For example, a touch-triggered *symbol* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

Once the spell is cast, a *symbol's* triggering conditions cannot be changed.

The character ignores the effects of his own *symbols* and cannot inadvertently trigger them. When scribing a *symbol* quickly, the character can instantly attune any number of creatures to the *symbol*, rendering them immune to its effects, provided that the creatures are within 60 feet of the rune when it is created and that

the character is aware of their presence.

When creating a carefully inscribed *symbol*, the character can specify a password or phrase that prevents a creature using it from triggering the *symbol*. The character also can attune any number of creatures to the *symbol*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (up to ten creatures) takes 1 hour. Attuning a large group (up to twenty-five creatures) takes 1 day. Attuning larger groups takes proportionately longer, as the GM sees fit.

When triggered, a *symbol* affects all creatures within a 60-foot radius except for the character and any individuals attuned to it. If a *symbol* has a password, anyone using the password remains immune to that particular rune's effects so long as the character remains within 60 feet of the rune. If the character leaves the radius and returns later, he must use the password again. Once triggered, a *symbol* remains active until its duration expires. Creatures who subsequently meet an active *symbol's* triggering conditions suffer its effects.

A successful *dispel magic* removes the effects of a *symbol* from a creature unless the *symbol's* effect is instantaneous (death, stunning) or the description specifies another remedy (insanity). The rune itself can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol*. Destruction of the surface where a *symbol* rests destroys the *symbol* but also triggers its effects.

Read magic allows the character to identify a *symbol* with a successful Spellcraft check (DC19). Identifying the *symbol* does not discharge it and allows the character to know the version of the *symbol*.

A *symbol* can be rendered permanent with the *permanency* spell, provided it is carefully engraved upon a permanent, nonportable surface such as a wall or door. A *permanency* spell extends a *symbol's* basic duration of 10 minutes per caster level indefinitely. When triggered, a *permanent symbol* usually glows and is active for about 10 minutes, but there is no limit to how many times it can be triggered.

If the *symbol* can affect only a limited number of hit points' worth of creatures, the limit applies each 10 minutes. For example, a *permanent symbol of death* could slay 150 hit points' worth of creatures every 10 minutes.

Known symbols include:

Death: One or more creatures within the radius, whose combined total hit points do not exceed 150, must succeed at Fortitude saves or die. The *symbol* affects the closest creatures first, skipping creatures with too many hit points to affect. This *symbol* must be carefully engraved on a surface. Once triggered, the *symbol* lasts until it has affected 150 hit points' worth of creatures.

Discord: All creatures with an Intelligence score of 3 or higher within 60 feet who fail a Will save immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4 rounds. This *symbol* must be carefully engraved on a surface. Once triggered, the *symbol* lasts 10 minutes per caster level. This version is a mind-affecting spell.

Fear: This *symbol* can be scribed quickly or carefully engraved on a surface. Creatures within the radius are afflicted by a powerful version of the *fear* spell. If scribed in the air, this *symbol* requires a Will save to resist. If the rune is carefully inscribed, the save DC increases by 4. Once triggered, the *symbol* lasts 10 minutes per caster level. This version is a mind-affecting spell.

Hopelessness: All creatures within the radius must attempt Will saves. If the rune is carefully engraved on a surface, the save DC increases by 4. If the save fails, the creature suffers from hopelessness for 3d4x10 minutes and submits to simple demands from foes, such as to surrender or to get out. The effect is similar to that of the *suggestion* spell. If no foes are present to make demands, there is a 25% chance that a hopeless creature proves unable to take any action except hold its ground. If the creature remains free to act, there is a 25%

chance it retreats from the rune at normal speed. In either case, the creature can defend normally if attacked. Once triggered, the *symbol* lasts 10 minutes per caster level. This version is a mind-affecting spell.

Insanity: One or more creatures within the radius, whose combined total hit points do not exceed 150, become insane (as the *insanity* spell; Will negates). The *symbol* affects the closest creatures first, skipping creatures with too many hit points to affect. This *symbol* must be carefully engraved on a surface. Once triggered, the *symbol* lasts until it has affected 150 hit points' worth of creatures. This version is a mind-affecting spell.

Pain: Creatures within the radius suffer wracking pains that reduce Dexterity scores by 2 and impose a -4 penalty on attack rolls, skill checks, and ability checks (Fortitude negates). Both effects last 2d10x10 minutes. This *symbol* can be scribed quickly or carefully engraved on a surface. If carefully inscribed, the save DC increases by 4. Once triggered, the *symbol* lasts 10 minutes per caster level.

Persuasion: This *symbol* can be scribed quickly or carefully engraved on a surface. All creatures within the radius must succeed at Will saves to resist. If the *symbol* is carefully inscribed, the save DC increases by 4. If the save fails, the creature becomes the same alignment as the character for 1d20x10 minutes. During this time, affected creatures become friendly to the character as though subjected to *charm person*. This version is a mind-affecting spell.

Sleep: Creatures within the radius fall into a catatonic slumber if they have 8 or fewer HD (Will negates). Sleeping creatures cannot be awakened for 3d6x10 minutes. This *symbol* must be carefully engraved on a surface. Once triggered, the *symbol* lasts 10 minutes per caster level. This version is a mind-affecting spell.

Stunning: One or more creatures within the radius whose total hit points do not exceed 250 become stunned (Fortitude negates). The *symbol* affects the closest creatures first, skipping creatures with too many hit points to affect. A stunned creature can't act and loses

any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it. In addition, the stunned creatures drop what they are holding. This *symbol* must be carefully engraved on a surface.

Material Components (Carefully Engraved Symbol): Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each.

sympathy

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 9, Missionary 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 hour

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

Target: One location (up to a 10 ft. cube/level) or one object

Duration: 2 hours/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The character causes an object or location to emanate magical vibrations that attract either a specific type of intelligent creature or creatures of a particular alignment, as defined by the character. The particular type of creature to be affected must be named specifically—for example, red dragons, hill giants, wererats, lammasu, catoblepas, vampires, etc. Larger groups, such as "goblinoids," are not specific enough. Likewise, the specific alignment must be named—for example, chaotic evil, chaotic good, lawful neutral, or true neutral.

Creatures of the type or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

Material Components: 1,500 gp worth of crushed pearls and a drop of honey.

Gasha's Hideous Laughter

Enchantment (Compulsion)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: One creature (see text)

Duration: 1d3 rounds

Saving Throw: Will negates

Spell Resistance: Yes

This spell afflicts the subject with uncontrollable laughter. The subject collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing. After the spell ends, he can act normally.

Creatures with Intelligence scores of 2 or lower are not affected. A creature whose type (such as humanoid or dragon) is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Material Components: Tiny darts that are thrown at the target and a feather that is waved in the air.

Telekinesis

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Target or Targets: See text

Duration: Concentration (up to 1 round/level) or instantaneous (see text)

Saving Throw: Will negates (object) (see text)

Spell Resistance: Yes (object) (see text)

The character moves objects or creatures by concentrating on them. Depending on

the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per caster level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with SR.

This version of the spell lasts up to 1 round per caster level, but it ends if the character ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the character's range. The spell ends if the object is forced beyond the range. If the character ceases concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. The character might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a DC set by the GM.

Violent Thrust: Alternatively, the spell energy can be expended in a single round. The character can hurl one or more objects or creatures who are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. The character can hurl up to a total weight of 25 pounds per caster level.

The character must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using the character's base attack bonus+the character's Intelligence modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging

from 1 point per 25 pounds (for less dangerous objects such as a barrel) to 1d6 points of damage per 25 pounds (for hard, dense objects such as a boulder).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinetic creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Teleport

Transmutation [Teleportation]

Level: Sor/Wiz 5, Travel 5

Components: V

Casting Time: 1 action

Range: Personal and touch

Target: The character and touched objects or other touched willing creatures weighing up to 50 lb./level

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell instantly transports the character to a designated destination. Distance is not a factor, but interplanar travel is not possible. The character can bring along objects and willing creatures totaling up to 50 pounds per caster level. As with all spells where the range is personal and the target is the character, the character

need not make a saving throw, nor is SR applicable to the character. Only objects held or in use (attended) by another person receive saving throws and SR.

The character must have some clear idea of the location and layout of the destination. The character can't simply teleport to the warlord's tent if the character don't know where that tent is, what it looks like, or what's in it. The clearer the character's mental image, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Note: Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

To see how well the teleportation works, roll percentiles and consult the Teleport table.

Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where the character has been very often and where she feels at home. "Studied carefully" is a place the character knows well, either because she has been there often or she has used other means (such as scrying) to study the place. "Seen casually" is a place that the character has seen more than once but with which she is not very familiar. "Viewed once" is a place that the

TELEPORT

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	—
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
Description	01-52	53-76	77-92	93-100
False destination	(1d20+80)	—	81-92	93-100

character has seen once, possibly using magic. "Description" is a place whose location and appearance the character knows through someone else's description, perhaps even from a precise map.

False Destination: A place that doesn't exist. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling percentiles, since there is no real destination for the character to hope to arrive at or even be off target from.

On Target: The character appears where the character wants to be.

Off Target: The character appears safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The GM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, etc. If the character was teleporting to a coastal city and wound up 18 miles out at sea, she could be in trouble.

Similar Area: The character winds up in an area that's visually or thematically similar to the target area. Generally, the character appears in the closest similar place, but since the spell has no range limit, the character could conceivably wind up somewhere else across the globe.

Mishap: The character and anyone else teleporting with the character have gotten "scrambled." The travellers each take 1d10 points of damage, and the character rerolls on the chart to see where the travellers wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

TELEPORTATION CIRCLE

Transmutation [Teleportation]

Level: Sor/Wiz 9

Components: V, M

Casting Time: 10 minutes

Range: 0 ft.

Effect: Circle up to 5 ft. in radius that teleports those who activate it

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

The character creates a circle on the floor or other horizontal surface that teleports, as *teleport without error*, any creature who stands on it to a designated spot. Once the character designates the destination for the circle, the character can't change it. The spell fails if the character attempts to set the circle to teleport creatures into a solid object, to a place with which the character is not familiar and has no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If the character intends to keep creatures from activating it accidentally, the character needs to mark the circle in some way, such as by placing it on a raised platform.

Material Component: Amber dust to cover the area of the circle (at least 1,000 gp).

TELEPORT BLOCK

Abjuration [Teleportation]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 full round

Range: 0 ft.

Area: One 10 ft. cube/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The caster creates an area in which no teleportation spell will work, either coming in or going out.

Material Component: 10 gp worth of gold dust.

TELEPORT COORDINATES TRANSFER

Divination [Teleportation]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

If the caster knows a location well, he can communicate information about it mentally to someone else with enough accuracy and detail to allow the other person to teleport to the area as if personally familiar with the location. Alternatively, if the caster learns of a location through a spell like *discern location*, *teleport tracer*, or *legend lore*, the caster can use this spell to teleport there as if he were very familiar with the location.

In no way, however, does this spell provide the actual means of teleportation.

TELEPORT REDIRECT

Evocation [Teleportation]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Area: 20-ft. diameter sphere

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

If any teleportation subtype spell is cast within the radius of this spell, the destination of the teleport spell is redirected to a location the caster chose at the time of casting *teleport redirect*. For example, the character casts *teleport redirect* in a king's throne room with a prison cell as a destination. Now, if a hamatula in the throne room attempts to use its *teleport without error* ability, the creature ends up in the cell.

TELEPORT TRACER

Divination [Teleportation]

Level: Sor/Wiz 6

Components: S

Casting Time: 1 action

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

Effect: One teleportation spell

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster immediately knows the destination of the most recent spell with the teleportation subtype cast within the range.

TELEPORT WITHOUT ERROR

Transmutation [Teleportation]

Level: Sor/Wiz 7, Travel 7

As *teleport*, except there is no chance the character arrives off target. The character must have at least a reliable description of the place to which he is teleporting. If the character attempts to teleport with insufficient information (or with misleading information), he disappears and simply reappears in his original location.

TEMPORAL FOLD

Transmutation

Level: Sor/Wiz 9, Trickery 9

Components: V, S, M

Casting Time: 1 round

Range: N/A

Area: N/A

Duration: See text

Saving Throw: None

Spell Resistance: No

This spell creates an "anchor" in time at the moment it is cast and causes the *next* five minutes (not the last five minutes) to happen twice.

Thus, after the spell is cast the characters live through five minutes of time, and at the end of that span, the five minutes are repeated exactly. Everything the characters did during the *first* go-round is wiped clean. Thus, any doors opened, traps triggered, discussions had, weapons broken, or any other effect at all will "unhappen" at the end of the first five-minute span. However, the spellcaster (and *only* the spellcaster) will remember what happened during the initial five-minute span, and be able to plan accordingly. This can be valuable when testing dangerous scrolls, potions, magical items, or traversing a dangerous trap.

Arcane Material Component: An hourglass.

TEMPORAL SLAM

Transmutation

Level: Sor/Wiz 8
Components: V, S
Casting Time: 1 full round
Range: Close (25 ft.+5 ft./2 levels)
Target: One creature or object
Duration: 1 hour/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

The caster pushes the target creature and its carried gear (or any one object of Medium size or smaller) out of time. The effect lasts for any duration the caster desires up to the spell's maximum. The target vanishes immediately, and it no longer exists in the world's normal time stream while the spell lasts. If the target is a caster, any spells or effects the target was maintaining are affected as though the target just died.

During the period in which it is outside of time, the target cannot be located with scrying or similar divinations. Not even a *wish* or *miracle* can bring the target back earlier or dispel the *temporal slam*, since no magic remains within the normal flow of time to dispel.

When the spell ends, the target returns to the same location from which it disappeared. If some other object occupies that space, the target is harmlessly shunted into the nearest open space. For the target, no time has elapsed. A targeted creature will have effectively been transported into the future from its perspective. When the target returns, any timed phenomenon such as poison onset or the duration of abjuration spells will pick up from the point when the target vanished.

TEMPORAL STASIS

Transmutation

Level: Sor/Wiz 9, Time 9
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Permanent

Saving Throw: None
Spell Resistance: Yes

The character must succeed at a melee touch attack; if successful, the character places the subject into a state of suspended animation. For the subject, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its bodily functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed by a successful *dispel magic* spell.

Material Component: A powder composed of diamond, emerald, ruby, and sapphire dust with a total value of at least 5,000 gp.

GENSER'S FLOATING DISK

Evocation [Force]

Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: 3-ft.-diameter disk of force
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

The character creates a slightly concave, circular plane of force that follows the character and carries loads for him. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the character at a rate of no more than the character's normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and the character. The disk winks out of existence when the spell duration expires. The disk also winks out if the character moves beyond range (by moving too fast or by such means as a *teleport* spell) or tries to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Material Component: A drop of mercury.

GENSER'S TRANSFORMATION

Transmutation

Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 round/level

The character gains 1d6 temporary hit points per caster level, a +4 natural armor bonus to AC, a +2d4 Strength enhancement bonus, a +2d4 Dexterity enhancement bonus, a +1 base attack bonus per two caster levels (which may give the character an extra attack), a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. The character attacks opponents with melee or ranged weapons if the character can, even resorting to unarmed attacks if that's all the character can do.

The character can't cast spells, even from magic items.

Material Component: A *potion of Strength*, which the character drinks (and whose effects are subsumed by the spell effects).

THIEF WARD

Abjuration

Level: Sor/Wiz 2
Components: S, M
Casting Time: 1 action
Range: Personal
Area: 50-ft.-diameter sphere centered on caster
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

Thief ward creates an area where sounds are magnified, shadows lessened, and details brightened. All Hide and Move Silently checks made within the area suffer a -10 penalty.

Material Component: A small magnifying glass.

TIME STOP

Transmutation

Level: Sor/Wiz 9, Time 8, Trickery 9
Components: V
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1d4+1 rounds (apparent time)

This spell seems to make time cease to flow for everyone but the character. In fact, the character speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. The character is free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm the character. While *time stop* is in effect, other creatures are invulnerable to the character's attacks and spells; however, the character can create spell effects and leave them to take effect when the *time stop* spell ends. (The spells' durations do not begin until the time stop is over.)

The character cannot move or harm items held, carried, or worn by a creature stuck in normal time, but the character can affect any item that is not in another creature's possession.

The character is undetectable while *time stop* lasts. The character cannot enter an area protected by an *antimagic field*, or by *protection from chaos/evil/good/law*, or by a *magic circle* spell, while under the effects of *time stop*.

TONGUE OF ANGELS

Transmutation [Good]

Level: Clr 0, Sor/Wiz 0
Components: S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None (harmless)
Spell Resistance: No

The caster can speak Celestial, allowing her to confer with celestials and celestial beings, as well as give commands to summoned celestial creatures.

GONGUE OF FIENDS

Transmutation [Evil]

Level: Clr 0, Sor/Wiz 0
Components: S
Casting Time: 1 action
Range: Personal
Target: The character
Duration: 1 round/level
Saving Throw: None (harmless)
Spell Resistance: No

The caster can speak Infernal, allowing him to confer with demons, devils, and fiendish beings, as well as give commands to summoned fiendish creatures.

GONGUES

Divination

Level: Adp 3, Brd 2, Clr 4, Sor/Wiz 3
Components: V, M/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. Naturally, the subject can speak only one language at a time, although she may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make herself understood as far as her voice carries. This spell does not predispose any creature addressed toward the subject in any way.

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

TRANSMUTE MUD TO ROCK

Transmutation

Level: Drd 5, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Area: Up to two 10 ft. cubes/level (S)
Duration: Permanent
Saving Throw: See text
Spell Resistance: No

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently. Creatures in the mud are allowed a Reflex save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud*.

Arcane Material Components: Sand, lime, and water.

TRANSMUTE ROCK TO MUD

Transmutation

Level: Drd 5, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Area: Up to two 10 ft. cubes/level (S)
Duration: Permanent (see text)
Saving Throw: See text
Spell Resistance: No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. If the spell is cast upon a boulder, for example, the boulder collapses into mud. Magical or enchanted stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink until hip- or chest-deep, reducing their speed to 5 feet and giving them -2 penalties on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top

of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. For example, a 10th-level caster could convert twenty 10 ft. cubes into mud. Pooling on the floor, this mud would cover an area of forty 10 ft. squares to a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed at Reflex saves.

Castles and large stone buildings are generally immune to the effects of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Arcane Material Component: Clay and water.

TRAP THE SOUL

Conjuration (Summoning)

Level: Sor/Wiz 8
Components: V, S, M, (F)
Casting Time: 1 action or see text
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent (see text)
Saving Throw: See text
Spell Resistance: Yes (see text)

Trap the soul forces a creature's life force (and its material body) into a gem.

The gem holds the trapped entity indefinitely or until the gem is broken and

the life force is released, which allows the material body to re-form. If the trapped creature is a powerful creature from another plane (which could mean a character trapped by an inhabitant of another plane when the character is not on the Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if the character were casting a regular spell at the subject. This allows SR (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any SR is ignored and the save DC increases by 2. If the save or SR is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of SR or a save.

Material Component: Before the actual casting of *trap the soul*, the character must procure a gem of at least 1,000 gp value for every hit die possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. (While characters have no concept of level as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as characters advance.)

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

TRIPLE THREAT

Conjuration (Creation)

Level: Brd 2, Rgr 2, Sor/Wiz 2

Components: V, S, DF

Casting Time: 1 action

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

Effect: Enchants 1 arrow

Duration: 1 hour/level or until discharged

Saving Throw: None

Spell Resistance: No

This spell enchants a single arrow, which will hold the enchantment for one hour/level or until the arrow is fired. When the enchanted arrow is fired from a bow (not necessarily by the caster), two other arrows appear alongside it in mid-flight. This spell allows the attacker to make three separate attack rolls on the target of the original arrow. After inflicting their damage, all three arrows disappear, consumed by the spell. The two additional arrows created by the spell are treated as +1 magic items for determining damage reduction. However, the arrows themselves confer no magical bonus to the archer's attack or damage rolls.

TRUE FAKE

Illusion (Glamer)

Level: Brd 6, Sor/Wiz 6, Trickery 6

Components: V, S

Casting Time: 1 minute

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

Effect: Glamer covering up one 20 ft. cube+one 10 ft. cube/level (S)

Duration: Permanent (D)

Saving Throw: Will disbelief

Spell Resistance: No

True fake covers non-illusory objects or creatures with a glamer that makes them appear less than real—and thereby fool observers into thinking the objects or creatures are illusions when they're not.

An iron golem cloaked in *true fake* might appear slightly insubstantial, and the boom of its footsteps might not quite match the timing of its actual steps. A pit cloaked in *true fake*

might flicker occasionally, showing a solid stone pathway where the "pit" seems to be, and a pole stuck into the "pit" would seem to strike a hard surface where open air should be.

Basically, *true fake* acts as a trap for adventurers who are magically sophisticated. The objects or creatures have such obvious hallmarks of being fake, the characters think they *must* be poorly constructed illusions. No disbelief attempt is required for observers to categorize the true fake as a true illusion.

Observers *can* make a disbelief saving throw against the glamer itself (in other words, disbelieving the object or creature is a fake), but first they must interact with the object cloaked by *true fake* in a way that demonstrates that it might in fact be real. For example, if a crossbow bolt is fired at the iron golem, and the bolt doesn't pass through the illusion, the observers might begin to question their assumptions. Anyone who makes a successful Will save to disbelieve in a true fake will observe that the object in question is real. Anyone who fails will still see the item as illusory.

True fake has little effect on creatures of less than 7 Intelligence since they will miss the subtle glamers that make the cloaked object appear illusory and simply assume from the start that the object is real. More intelligent or insightful companions may convince the slow-witted observers of the "illusion" at their own risk.

TRUE FLY

Divination

Level: Sor/Wiz 2, Thievery 2

Components: S

Casting Time: 1 action

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

Target: Caster plus one individual

Duration: 1 minute per level, or until used, see text

Saving Throw: None

Spell Resistance: No

The caster immediately knows the exact moment when it is optimal to use the Pick Pocket skill on a single victim, selected when

the spell is cast. This victim must be in range of the spell at casting, but can then move further away without affecting the spell. At any time while the spell remains in effect, a Pick Pocket check against that victim receives a +20 insight bonus. Only one attempt can be made per casting of the spell. The spell has only somatic components, so it is not obvious to most bystanders that it is being used.

TRUE SEEING

Divination

Level: Adp 5, Clr 5, Drd 7, Fate 6, Judgment 5, Knowledge 5, Secrets 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The character confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus her vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

The divine version of this spell allows the subject to see auras, noting alignments of creatures at a glance.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with *clairaudience/clairvoyance*.

Material Component: An ointment for the eyes that costs 250 gp and is made from very rare mushroom powder, saffron and fat.

TRUE STRIKE

Divination

Level: Fate 1, Sor/Wiz 1, Time 1

Components: V, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: See text

The character gains temporary, intuitive insight into the immediate future during the character's next attack. The character's next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, the character is not affected by the miss chance that applies to attacks against a concealed target.

Focus: A small wooden replica of an archery target.

TURBABOUT

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Brd 4, Clr 5, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One humanoid

Duration: Concentration+1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

A creature under the spell's effects will immediately believe that his allies are actually deadly enemies and try to fight his way out as if his life depended on it. He will use the best attacks, weapons, or spells available to him until he has a clear escape route and then move directly away from both his erstwhile allies and the caster until the duration ends.

Arcane Material Component: A drop of nightshade.

UNDAUNTED FIXTURE

Transmutation

Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Touch
Targets: Two objects (see below)
Duration: Permanent
Saving Throw: None
Spell Resistance: No

The caster touches two objects together, one of which is no larger than Medium size, and the spell binds the objects together with a magical force. A Strength check (DC30) is required to break the bond. Depending on the material of the objects involved, the objects themselves may break first.

UNDEAD ATTRACTION

Necromancy

Level: Clr 3, Sor/Wiz 3
Components: V, S, M, DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./2 caster levels)
Target: 1 person or creature
Duration: 1 round per caster level
Saving Throw: Negates
Spell Resistance: Yes

This spell turns the target into a magnet for the undead, causing all undead creatures within 100 feet to seek out and attack him. All intelligent undead get a Willpower saving throw to ignore the compulsion. The undead pursue the victim until the end of the duration or they are restrained. If the victim travels somewhere that the undead cannot follow, they wait as close as possible and resume pursuit if the opportunity presents itself. If the target attempts to turn these creatures, treat them as being 4 HD more than normal.

Material Components: A small lodestone and a pinch of grave dirt.

UNDETECTABLE ALIGNMENT

Abjuration

Level: Asn 2, Brd 2, Clr 2, Pal 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One creature or object
Duration: 24 hours
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

UNFASTEN

Transmutation

Level: Brd 3, Sor/Wiz 3
Components: S, F/DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Area: 10-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex negates (object)
Spell Resistance: Yes (object)

Unfasten is a variant on the *knock* spell. When cast, all nonmagical buckles, lace ties and clasps in the spell area—including, but not limited to, belt buckles, armor straps, saddle girth buckles and cloak clasps—come magically undone. The spell will unknot two joined rope ends or a rope end tied to another object, but it will not remove knots tied in the middle of a rope.

Objects receive saving throws per normal rules (*PH*, p. 150), although all buckles on a target will be affected if the target fails its Reflex save for its items. Armor that becomes unbuckled will begin to fall off. It is treated as if hastily donned for the first round (-1 to AC bonus and armor check penalty), and these penalties increase

by one each subsequent round until the armor ceases to provide any AC benefit. At that point, it is assumed to have fallen off completely.

Arcane Focus: Three platinum buckles of 50 gp value each.

UNSEEN SERVANT

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Effect: One invisible, mindless, shapeless servant
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

The unseen servant is an invisible, mindless, shapeless force that performs simple tasks at the character's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so—so the caster could command the servant to clean the floor, allowing the caster to turn his attention elsewhere (as long as he stayed within range of the unseen servant). The servant can open only normal doors, drawers, lids, and so on. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, and that is not enough to activate certain pressure plates and other devices. Its speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If the caster attempts to send it beyond the spell's range (measured from the caster's current position), the servant ceases to exist.

Material Components: A piece of string and a bit of wood.

URGING VERSE

Enchantment (Compulsion) [Sonic]

Level: Brd 6
Components: V, S
Casting Time: 1 full round
Range: Close (25 ft.+5 ft./2 levels)
Target: One or more living creatures
Duration: 1 round
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Urging verse inspires those who hear it to greater achievement. When singing, the bard tells of great deeds done by the poor and humble, and of those who find courage deep inside themselves. Any of the bard's allies or companions who hear the *urging verse* may engage in one additional feat on their next round after hearing the song. This can be any feat, including metamagic feats, and it can be used only once.

VAMPIRIC TOUCH

Necromancy

Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous/1 hour (see text)
Saving Throw: None
Spell Resistance: Yes

The character must succeed at a melee touch attack. The character's touch deals 1d6 points of damage per two caster levels (maximum 10d6). The character gains temporary hit points equal to the damage the character inflicts. However, the character can't gain more than the subject's current hit points+10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

VANISH

Transmutation [Teleportation]

Level: Sor/Wiz 7
Range: Touch

Target: One touched object of up to 50 lb./level and 3 cu. ft./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

As *teleport*, except *vanish* teleports an object, not the character. Creatures and magical forces (such as a *delayed blast fireball* bead) cannot be made to vanish. There is a 1% chance that a vanished item is disintegrated instead.

If desired, a vanished object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object vanished remains faintly magical until the item is retrieved. A successful targeted *dispel magic* spell cast on that point brings the vanished item back from the Ethereal Plane.

VEIL

Illusion (Glamour)

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

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

Duration: Concentration+1 hour/level (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

The caster instantly changes the appearance of the subjects and then maintains that appearance for the spell's duration. The caster can make the subjects appear to be anything he wishes. A party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearance if slain. The caster must succeed at a Disguise check to duplicate the appearance of a specific individual. This spell gives the character a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with SR. Those who interact with the subjects can attempt Will disbelief saves to see through the glamor, but SR doesn't help.

VENGEANCE OF THE SCORNED

Transmutation

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

Components: V, S, M

Casting Time: One full round

Range: Personal

Target: The caster

Duration: Special

Saving Throw: None

Spell Resistance: No

This spell grants a +1 bonus per three levels of the caster (+5 max) to attack and damage rolls, Gather Information, Bluff, and Sense Motive checks. These bonuses can be used only against a specific individual designated by the caster upon invoking the spell. In addition, the caster may track the individual as if he had the Track feat and Wilderness Lore +25. The individual chosen must be one who has committed a grievous wrong against the caster in the past, one severe enough to warrant that person's death. Otherwise the spell has no effect.

The bonuses provided by the spell last until the target has been destroyed, but the caster must spend the majority of his waking energy tracking his enemy down for the spell to remain in effect. Should the caster call upon the spell's power for trivial reasons, or willingly abandon his search for the target, the spell backfires, affecting the caster as though he were the victim of a *bestow curse* spell cast by a cleric of his level.

Material Components: A personal effect of the offending individual, plus a 3 hp blood sacrifice and an offering of silken goods worth 5,000 gp.

VENGRILOQUISM

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1

Components: V, F

Casting Time: 1 action

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

Effect: Intelligible sound, usually speech

Duration: 1 minute/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

The character can make her voice (or any sound that she can normally make vocally) seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, and so on. The character can speak in any language she knows. With respect to such voices and sounds, anyone who hears them and rolls a successful save recognizes the sounds as illusory (but still hears them).

Focus: A parchment rolled up into a small cone.

VISE OF THE DEEP

Evocation

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Targets: Living creatures, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell subjects its victims to crushing pressure, as if they were hundreds of feet under the sea. It deals 1d6 points of bludgeoning damage per caster level (maximum 25d6), and victims who fail their save are permanently deafened. This spell has no effect on incorporeal or gaseous creatures, on oozes, or on any creature with the Aquatic subtype.

VISION

Divination

Level: Dream 7, Fate 7, Sor/Wiz 7

Components: V, S, M, XP

Casting Time: 1 action

As *legend lore*, except *vision* works more quickly and produces some strain on the

character. The character poses a question about some person, place, or object, then casts the spell. If the person or object is at hand or if the character is in the place in question, the character receives a vision about it with a successful Scry check (DC10). If only detailed information on the person, place, or object is known, the DC is 15, and the information gained is incomplete. If only rumors are known, the DC is 20, and the information gained is vague.

XP Cost: 100 XP.

VITAL GAZE

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes

The caster obtains a gaze attack (see *DMG*, p. 77) that affects only undead. Her eyes become cold orbs of purple, misty light; when an undead creature meets the vital gaze, the creature must roll a Fortitude saving throw. (A skeleton's lack of eyes is no impediment.) Failure results in the undead taking 2d12 points of damage. Furthermore, the creature's connection to the Negative Plane is impaired, and it cannot use any special attacks or qualities related to that plane (such as energy level drain or ability drain) for 1d3 rounds. If the saving throw is successful, the damage is halved, and all powers remain intact.

Material Components: Two jade "eyeballs" with a *light* spell upon them. During the *light* spell's duration, the eyeballs must be covered with a mixture of clay, silver dust and dirt from a graveyard, then the mixture must be baked hard (400 gp total value).

- W-Z -

WAIL OF the banshee

Necromancy (Death) [Sonic]

Level: Death 9, Sor/Wiz 9

Components: V

Casting Time: 1 action

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

Area: One living creature/level within a 30-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The character emits a terrible scream that kills creatures who hear it (except for the character). The spell affects up to one creature per caster level. Creatures closest to the point of origin are affected first.

WAIL OF the damned

Necromancy (Fear) [Sonic]

Level: Brd 5, Clr 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

All those caught within the wail must make Fortitude saving throws. Those who succeed avoid the worst of the spell's effects but are still shaken (see p. 85 of *DMG*) for 3d8 rounds. Those who fail are also shaken, as above, and must additionally roll 1d100 on the following table. These effects of this spell remain until magically cured.

WAIL OF the damned

01-50 Victim is deafened (see p. 84 in *DMG*)

51-75 Victim is paralyzed (see p. 85 in *DMG*)

76-00 Victim is deafened and paralyzed

WAITING AIR

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Effect: Fog spreads 30 ft. wide, 20 ft. high

Duration: 10 minutes/level or until discharged

Saving Throw: Reflex half

Spell Resistance: Yes

This spell is a silent, invisible killer, especially of adventurers who bring their torches and lanterns underground, and is a popular spell among creatures with darkvision. *Waiting air* creates invisible vapors that explode whenever any type of flame—magical or normal—is brought into their area. The explosion does 1d6 damage per level of the caster (maximum 10d6), with a Reflex save for half damage. If a fire-based spell, such as *fireball*, is cast into air's area, resolve both damage effects separately.

Creatures entering waiting air or coming within 5 ft. of it may make a Wisdom check (DC18) to notice the faint odor. Creatures with *scent* will automatically detect the waiting air, though they won't necessarily know what it is.

Like *cloud kill*, *waiting air's* vapors are heavier than air and will settle into the lowest point within the area of effect—seeping down into grates or chimneys, for example.

WAKING NIGHTMARES

Illusion (Phantasm)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 round

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

Target: One creature

Duration: 1 round+1 round/caster level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell conjures images in the mind of the target creatures of their worst nightmares. Such horrifying visions paralyze the victim with fear, making him vulnerable to attacks.

While under the effects of the spell he cannot take action under any circumstances, loses his Dexterity modifier (even if he could not normally lose it) and is considered flat-footed. Creatures that have no form (chaos beast, etc.) or that have spell-like or supernatural abilities that cancel flat-footed effects are unaffected, but a barbarian would be affected.

The spell is only effective against those with greater than Animal intelligence. The victim is allowed a saving throw each round, but each round that he fails, he suffers a cumulative -1 circumstance penalty to the roll. Only the target sees the image.

Material Components: A piece of fleece and a drop of poison.

WALL OF FIRE

Evocation [Fire]

Level: Adp 4, Drd 5, Fire 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Opaque sheet of flame up to 20 ft. long/caster level or a ring of fire with a radius of up to 5 ft./two caster levels; either form 20 ft. high

Duration: Concentration+1 round/level

Saving Throw: See text

Spell Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by the character, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If the character evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)

If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

Arcane Material Component: A small piece of phosphorus.

WALL OF FORCE

Evocation [Force]

Level: Gateways 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Effect: Wall whose area is up to one 10 ft.

square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A *wall of force* spell creates an invisible wall of force. It cannot move, it is immune to damage of all kinds, and it is totally unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, and *Mord's*

disjunction. Spells and breath weapons cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through the wall of force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10 foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per 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.

Material Component: A pinch of powder made from a clear gem.

WALL OF ICE

Evocation [Cold]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: Anchored plane of ice, up to one 10 ft. square/level, or hemisphere of ice with a radius of up to 3 ft.+1 ft./level

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Fire, including *fireball* spells and red dragon breath, can melt a wall of ice. It deals full damage to the wall (instead of the normal half damage suffered by objects). Suddenly melting the wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Two types of wall may be created by this spell:

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall is primarily defensive in nature and is used to stop pursuers from following the character and the like. Each 10 ft. square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15+caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level.

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. Thus, a 7th-level caster can create a hemisphere 10 feet in radius. It is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

The character can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Reflex saves.

Material Component: A small piece of quartz or similar rock crystal.

WALL OF IRON

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

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

Effect: Iron wall whose area is up to one 5 ft. square/level (see text)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

The character causes a flat, 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 cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though the character can shape its edges to fit the available space.

The wall of iron is 1 inch thick per four caster levels. The character can double the wall's area by halving its thickness. Each 5 foot square of the wall has 30 hit points per inch of thickness. Creatures can hit the wall automatically, but it is so hard that the first 10 points of damage from each blow are ignored. (For example, a blow of 17 points of damage deals only 7 to the wall.) A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 +2 per inch of thickness.

If the character desires, the wall can be created vertically resting on a flat surface but not attached to the surface so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must succeed at a Strength check (DC40) to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Large and smaller creatures who fail take 10d6 points of damage. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Material Component: A small piece of sheet iron plus gold dust worth 50 gp (1 pound).

WALL OF STONE

Conjuration (Creation)

Level: Adp 5, Clr 5, Drd 6, Earth 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Stone wall whose area is up to one 5 ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell creates a wall of 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 inch thick per four caster levels and composed of up to one 5 ft. square per level. The character can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron* spell, the character can create a wall of stone in almost any shape the character desires. 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 requirement reduces the spell's area by half. Thus, a 20th-level caster can create a span with a surface area of ten 5-foot squares. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by *disintegrate* or by normal means such as breaking and chipping. Each 5-foot square has 15 hit points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that the first 8 points of damage from each blow are ignored. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single

attack, the DC for the Strength check is 20 +2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

Arcane Material Component: A small block of granite.

WALL OF WATER

Conjuration (Creation)

Level: Clr 6, Drd 6, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Effect: Wall of water, up to one 10 ft. cube/level (S)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The *wall of water* spell creates a barrier of seawater under extremely high pressure. Any creature forced into or attempting to move through the wall takes 1d6 points of bludgeoning damage per caster level (maximum 15d6) per round of movement. Incorporeal and gaseous creatures, oozes, and creatures with the Aquatic subtype take no damage from the wall.

Because of the intense pressure within the wall of water, creatures move at one-quarter their normal speed when passing through it.

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10x10x5 ft. blocks equal to caster levelx2. This has no effect on the damage inflicted by the wall, but any creature attempting to move through takes that much less time to move through the barrier.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and may move out on its next turn.

WALL OF WILL

Evocation [Force]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 hour

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

Effect: Wall whose area is up to one 10 ft. square per level or a sphere or hemisphere with a radius of up to 1 foot per level.

Duration: Permanent

Saving Throw: Will passes through; see text

Spell Resistance: No

Wall of will creates a visible sheet of bluish-white energy, which the caster can form either into a flat, vertical plane whose area is up to one 10 foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level. The wall inflicts 6d6 points of force damage against anyone attempting to pass through it. Further, the character attempting to pass through must make a Will save to force himself past the barrier (an enchantment effect, DC18). Failure means that the character is repelled by the barrier, but can attempt to cross it again as many times as he likes—on subsequent tries a character will suffer an additional 6d6 points of damage and have to make another saving throw.

A wall of will cannot move, it is immune to damage of all kinds, and it is totally unaffected by most spells, including *dispel magic*. Spells and breath weapons cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around a wall of will placed on the Material Plane by floating under of over it through material floors and ceilings). Gaze attacks cannot operate through the wall of will since it is opaque.

The magic item *amulet of dragon will* is the only item known to have control over a wall of will. When the amulet, which bears a

picture of a curled-up dragon, is held up to the surface of a wall of will, it deactivates the wall for one minute. (Artifact's caster level: 5th; Prerequisites: Craft Wondrous Item, *dispel magic*; Market price: 2000 gp; Weight —)

WARDING GLOBES

Evocation [Force]

Level: Wiz/Sor 4

Components: V, S, M

Casting Time: 1 action

Range: 5 feet

Effect: One 2-inch globe/2 levels (maximum 6)

Duration: 1 minute per level or until discharged

Saving Throw: Reflex half

Spell Resistance: Yes

The caster creates a number of small globes of force energy that float around her body, within 5 feet of her. To the ignorant, they might even be mistaken for *loam stones* (see *DMG*). These globes hover protectively around the caster, each granting a +1 deflection bonus to AC. Further, whenever a foe attempts to make an attack of opportunity against the caster, a globe intercepts the attack (foiling it) and explodes, dealing 2d6 points of force damage to the attacker (a Reflex saving throw reduces this damage by half). This action discharges and destroys the globe. If the foe makes the attack with reach greater than 5 feet, the attack is still foiled, but no damage is inflicted, as the foe is out of the globe's range.

Material Component: A small glass sphere for each globe to be created, each worth 10 gp.

wash

Transmutation

Level: Brd 1, Clr 0, Rgr 1, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Person or object touched

Duration: Instantaneous

Saving Throw: Reflex negates (harmless)

Spell Resistance: Yes (harmless)

Wash removes dirt and grit from an object.

WATER BREATHING

Transmutation

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

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures the character touches. The spell does not make creatures unable to breathe air.

WATER CRUSH

Transmutation

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

Components: S, M

Casting Time: 1 action

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

Area: 20 ft. radius

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

When cast, *water crush's* material component, a length of string, extends itself out from the caster's hand to the intended center of the spell's effect. Once there, the caster yanks strongly on the string to produce the spell's effect. All creatures within a 20 ft. radius of the string's endpoint must make a Fortitude save as the water pressure in that area increases dramatically. Those who fail will take 1d6 damage per caster level (maximum 10d6). Those who succeed take only half damage. Those who fail to save and who are holding their breath are also forced to release their held breath. Incorporeal creatures and creatures from the Elemental Plane of Water

need not save, since they are immune to the effects of water pressure.

Material Component: A length of string coated in wax.

WÄGERFIND

Divination

Level: Brd 0, Rgr 1, Sor/Wiz 0

Components: S, M

Casting Time: 1 full round

Range: Personal

Effect: See text

Duration: Concentration

Saving Throw: None

Spell Resistance: No

This cantrip has two forms. First, it can detect the nearest potable water on the surface, if it lies within Long range (400 ft.+40 ft./level). The caster can also search for subterranean water within Close range (25 ft.+5 ft./2 levels). The caster holds the fork of the stick in his two hands. The stick twists to point at the nearest water within the spell's range (assuming there is any water). The cantrip lasts as long as the caster concentrates upon maintaining the spell.

Material Component: A forked stick.

WÄGERY GRAVE

Transmutation

Level: Drd 5, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One living creature and a body of water within 15 feet of each other

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

By casting this spell, you cause a nearby body of water to animate, reaching out to drown your opponent. Twisting tentacles of pure water try to force themselves down the victim's throat and into his lungs. If he does not manage to get out of the way, the victim is doomed to a watery death.

In order for the spell to function, the targeted creature must be no more than 15 feet away from a sizable body of water. Drowning a Medium-sized creature with this spell requires at least 10 gallons of water. Multiply this requirement by five per size category beyond Medium. A Huge victim would require at least 250 gallons (10x5x5), for example.

The targeted creature gets one Reflex saving throw to avoid the *watery grave*. If the saving throw fails, the aquatic tentacles have seized the creature long enough to gush down into the victim's respiratory tract, where the animated water will remain for the duration of the spell, resisting any attempts to cough it out.

The affected creature must begin making Constitution checks each round as per the rules for drowning (*DMG*, p. 85). The DC for this check is 10 the first round, and it increases by 1 each round after that. When the creature fails a Constitution check, it begins to drown. It loses consciousness on the first round, dropping to 0 hp. The next round, it loses another hit point and begins to die. On the round following that, it dies. While drowning, a creature can do nothing else.

An affected creature has little hope of survival beyond the application of a *water breathing* spell or effect or a timely *dispel magic* spell. The victim spends the next 1-3 rounds coughing up the water (during which time the victim is considered stunned).

Naturally, this spell has no effect on water-breathing creatures or creatures that do not need to breathe, such as constructs or the undead.

Arcane Material Component: A small vial of water.

WÄGBACK

Transmutation

Level: Sor/Wiz 8

Components: V, S, M, XP

Casting Time: 1 full round

Range: Personal

Target: The character

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

A sorcerer or wizard may cast this powerful spell to reverse time, sending himself back to a point seconds before the spell was cast. But contesting the forces of time takes a heavy toll on the caster.

Upon completion of the casting of this spell, the caster reverses time for himself and returns to the point of his initiative order one round before he began to cast *wayback*. For example, the caster takes a move action on his initiative order in round one as his party flees from a threat. As they flee, his companion leading the party falls into a pit trap and dies. On his initiative order in round two, the caster invokes *wayback*, and the spell takes the caster back to his initiative order in round one. He may then choose another action, such as casting *feather fall* on his companion, or just shouting a warning.

Any events, damage, used spells, powers or other effects that transpired in the one-round gap in time reverse as if they never happened. For instance, if the caster's fighter friend had rolled a critical hit during the reversed round, that result is now gone. If the fighter chooses to attack on the replayed round, he must reroll his attack. It's a good idea for the GM and players to keep track of round-by-round damage taken and similar details if this spell might be invoked.

Note that the caster is moving back in time one round *physically*, but not mentally. Therefore, she maintains knowledge of anything that *had* happened but is now undone. Players other than the caster's player and the GM should not use metagame knowledge of what happened during the original round to guide their actions. Only if the caster of *wayback* can alert them to dangers, instruct them on different actions or change the environment through her own actions should other characters' attempted actions differ during the replayed round.

The cost of all these machinations? In addition to the XP cost of the spell, the

caster ages one year and suffers 2d4 points of temporary Constitution damage when casting *wayback*.

Material Component: An hourglass, which the caster moves in the air in a counterclockwise motion while casting the spell.

XP Cost: 4,000 XP

WEAKEN RESISTANCE

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Target: Single creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes (see text)

This spell strips away spell-resistance and magical-resistance bonuses to saves. The target receives a Fortitude save to negate the spell's effects. However, any magical effects generating resistance-type save bonuses for the victim do not add to his save to resist this spell. And the caster of this spell gains a +10 bonus to his caster level check to overcome the target's spell resistance (if any).

If *weaken resistance* takes effect on the target, the target's spell resistance decreases by 1 point per caster level (maximum -15), and any resistance-type save bonuses the target receives (e.g. *cloak of resistance*) are completely suppressed for the duration of *weaken resistance*.

Material Component: A small shield made of tin, hammered extremely thin. It is bent as the spell is cast.

WEAPON OF SHADE

Illusion (Shadow)

Level: Sor/Wiz 5

Component: S

Casting Time: 1 action

Range: Touch

Target: Shadows touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

This spell allows the caster to reach into any nearby shadows and draw out shadowstuff, with which she forms a weapon. The weapon may appear to be a sword, mace or whatever weapon the caster wishes (usually one with which the intended wielder of the weapon is proficient)—but regardless of its appearance, all weapons created by this spell cause 1d6 damage and critical based on the type of weapon fashioned.

A weapon of shade has a +2 attack bonus, and it is considered a +2 magical weapon. However, the damage bonus for the weapon begins at +0. This changes quickly through combat, though, since the target of the attack loses one temporary point of Strength every time the wielder of a weapon of shade lands a blow. This Strength is transferred to the weapon itself, so that it delivers an additional point of damage on a subsequent hit.

So, for example, the first time a weapon of shade hits successfully, its base damage is 1d6. But its damage for its *subsequent* hit is increased to 1d6+1. When *that* blow strikes, the target loses another point of temporary Strength—and the *next* hit deals 1d6+2 damage. This bonus to damage increases every time the wielder lands a blow, although it may never increase to more than one half the caster's level. Regardless of the bonus to damage, the attack bonus is always +2.

A subject who survives the hit point damage of a weapon of shade but dies when his Strength is reduced to zero is transformed into a shadow in 1d4+1 rounds and is permanently under the control of the weapon of shade's creator. A caster may control up to 2HD of shadow creatures per caster level at any one time. If the caster also controls animated dead (per *animate dead* spell), the total HD of undead plus shadow creatures cannot exceed the 2HD per level maximum.

If a caster is able to cast this spell multiple times, she may have multiple weapons of shade in existence simultaneously. However, once the caster hands the weapon to another, only that creature may wield it. Any attempts to set it down or hand it to another will result in the weapon's turning back into shadow.

WEB

Conjuration (Creation)

Level: Acp 2, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Effect: Webs in a 20-ft.-radius spread
Duration: 10 minutes/level
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points—floor and ceiling, opposite walls, etc.—or else the web collapses upon itself and disappears. Creatures caught within a web or who simply touch its strands become entangled among the gluey fibers

An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC15) or lose the spell.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is not stuck in the web and is free to act, though moving may be a problem (see below). If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding at a Strength check (DC20) or an Escape Artist check (DC25). Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature may progress through the web

very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

The web provides one-quarter cover for every 5 feet of the substance between the character and an opponent—one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more.

The strands of a web are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire—a torch, burning oil, a flaming sword and so forth—can set them alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of damage from the flames.

Material Component: A bit of spiderweb.

WEIRD

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Dream 9, Sor/Wiz 9

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

As *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though the character sees the attackers as shadowy shapes.

If a subject's Fortitude save succeeds, the subject still takes 3d6 points of damage and is stunned for 1 round. The subject's Strength score also drops 1d4 points for 10 minutes. A stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.

WEREFORM

Transmutation

Level: Clr 5, Sor/Wiz 6
Components: V, S, M, F/DF
Casting Time: 1 full round
Range: Personal/Touch
Target: The character or one living creature

Duration: 1 day/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Wereform allows a caster to transform herself or another creature into her choice of lycanthrope. The type of werebeast is chosen at the time of casting. If casting the spell upon herself, the caster may choose what form of lycanthropy she contracts, and for the duration of the spell, she will possess all the powers of that type of lycanthrope. She will also possess the Improved Control Shape feat for the blessing's duration, allowing her to voluntarily control her shape.

If the caster targets another creature with the spell, the recipient receives a Fortitude save to resist the affliction, but may forgo the save if he actually considers the spell a blessing. The recipient is afflicted with the chosen form of lycanthropy and immediately assumes whichever form the caster desires. Thereafter, the recipient possesses the Control Shape skill at one rank per three levels of the caster of *wereform*.

Statistics for lycanthropes can be found in Appendix 3 of *MM*. Note that the lycanthropes created by this spell are contagious, capable of spreading the uncontrolled form of this magical disease to others in the usual fashion.

Material Components: A tuft of hair from the desired animal type and a drop of blood from the spell's intended recipient.

Arcane Focus: A silver dagger.

WHISPERING WIND

Transmutation

Level: Brd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: One mile/level
Area: 10-ft.-radius spread
Duration: No more than 1 hour/level or until discharged (destination is reached)
Saving Throw: None
Spell Resistance: No

The character sends a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to the character, provided that it can find a way to the location. (It can't pass through walls, for instance.) The whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then 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 character can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. The character can likewise cause the whispering wind to move as slowly as one mile per hour or as quickly as one mile per 10 minutes. When the spell reaches its objective, it swirls and remains until the message is delivered. As with *magic mouth*, *whispering wind* cannot speak verbal components, use command words, or activate magical effects.

WICKED WATER

Necromancy

Level: Clr 6, Drd 6, Sor/Wiz 5
Components: V, S, F/DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Area: 8 cubic ft. of water/level
Duration: 1 round/level
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

The caster imbues a patch of water with negative energy for a limited time. Any living creature that comes into contact with the wicked water suffers 1d6 damage for every two levels of the caster (maximum 8d6) per round it is in contact with the stuff. A successful Fortitude save halves the damage taken. In addition, any living creature in contact with wicked water for more than 10 rounds or that drinks any of the vile liquid must make a Fortitude saving throw or suffer one level of energy drain.

Each action the caster spends concentrating on the wicked water allows him to move the fetid liquid 10 ft. through any greater body of water. The caster may take other actions and come back to concentrate on moving the wicked water as he pleases for the duration of the spell. On each of the caster's turns, the wicked water will also be moved based on any current that exists within the larger body of water of which it is a part.

If this spell is cast upon a creature from the Elemental Plane of Water, the creature must make a Fortitude save or be instantly destroyed.

Arcane Foci: The bone of an undead creature and two pieces of smoked glass.

WILLFLOWER

Transmutation

Level: Brd 2, Clr 2, Drd 2, Entrancement 1, Pal 2, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

The subject is better able to exert his will and personality. The spell grants an enhancement bonus of 1d4+1 points to Charisma, adding the usual benefits to ability and skill checks, as well as turning attempts, DCs of spells (where applicable) and so forth.

An increased Charisma score may allow the subject to prepare more spells. If the subject of *willflower* does this, some spells are lost when *willflower*'s duration ends. For each spell the higher Charisma score allowed the subject to prepare, one random spell of the same level is lost from preparation, as if it had been cast.

A creature cannot benefit from another casting of *willflower* for one week after receiving the spell.

Arcane Material Component: A small wooden token carved in the likeness of the sun or a lock of hair from a being with a Charisma score of 18 or higher.

WIND WALL

Evocation

Level: Air 2, Brd 3, Clr 3, Rgr 4, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 action
Range: Medium (100 ft.+10 ft./level)
Effect: Wall up to 10 ft./level long and 5 ft./level high (S)
Duration: 1 round/level
Saving Throw: None (see text)
Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a 30% miss chance. (A giant-thrown boulder, a siege projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, the character can shape it in any continuous path along the ground that the character likes. It is possible to create cylindrical or square wind walls to enclose specific points. A 5th-level caster can create a wall up to 50 feet long and up to 25 feet high, which is sufficient to form a cylinder of wind 15 feet in diameter.

Arcane Material Components: A tiny fan and a feather of exotic origin.

WISH

Universal

Level: Sor/Wiz 9
Components: V, XP
Casting Time: 1 action
Range: See text
Target, Effect or Area: See text
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, the character can alter reality to better suit the character. Even *wish*, however, has its limits.

A *wish* can do any one of the following:

- Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not from a school prohibited to the character.
- Duplicate any other spell of 6th level or lower, provided the spell is not from a school prohibited to the character.
- Duplicate any wizard or sorcerer spell of 7th level or lower even if it's from a prohibited school.
- Duplicate any other spell of 5th level or lower even if it's from a prohibited school.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
- Create a valuable item, even a magic item, of up to 15,000 gp in value.
- Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *wishes* for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled.

Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

- Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects must be cured of the same type of affliction. For example, the character could heal all the damage the character's party has suffered, or remove all the poison effects from the party, but not do both with the same *wish*. A *wish* can never restore the experience-point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Revive the dead. A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a dead creature whose body has been destroyed, but the feat takes two *wishes*, one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from losing an experience level.
- Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place these creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate and SR.
- Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including the character's last turn). Reality reshapes itself to accommodate the new result. For example, the *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as

or worse than the original roll. An unwilling target gets a Will save to negate and SR.

The character may wish for greater effects than these, but doing so is dangerous. Such a wish gives the opportunity to fulfill the character's request without fulfilling it completely. (The wish may pervert the character's intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated spells allow saves and SR as normal (but save DCs are for 9th-level spells). When a *wish* duplicates a spell that has an XP cost, the character must pay 5,000 XP or that cost, whichever is more. When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, the character must provide that component.

XP Cost: 5,000 XP or more (see above).

WOEFUL WAIL

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 3

Components: V

Casting Time: 1 action

Range: Personal

Targets: All creatures within a 30 ft. radius centered on the caster

Duration: Concentration, maximum 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The *woeful wail* is a haunting and melancholic melody. All creatures within 30 feet of the caster that fail their saving throws will lapse into a deep depression. Despairing creatures will stop what they are doing and are 50% likely to drop whatever they are holding. All affected creatures will take no action other than to lament their misfortune for as long as the bard is playing.

The spell is immediately broken if any of the victims are attacked. Additionally, any action to which a depressed creature would

normally react violently allows it another Will save to break the spell—for example, someone trying to steal the treasure guarded by a despairing sentinel.

WOODHEAL

Transmutation

Level: Drd 4, Plant 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 full round

Range: Touch

Effect: One or more wooden items or creatures, which must be touching and all be within a 10 ft./level radius of the spellcaster

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

While in effect, this spell essentially gives affected wooden items fast healing at a rate of caster level/3 HP per round (maximum 6 per round) as long as they remain within 10 ft./level of the caster. This spell will not repair damage that was done before the spell casting is completed.

WRITTEN IN SKIN

Transmutation

Level: Drd 4, Rgr 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Effect: 1 object (up to 1 cu. ft. per level)

Duration: Permanent (D)

Saving Throw: Special (see text)

Spell Resistance: Yes (harmless)

This spell converts one object into a small tattoo upon the body of the recipient. The size of the object is reduced to about one-twelfth of its normal dimensions, and it appears on the recipient at the place touched during casting. The new tattoo has no weight associated with it. The item is preserved in this form until it is returned to its normal form or the spell is dispelled. The item can be returned to its normal form by having either the recipient or the caster

touch the tattoo and will the spell to end.

Written in skin can be dispelled by an *erase* spell, and the object is treated as magical writing for this purpose. Dispelling the tattoo in this manner causes the item to revert to its normal form. Tattooing works automatically for non-magical items, but if the spellcaster tries to work this incantation upon a magical item, the spell recipient must make a Fortitude save. Otherwise, the magic item does not transform into a tattoo, and the material components are wasted. Magic items have all of their properties suppressed while in tattoo form. Magic items of artifact and relic power cannot be affected by so simple a spell as this. A maximum of three items can be tattooed on a creature at any one time.

Material Components: Tattooing pigments (inks and dyes, 10 gp). If a magical item is being tattooed upon the recipient, a mixture of powdered amber (200 gp) is also required in the tattooing inks.

ZEV'S EPIC SONG

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 2

Components: V, S

Casting Time: 1 full round

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

Target: One creature/level

Duration: Concentration+2 rounds

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Zev's epic song enables a bard to call up images of a heroic and legendary (or even entirely fictional) past, inspiring his companions to greater glories and achievements. This spell functions much like the bard's existing musical abilities do, but is far more potent. When a bard performs the song, he may select up to one ally per level who is within the spell's range. Affected allies who hear the song receive a +3 morale bonus to attack and damage rolls and to saving throws for as long as the bard regales them with the song (plus 2 additional rounds).

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