Assassin Spells
1st-Level Assassin Spells
- Change Self. Changes your appearance.
- Detect Poison. Detects poison in one creature or object.
- Ghost Sound.生猪 sounds.
- Low-Light Vision. View twice as far under current light.
- Obscuring Mist. Fog surrounds you.
- Silent Portal. Mutes sound from door or window.
- Spider Climb. Grants ability to walk on walls and ceilings.

2nd-Level Assassin Spells
- 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 Assassin Spells
- Deeper Darkness. Absolute darkness in 60-ft. radius.
- Improved Invisibility. As invisibility, but subject can attack and stay invisible.
- Poison. Touch deals 1d10 Con damage, repeats in 1 minute.

4th-Level Assassin Spells
- 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.
- Spellsteed. As invisibility, plus 50% chance of making one subject miss.

Bard Spells
0-Level Bard Spells (Cantrips)
- Dancing Lights. Figments torches or other lights.
- Daze. Creature loses next action.
- Detect Crossroads. Detects fay crossroads within 60 ft.
- Detect Magic. Detects spells and magic items within 60 ft.
- Ghost Sound. Figments sounds.
- Ghoul Howl. Object records, plays a song at your command.
- Light. Object shines like a torch.
- Mage Hand. 5-pound telekinesis.
- Mending. Makes minor repairs on an object.
- Minor Disguise. Makes slight changes to your appearance.
- Open/Closed. Opens or closes small or light things.
- Prestidigitation. Performs minor tricks.
- Read Magic. Read scrolls and spellbooks.
- Resist Magic. Subject gains +1 on saving throws.
- Songbird. Perform and gain +1 on your next Cha check.

1st-Level Bard Spells
- Alarm. Wards an area for 2 hours/ level.
- Amplify. Lowers listening DC by 20.
- Balgarn's Iron Horn. Intense vibrations trip those in area.
- Balbend's Calm. Shout dazes those within 30 ft.
- Charm Person. Makes one person your friend.
- Cure Light Wounds. Cures 1d8 +1/ level damage (max +5).
- Detect Secret Doors. Reveals hidden doors within 60 ft.
- Disguise. Target avoids physical contact with others.
- Distort Speech. Target's speech becomes unintelligible, impairs spellcasting.
- Erase. Mundane or magical writing vanishes.
- Expedite Retreat. Doubles your speed.
- Feather Fall. Object or creatures fall slowly.
- Grease. Makes 10-ft. square or one subject slippery.
- Harmony. Increases inspire courage ability to +4/ +2.
- Herald's Call. Shout dazes those within 30 ft.
- Identify. Determines single feature of magic item.
- Know Protections. Determines target's defenses.

2nd-Level Bard Spells
- Animal Trance. Hypnotizes 2d6 HD of animals.
- Bladesong. Sword emits music and stuns opponents.
- 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.
- Circle Dance. Indicates direction to known target.
- Cloud of Bewilderment. Stuns and blind targets.
- Cure Light Wounds. Cures 1d8 +1/ level damage (max +10).
- Darkness. 20-ft. radius of supernatural darkness.
- Delay Poison. Stops poison from harming subject for 1 hr./ level.
- Detect Thoughts. Allows listening to surface thoughts.
- Eagle's Splendor. Subject gains 1d4+1 Cha for 1 hr./ level.
- Enthrall. Captivates all within 150 ft./ level.
- Glitterdust. Blinds creatures, outlines invisible creatures.
- Hold Person. Holds one person helpless for 1 round/ level.
- Hypnotic Pattern. Hypnotizes 2d4+1 HD/ level of creatures.
- Invisibility. Subject is invisible for 10 min./ level or until it attacks.
- Levitate. Subject moves up and down at your direction.
- Locate Object. Senses direction toward object (specific or type).
- Magic Mouth. Speaks once when triggered.
- Mindless Rage. Target becomes enraged and does nothing but attack you.
- Minor Image. As silent image, plus some sound.
- Mirror Image. Creates decoy duplicates of you (1d4+3/ three levels, max 8).
- Mirror Move. Temporarily grants feats you've recently seen used.
- Misdirection. Misleads divinations for one creature or object.
- Nightmare Lullaby. Target is confused as long as you concentrate +2 rounds.
- Obscure Object. Mutes object against divination.
- Portal Alarm. Sends a mental alarm or creates an audible alarm each time a creature passes through warded magic portal.
- 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.
- Shatter. Sonic vibration damages objects or crystalline creatures.
- Silence. Negates sound in 15 ft./ level.
- Sound Burst. Deals 1d8 sonic damage to subjects; may stun them.
- Suggestion. Compels subject to follow stated course of action.
- Summon Monster I. Calls outsider to fight for you.
- Summon Swarm. Summons swarm of small crawling or flying creatures.
- Tasha's Hideous Laughter. Subject suffers for 1d3 rounds.
- Tongues. Speaks any language.
- Undetectable Alignment. Conceals alignment for 24 hours.
- Whispering Wind. Sends a short message one mile/ level.

3rd-Level Bard Spells
- Analyze Portal. Detects and analyzes portals within 60 ft.
- 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.
- Charm Monster. Makes monster believe it is your ally.
- Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./ level.
- 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. Atracts subject miss subject 50%.
- Emotion. Aroused strong emotion in subject.
4th-Level Bard Spells

**Break Enchantment** Frees subjects from enchantments, alterations, curses, and petrification.

**Celebration** Intoxicates subjects.

**Cure Critical Wounds** Cures 4d8+1 level damage (max +20).

**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.

**Ethereal Mount** Creates fast ethereal mounts on the Ethereal Plane.

**Hallucinatory Terrain** Makes one type of terrain appear like another (field into forest, etc.).

**Hold Monster** As hold person, but any creature.

**Improved Bull’s Strength** Subject gains 1d8+2 Str for 1 hr. / level.

**Improved Cat’s Grace** Subject gains 1d8+2 Dex for 1 hr. / level.

**Improved Eagle’s Splendor** Subject gains 1d8+2 Cha for 1 hr. / level.

**Improved Invisibility** As invisibility, but subject can attack and stay invisible.

**Improved Owl’s Wisdom** Subject gains 1d8+2 Wis for 1 hr. / level.

**Improved Portal Alarm** A portal alarm, but both mental and audible types may be set, and more information is given.

**Know Vulnerabilities** Determine target’s vulnerabilities and resistances.

**Legend Lore** Learn 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.

**Rainbow Pattern** Lights prevent 24 HD of creatures from attacking or moving away.

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

**Speechlink** You and the target can verbally communicate at any distance.

**Summon Monster IV** Calls outsider to fight for you.

**War Cry** You gain +2 morale bonus on attacks and damage, plus panic melee opponents.

5th-Level Bard Spells

**Contact Other Plane** Ask a question of extraplanar entity.

**Control Water** Raises, lowers, or parts bodies of water.

**Dream** Sends message to anyone sleeping.

**False Vision** Fools searing with an illusion.

**Greater Dispelling** As dispel magic, but +20 on check.

**Healing Circle** Cures 1d8+1 level damage in all directions.

**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.

**Nightray** Sends vision dealing 1d10 damage, fatigue.

**Persistent Image** As major image, but no concentration required.

**Revenance** Slain ally is restored to life for 1 minute / level.

**Summon Monster V** Calls outsider to fight for you.

6th-Level Bard Spells

**Cacophonic Shield** Immovable shield blocks sound, deflects missiles, deals 1d6+1 level damage + 2d6.

**Control Weather** Changes weather in local area.

**Dirge** Enemies suffer 2 points of Str and Dexterity damage per round.

**Eyebite** Charm, fear, or sleep one subject.

**Gate Seal** Permanently seals a gate or portal.

**Geas/Quest** As lesser geas, but 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.

**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.

**Veil** Changes appearance of group of creatures.

Blackguard Spells

1st-Level Blackguard Spells

**Cause Fear** One creature flees for 1d5 rounds.

**Cure Light Wounds** Cures 1d8+1 level damage (max +5).

**Doom** One subject suffers 2 penalty on attacks, damage, saves, and checks.

**Faith Healing** Cures 5 hp +1 level damage (max +5) to worshiper of your patron.

**Inflict Light Wounds** Touch, 1d8+1 level damage (max +5).

**Magic Weapon** Weapon gains +1 bonus.

**Strategic Charge** Gain the benefits of the Mobility feat.

**Summon Monster I** Summons evil outsider to fight for you.

2nd-Level Blackguard Spells

**Bull’s Strength** Subject gains 1d4+1 Str for 1 hour / level.

**Cure Moderate Wounds** Cures 2d8+1 level damage (max +10).

**Darkness** 20 ft. radius of supernatural darkness.

**Death Knell** Kills dying creature; you gain 1d8 temporary hp, +2 Str, and +1 level.

**Hand of Divinity** Gives +2 profane bonus on worshiper of your patron.

**Inflict Moderate Wounds** Touch, 2d8+1 level damage (max +10).

**Shatter** Sonic vibration damages objects or crystalline creatures.

**Summon Monster II** Summons evil outsider to fight for you.

3rd-Level Blackguard Spells

**Contagion** Infects subject with chosen disease.

**Cure Serious Wounds** Cures 3d8+1+1 level damage (max +15).

**Know Greatest Enemy** Determines relative power level of creatures within the area.

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

**Inflict Serious Wounds** Touch, 3d8+1 level damage (max +15).

**Summon Monster III** Summons evil outsider to fight for you.

4th-Level Blackguard Spells

**Cure Critical Wounds** Cures 4d8+1 level damage (max +20).

**Freedom of Movement** Subject moves normally despite impediments.

**Inflict Critical Wounds** Touch, 4d8+1+1 level damage (max +20).

**Poison** Touch deals 1d10 Con damage, repeats in 1 minute.
Cure Moderate Wounds
Consecrate
Calm Emotions
Bull's Strength
Brambles.

are currently on for a short time.
Avoid Planar Effects
Aura against Flame
Augury
Animal Messenger
Aid

weapon or armor proficiency.
Vision of Glory
Summon Monster I
Shield of Faith
Random Action
control, hedge out elementals and outsiders.
Protection from Chaos/Evil/Good/Law
a magic portals direction.
Portal Beacon
Obscuring Mist
Magic Stone
Invisibility to Undead
Inflict Light Wounds
Handfire
Doom
Divine Favor
Detect Undead
Deathwatch
Curse Water
Comprehend Languages
Command
Cause Fear
Burial Blessing
Bane

Enemies suffer -1 attack, -1 on saves against fear.
Bless
Allies gain +1 attack and +1 on saves against fear.
Bless Water
Makes holy water.
Burial Blessing
Prevents a corpse from rising as undead.
Cause Fear
One creature flies for 1d4 rounds.
Command
One subject obeys one-word command for 1 round.
Comprehend Languages
Understand all spoken and written languages.
Cure Light Wounds
Cures 1d8 +1/level damage (max +5).
Cure Water
Makes unholy water.
Deathwatch
Sees how wounded subjects within 30 ft. are.
Detect Chaos/Evil/Good/Law
Reveals creatures, spells, or objects.
Detect Undead
Reveals undead within 60 ft.
Divine Favor
You gain attack, damage bonus, +1/3 levels.
Doom
One subject suffers 2 on attacks, damage, saves, and checks.
Endure Elements
Ignores 5 damage/round from one energy type.
Entropic Shield
Ranged attacks against you suffer 20% miss chance.
Faith Healing
Cures 8 +1/level damage (max +5) to worshiper of your patron.
Handfire
Your hand glows and can make a touch attack dealing 1d4+1/level, more against undead.
Inflict Light Wounds
Touch, 1d8 +1/level damage (max +5).
Invisibility to Undead
Undead can't perceive one subject/level.
Magic Stone
Three stones gain +1 attack, deal 1d6+1 damage.
Magic Weapon
Weapon gains +1 bonus.
Obscuring Mist
Fog surrounds you.
Portal Beacon
Gives you and up to six other creatures constant knowledge of a magic portals direction.
Protection from Chaos/Evil/Good/Law
+2 A.C and saves, counter mind control, hedge out elementals and outsiders.
Random Action
One creature acts randomly for one round.
Remove Fear
+4 on save against fear for one subject +1/4 levels.
Sanctuary
Opponents can't attack you, and you can't attack.
Shield of Faith
Aura grants +2 or higher deflection bonus.
Summon Monster I
Calls outsider to fight for you.
Vision of Glory
Target gains +1 morale bonus on next saving throw.
Wieldskill
Target gains +10 to one skill, or can use it untrained, or gains a weapon or armor proficiency.

Weapon of the Deity
Gives your weapon magical powers appropriate to your patron.

Cleric Spells
0-Level Cleric Spells (Orisons)
Create Water
Creates 2 gallons/level of pure water.
Cure Minor Wounds
Cures 1 point of damage.
Detect Magic
Detects spells and magic items within 60 ft.
Detect Poison
Detects poison in one creature or small object.
Guidance
+1 on one roll, save, or check.
Inflict Minor Wounds
Touch attack, 1 point of damage.
Light
Object shines like a torch.
Mending
Makes minor repairs on an object.
Purify Food and Drink
Purifies 1 cu. ft./level of food or water.
Read Magic
Read scrolls and spellbooks.
Resistance
Subject gains +1 on saving throws.
Virtue
Subject gains 1 temporary hp.

1st-Level Cleric Spells
Bane
Enemies suffer -1 attack, -1 on saves against fear.
Bless
Allies gain +1 attack and +1 on saves against fear.
Bless Water
Makes holy water.
Burial Blessing
Prevents a corpse from rising as undead.
Cause Fear
One creature flies for 1d4 rounds.
Command
One subject obeys one-word command for 1 round.
Comprehend Languages
Understand all spoken and written languages.
Cure Light Wounds
Cures 1d8 +1/level damage (max +5).
Cure Water
Makes unholy water.
Deathwatch
Sees how wounded subjects within 30 ft. are.
Detect Chaos/Evil/Good/Law
Reveals creatures, spells, or objects.
Detect Undead
Reveals undead within 60 ft.
Divine Favor
You gain attack, damage bonus, +1/3 levels.
Doom
One subject suffers 2 on attacks, damage, saves, and checks.
Endure Elements
Ignores 5 damage/round from one energy type.
Entropic Shield
Ranged attacks against you suffer 20% miss chance.
Faith Healing
Cures 8 +1/level damage (max +5) to worshiper of your patron.
Handfire
Your hand glows and can make a touch attack dealing 1d4+1/level, more against undead.
Inflict Light Wounds
Touch, 1d8 +1/level damage (max +5).
Invisibility to Undead
Undead can't perceive one subject/level.
Magic Stone
Three stones gain +1 attack, deal 1d6+1 damage.
Magic Weapon
Weapon gains +1 bonus.
Obscuring Mist
Fog surrounds you.
Portal Beacon
Gives you and up to six other creatures constant knowledge of a magic portals direction.
Protection from Chaos/Evil/Good/Law
+2 A.C and saves, counter mind control, hedge out elementals and outsiders.
Random Action
One creature acts randomly for one round.
Remove Fear
+4 on save against fear for one subject +1/4 levels.
Sanctuary
Opponents can't attack you, and you can't attack.
Shield of Faith
Aura grants +2 or higher deflection bonus.
Summon Monster I
Calls outsider to fight for you.
Vision of Glory
Target gains +1 morale bonus on next saving throw.
Wieldskill
Target gains +10 to one skill, or can use it untrained, or gains a weapon or armor proficiency.

2nd-Level Cleric Spells
Aid
+1 attack, +1 on saves against fear, 1d8 temporary hit points.
Animal Messenger
Sends a Tiny animal to a specific place.
Augury
Leaves whether an action will be good or bad.
Aura against Flame
Ignore 12 fire damage/round and extinguish fires.
Avoid Planar Effects
Negates harmful effects of Plane that subjects are currently on for a short time.
Body Blades
You attack as if armed, deal bonus damage, harm grapplers.
Brambles
Blunt wooden weapon +1 attack, +1/level damage (max +10).
Bull’s Strength
Subject gains 1d4+1 Str for 1 hr./level.
Calm Emotions
Calm 1d6 subjects/level, negating emotion effects.
Consecrate
Fills area with positive energy, making undead weaker.
Cure Moderate Wounds
Cures 2d8 +1/level damage (max +10).

3rd-Level Cleric Spells
Amanuensis
Copy nonmagical text.
Animate Dead
Creates undead skeletons and zombies.
Atune Form
Negates harmful effects of Plane that subjects are currently on.
Beastmask
Animals and beasts think subject is one of them.
Bestow Curse
-6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
Blessed Aim
Allies receive a +2 morale bonus on ranged attacks.
Blindness/Daeath
Makes subject blind or deaf.
Briar Web
As entangle, but thorns deal damage each round.
Chain of Eyes
Screwing sensor passed along by touch.
Circle Dance
Indicates direction to known target.
Contagion
Infects subject with chosen disease.
Continual Flame
Makes a permanent, heatless torch.
Create Food and Water
Feeds three humans (or one horse)/level.
Cure Serious Wounds
Cures 3d8 +1/level damage (max +15).
Cure of the Brute
Up to +1/level to Str, Dex, or Con, both Int and Cha down the same.
Dark Way
Creates temporary unbreakable bridge upporting up to 200 lb./level.
Daylight
60-ft. radius of bright light.
Deeper Darkness
Object sheds absolute darkness in 60-ft. radius.
Dispel Magic
Can cancel magical spells and effects.
Flame of Faith
Normal or masterwork weapon becomes temporary flaming burst weapon.
Forceward
Creates sphere that prevents intrusion.
Glyph of Warding
Inscription harms those who pass it.
Helping Hand
Ghostly hand leads subject to you.
Inflict Serious Wounds
Touch attack, 3d8 +1/level damage (max +15).
Interplanar Message
Sends short message to chosen creature on another Plane.
Invisibility Purge
Disperses invisibility within 5 ft./level.
Lesser Telepathic Bond
Link with subject within 30 ft.for 10 min./level.
Locate Object
Senses direction toward object (specific or type).
Mace of Odo
Force effect damages target or absorbs spell.
Magic Circle against Chaos/Evil/Good/Law
As protection spells, but
Poison Neutralize Poison on your Plane of existence.

Make Manifest Lesser Planar Ally

Know Vulnerabilities Iron Bones

Inflict Critical Wounds Improved Fox's Cunning

Improved Endurance Imbue with Spell Ability

Harrier. Hand of (Torm)

Greater Magic Giant Vermin

switch hp totals with target.

Favor of (Ilmater)

Doomtide Divine Power

Divine Interdiction Dimensional Anchor

Death Ward Beast Claws.

Air Walk Weapon of Impact

Water Walk Water Breathing

Stone Shape

Speak with Plants

Speak with Dead

Remove Disease Remove Blindness/Deafness

Remove Curse Cures normal or magical conditions.

Remove Disease. Cures all diseases affecting subject.

Safety. Shows recipient the fastest route out of hostile environment.

Searing Light. Ray deals 1d8/ two levels, more against undead.

Speak with Dead. Corpse answers one question/two levels.

Speak with Plants. You can talk to normal plants and plant creatures.

Spikes. As a Brambles, but +2 attack, and lasts longer.

Stone Shape. Sculpt stone into any form.

Summon Monster III. Calls outsider to fight for you.

Sweet Water. Creates a well to fresh water up to 100 ft. down.

Sword Stream. As knife spray, but 1d8 and max +10.

Understand Device. You can make untrained Disable Device checks, or gives +4 bonus if you have the skill.

Water Breathing. Subjects can breathe underwater.

Water Walk. Subject walks on water as if solid.

Weapon of Impact As keen edge, but aids blunt weapons.

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

Zone of Revelation. Reveals all invisible and coexistent creatures and objects.

4th-Level Cleric Spells

Air Walk. Subject walks on air as if solid (climb at 45-degree angle).

Beast Claws. Your hands become slashing weapons (1d6).

Blindsight. Grants the blindsight ability for 1 hour/level.

Castigate. Deafen or damage foes, depending on their alignment.

Control Water. Raises, lowers, or parts bodies of water.

Cure Critical Wounds. Cures 4d8 +1/ level damage (max +20).

Death Ward. Grants immunity to death spells and effects.

Dimensional Anchor. Bars extradimensional movement.

Discern Lies. Reveals deliberate falsehoods.

Dismissal. Forces a creature to return to native plane.

Divination. Provides useful advice for specific proposed actions.

Divine Interdiction. Negates turn, command, or rebuke ability temporarily.

Divine Power. You gain attack bonus, 18 Str, and 1 hp/level.

Doomtide. Black mist obscures vision, dazes creatures.


Favor of (Ilmater). Target becomes immune to subdual damage and pain, or you

switch hp totals with target.

Freedom of Movement. Subject moves normally despite impediments.

Giant Vermin. Turns insects into giant vermin.

Greater Magic Weapon. +1 bonus/ three levels (max +9).

Hand of (Torm). Immovable zone of warding stuns those of different patrons.

Harrier. Summons an incorporeal bird of prey to fight for you.

Imbue with Spell Ability. Transfer spells to subject.

Improved Bull's Strength. Subject gains 1d8+2 Str for 1 hr/ level.

Improved Endurance. Subject gains 1d8+2 Con for 1 hr/ level.

Improved Fox's Cunning. Subject gains 1d8+2 Int for 1 hr/ level.

Inflict Critical Wounds. Touch attack, 4d8 +1/ level damage (max +20).

Iron Bones. Corporeal undead gains +5 natural armor bonus.

Know Vulnerabilities. Determine target's vulnerabilities and resistances.

Lesser Planar Ally. Exchange services with an 8 HD outsider.

Make Manifest. Causes creatures on coterminal or coexistent planes to appear on your Plane of existence.

Neutralize Poison. Detoxifies venom in or on subject.

Poison. Touch deals 1d10 Con damage, repeats in 1 min.

Recitation. Allies gain +2 or +3 on attacks and saves, and enemies suffer -2.

Repel Vermin. Insects stay 10 ft. away.

Restoration. Restores level and ability score drains.

Revenance. Slain ally is restored to life for 1 minute/ level.

Sending. Delivers short message anywhere, instantly.

Shadowblast. Nullifies shadow effects, portals to Plane of Shadow, and harms shadowy creatures.

Skull of Secrets. Intangible skull stores message and can be triggered to breathe fire.

Spell Immunity. Subject is immune to one spell/ four levels.

Status. Monitors condition, position of allies.

Summon Monster IV. Calls outsider to fight for you.

Tongues. Speak any language.

Unflattering Endurance. +4 bonus against weakness or fatigue, endurance bonuses.

Wall of Chaos. A magic circle against law, except as a onesided wall.

Wall of Evil. A magic circle against good, except as a onesided wall.

Wall of Good. A magic circle against evil, except as a onesided wall.

Wall of Law. A magic circle against chaos, except as a onesided wall.

Weapon of the Deity. Gives your weapon magical powers appropriate to your patron.

Weather Eye. Forecast natural weather for one week.

Zone of Repulse. Blocks planar intrusion of all types.

5th-Level Cleric Spells

Atonement. Removes burden of misdeeds from subject.

Battletide. Targets have attack penalties and you gain a partial action each round.

Bear's Heart. One ally/ level +4 Strength and +1d4/ level hit points.

Blight. Deal 1d8/ level to a plant creature, or blight a 100-ft. spread.

Break Enchantment. Frees subjects from enchantments, altercations, curses, and petrifactions.

Circle of Doom. Deals 1d8 +1/ level damage in all directions.

Commune. Deity answers one yes-or-no question/ level.

Crawling Darkness. Cloud of tentacles provides concealment, skill bonuses, and several defenses.

Dirge of Discord. Disorients opponent with unholy screams and wailing.

Dispel Chaos/Evil/Good/Law. +4 bonus against attacks.

Divine Agility. Subject gains Reflex save bonus, 18 Dex, and Spring Attack.

Ethereal Jaunt. You become ethereal for 1 round/ level.

Flame Strike. Smites foes with divine fire (1d8/ level).

Greater Command. As command, but affects one subject/ level.

Hallow. Designates location as holy.

Healing Circle. Cures 1d8 +1/ level damage in all directions.

Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures foes.

Mark of Justice. Designates action that will trigger curse on subject.

Monstrous Regeneration. Grants the regeneration ability for 1 round/ 2 levels.

Plane Shift. Up to eight subjects travel to another plane.

Raise Dead. Restores life to subject who died up to 1 day/ level ago.

Righteous Might. Your size increases, and you gain +4 Str.

Searing. Spies on subject from a distance.

Slay Living. Touch attack kills subject.

Spell Phylactery. Scroll activates upon you if conditions are met.

Spell Resistance. Subject gains +12 +1 level SR.

Summon Monster V. Calls outsider to fight for you.

True Seeing. See all things as they really are.

Unhallow. Designates location as unholy.

Wall of Stone. 20 hp/ four levels; can be shaped.

6th-Level Cleric Spells

Animate Objects. Objects attack your foes.

Antilife Shell. 10-ft. field hedges out living creatures.

Azuth's Exalted Triad. Cast a prepared spell three times.

Banishment. Banishes 2 HD/ level extraplanar creatures.

Blade Barrier. Blades encircling you deal 1d8 damage/ level.

Create Undead. Ghouls, shadows, ghosts, wights, or wraiths.

Etherealness. Travel to Ethereal Plane with companions.
Find the Path. Shows most direct way to a location.

Forbidden. Denies area to creatures of another alignment.

Gate Seal. Permanently seals a gate or portal.

Geas/Quest. As lesser geas, plus it affects any creature.

Greater Dispelling. As dispel magic, but up to +20 on check.

Greater Glyph of Warding. As glyph of warding, but up to 10d8 damage or 6th-level spell.

Harm. Subject loses all but 1d4 hp.

Heal. Cures all damage, diseases, and mental conditions.

Heroes Feast. Food for one creature/level curing and blesses.

Mass Manifest. Causes all creatures and objects on coterminus or coexistent planes to appear on your Plane of existence.

Planar Ally. As lesser planar ally, but up to 16 HD.

Revive Outsider. As raise dead, but works on outsiders.

Spellmangle. As spell immunity, but negated spells triggers a helpful spell upon the target.

Stone Walk. Linked areas allow multiple teleportations.

Summon Monster VI. Calls outsider to fight for you.

 Suppress Glyph. You notice but do not trigger magical writing traps.

Undeath to Death. As circle of death, but only affecting undead.

Wind Walk. You and your allies turn vaporous and travel fast.

Word of Recall. Teleports you back to designated place.

7th-Level Cleric Spells

Azuth's Spell Shield. Subjects gain +12 +1/level SR.

Blasphemy. Kills, paralyzes, weakens, or dazes nenievous subjects.

Control Weather. Changes weather in local area.

Death Dragon. You gain +4 natural armor, +4 deflection, and natural attacks.

Destruction. Kills subject and destroys remains.

Dictum. Kills, paralyzes, weakens, or dazes nonlawful subjects.

Fortunate Fate. Target immediately receives a heal if killed by damage.

Greater Restoration. As restoration, plus restores all levels and ability scores.

Greater Scrying. As scrying, but faster and longer.

Holy Star. Glowing light turns spells, gives a cover bonus to AC, or shoots beams of fire.

Holy Word. Kills, paralyzes, weakens, or dazes nongood subjects.

Refuge. Alters item to transport its possessor to you.

Regenerate. Subject's severed limbs grow back.

Repulsion. Creatures can't approach you.

Resurrection. Fully restore dead subject.

Righteous Wrath of the Faithful. As aid within 30 ft., followers of your deity receive more.


Summon Monster VII. Call's outsider to fight for you.

Undeath after Death. -2 to Constitution, in exchange gaining the crypt spawn template at death.

Word of Chaos. Kills, confuses, stuns, or defeaens nonchaotic subjects.

8th-Level Cleric Spells

Antimagic Field. Negates magic within 10 ft.

Brain Spider. Eavesdrop on thoughts of up to eight other creatures.

Chain of Chaos. Creates plague of insanity passed by touch.

Cloak of Chaos. +4 AC, +4 resistance, and SR 25 against lawful spells.

Create Greater Undead. Mummies, specters, vampires, or ghosts.

Death Pact. -2 to Constitution, in exchange for effects of word of recall, raise dead, and heal.

Discern Location. Exact location of creature or object.

Earthquake. Intense tremors shaker 5-ft. -level radius.

Fire Storm. Deals 1d6 fire damage/level.

General of Undeath. Increases your maximum HD of controlled undead by 10 times your level.

Greater Planar Ally. As lesser planar ally, but up to 24 HD.

Holy Aura. +4 AC, +4 resistance, and SR 25 against evil spells.

Mass Heal. As heal, but with several subjects.

Shield of Law. +4 AC, +4 resistance, and SR 25 against chaotic spells.

Stormrage. Fly, wind wall, protection from strong winds, and make electrical attacks.

Summon Monster VIII. Calls outsider to fight for you.

Symbol. Triggered runes have array of effects.

Unholy Aura. +4 AC, +4 resistance, and SR 25 against good spells.

9th-Level Cleric Spells

Astral Projection. Projects you and companions into Astral Plane.

Energy Drain. Subject gains 2d4 negative levels.

Gate. Connects two planes for travel or summoning.

Implosion. Kills one creature/round.

Miracle. Requests a deity's intercession.

Soul Bind. Traps newly dead soul to prevent resurrection.

Storm of Vengeance. Storm rains acid, lightning, and hail.

Summon Monster IX. Calls outsider to fight for you.

True Resurrection. As resurrection, plus remains aren't needed.

Undeath's Eternal Foe. Targets receive negative energy protection and immunity to most undead special attacks.

Cleric Domains

Air Domain


Granted Powers: Turn or destroy earth creatures as a good cleric turns undead. Rebu kue or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Air Domain Spells

1 Obscuring Mist. Fog surrounds you.
2 Wind Wall. Deflects arrows, smaller creatures, and gases.
3 Gaseous Form. Subject becomes insubstantial and can fly slowly.
4 Air Walk. Subject treads on air as if solid (climb at 45-degree angle).
5 Control Winds. Change wind direction and speed.
6 Chain Lightning. 1d6 damage/level; secondary bolts.
7 Control Weather. Changes weather in local area.
8 Whirlwind. Cyclone inflicts damage and can pick up creatures.
9 Elemental Swarm. Summons 2d4 Large, 1d4 Huge elementals.
* Cast as an air spell only.

Animal Domain


Granted Powers: You cast animal friendship once per day. Knowledge (nature) is a class skill.

Animal Domain Spells

1 Calm Animals. Calms 2d4 +1/level HD of animals, beasts, and magical beasts.
2 Hold Animal. Hold one animal helpless; 1 round/level.
3 Dominate Animal. Subject animal obeys silent mental commands.
4 Repel Vermin. Insects stay 10 ft. away.
5 Commune with Nature. Learn about terrain for one mile/level.
6 Antilife Shell. 10-ft. field hedges out living creatures.
7 Animal Shapes. One ally/level polymorphs into chosen animal.
8 Creeping Doom. Carpet of insects attacks at your command.
9 Shapechange. Transforms you into any creature, and change forms once per round.

Cavern Domain

Deities: Calliduran Smoothhands, Dumathoin, Geb, Ghunadnaur, Grumbar, Grumsh, Luthic, Segojan Earthcaller, Shar.

Granted Power: You gain the dwarven ability of stonecunning. If you already have stonecunning, your racial bonus for stonecunning increases from +2 to +4 on checks to notice unusual stonework.

Cavern Domain Spells

1 Detect Secret Doors. Reveals hidden doors within 60 ft.
2 Darkness. 20-ft. radius of supernatural darkness.
3 Mold Into Stone. You and your gear merge with stone.
4 Leomund's Secure Shelter. Creates sturdy cottage.
5 Passwall. Breaches walls 1 ft. thick/level.
6 Find the Path. Shows most direct way to a location.
7 Maw of Stone. Animates a natural opening or natural chamber.
8 Earthquake. Intense tremor shakes 5 ft./level radius.
9 Imprisonment. Entombs subject beneath the earth.

Chaos Domain

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

Chaos Domain Spells
1 Protection from Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
2 Shatter. Sonic vibration damages objects or crystalline creatures.
3 Magic Circle against Law. As protection spells, but 10 ft. radius and 10 min./level.
4 Chaos Hammer. Damages and staggered lawful creatures.
5 Dispel Law. +4 bonus against attacks by lawful creatures.
6 Animate Objects. Objects attack your foes.
7 Word of Chaos. Kills, confuses, stuns, or deafens nonchaotic subjects.
8 Cloak of Chaos. +4 AC, +4 resistance, SR 25 against lawful spells.
9 Summon Monster IX.* Calls outsider to fight for you.

*Cast as a chaos spell only.

Charm Domain

Granted Power: You can boost your Charmisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

Charm Domain Spells
1 Charm Person.
2 Calm Emotions.
3 Suggestion.
4 Emotion.
5 Charm Monster.
6 Geas/Quest.
7 Insanity.
8 Demand.
9 Dominate Monster.

Craft Domain

Granted Power: You cast creation spells at +1 caster level and gain Skill Focus (a +2 bonus) in the Craft skill of your choice.

Craft Domain Spells
1 Animate Rope.
2 Wood Shape.
3 Stone Shape.
4 Minor Creation.
5 Wall of Stone.
6 Fantastic Machine.
7 Major Creation.
8 Forcecage.
9 Greater Fantastic Machine.

Darkness Domain
Deities: Loth, Mask, Ser, Shar, Shargaas.

Granted Power: Free Blind-Fight feat.

Darkness Domain Spells
1 Obscuring Mist.
2 Blindness/Deafness.
3 Blacklight.
4 Armor of Darkness.
5 Darkbolt.
6 Prying Eyes.
7 Nightmare.
8 Power Word, Blind.
9 Power Word, Kill.

Death Domain
Deities: Jergal, Kelemvor, Nerull, Osiris, Urogalan, Velsharoon, Wee Jas, Yurtrus.

Granted Power: You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature’s current hit points, it dies.

Death Domain Spells
1 Cause Fear. One creature flees for 1d4 rounds.
2 Death Knell. Kill dying creature and gain 1d6 temp. hp, +2 Str, and +1 caster level.
3 Animate Dead. Creates undead skeletons and zombies.
4 Death Ward. Grants immunity to death spells and effects.
5 Slay Living. Touch attack kills subject.
6 Create Undead. Ghouls, shadows, ghosts, wights, or wraiths.
7 Destruction. Kills subject and destroys remains.
8 Create Greater Undead. Mummies, spectres, vampires, or ghosts.
9 Wall of the Banshee. Kills one creature/level.

Destruction Domain
Deities: Bane, Cyric, Garagos, Hextor, Ileaneval, Istishia, Kossuth, Loth, St. Cuthbert, Talona, Talos, Umbrelee, Yurtrus.

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.

Destruction Domain Spells
1 Inflict Light Wounds. Touch attack, 1d6 +1/level damage (max +5).
2 Shatter. Sonic vibration damages objects or crystalline creatures.
3 Contagion. Infects subject with chosen disease.
4 Inflict Critical Wounds. Touch attack, 4d8 +1/level damage (max +20).
5 Circle of Doom. Deals 1d8 +1/level damage in all directions.
6 Harm. Subject loses all but 1d4 hp.
7 Disintegrate. Makes one creature or object vanish.
8 Earthquake. Intense tremor shakes 5 ft./level radius.
9 Implosion. Kills one creature/round.

Drow Domain
Deities: Eilistraee, Ghaunadaur, Kiaransalee, Lloth, Selvetarm, Vhaeraun.

Granted Power: Free Lightning Reflexes feat.

Drow Domain Spells
1 Cloak of Dark Power.
2 Clairaudience/Clairvoyance.
3 Suggestion.
4 Discern Lies.
5 Spiderform.
6 Greater Dispel Magic.
7 Word of Chaos.
8 Greater Planar Ally.
9 Gate.

Dwarf Domain

Granted Power: Free Great Fortitude feat.
**Dwarf Domain Spells**

1. **Inflict Light Wounds.** Touch attack, 1d8 +1 level damage (max +5).
2. **Shatter.** Sonic vibration damages objects or crystalline creatures.
3. **Contagion.** Infects subject with chosen disease.
4. **Inflict Critical Wounds.** Touch attack, 4d8 +1 level damage (max +20).
5. **Circle of Doom.** Deals 1d8 +1 level damage in all directions.
6. **Harm.** Subject loses all but 1d4 hp.
7. **Disintegrate.** Makes one creature or object vanish.
8. **Earthquake.** Intense tremor shakes 5-ft. /level radius.
9. **Implosion.** Kills one creature/round.

**Evil Domain**


**Granted Power:** Turn or destroy air creatures as a good cleric turns undead. Revoke or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

**Evil Domain Spells**

1. **Magic Stone.** Three stones become +1 projectiles, 1d6+1 damage.
2. **Soften Earth and Stone.** Turns stone to clay or dirt to sand or mud.
3. **Stone Shape.** Sculpts stone into any form.
4. **Spike Stones.** Creatures in area take 1d8 damage, may be slowed.
5. **Wall of Stone.** 20 hp/ four levels; can be shaped.
6. **Stone Skin.** Stops blows, cuts, stabs, and slashes.
7. **Earthquake.** Intense tremor shakes 5-ft. /level radius.
8. **Iron Body.** Your body becomes living iron.
9. **Elemental Swarm.* Summons 2d4 Large, 1d4 Huge elementals.

*Cast as an earth spell only.

**Elf Domain**


**Granted Power:** Free Point Blank Shot feat.

**Elf Domain Spells**

1. **True Strike.**
2. **Cat's Grace.**
3. **Snare.**
4. **Tree Stride.**
5. **Commune with Nature.**
6. **Find the Path.**
7. **Liveoak.**
8. **Sunburst.**
9. **Antipathy.**

**Evil Domain**


**Granted Power:** You cast evil spells at +1 caster level.

**Evil Domain Spells**

1. **Protection from Good.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
2. **Desecrate.** Fills area with negative energy, making undead stronger.
3. **Magic Circle against Good.** As protection spells, but 10-ft. radius and 10 min./level.
4. **Unholy Blight.** Damages and sickens good creatures.
5. **Dispel Good.** +4 bonus against attacks by good creatures.
6. **Create Undead.** Ghouls, shadows, ghosts, wights, or wraiths.
7. **Blasphemy.** Kills, paralyzes, weakens, or drives nonevil subjects.
8. **Unholy Aura.** +4 AC, +4 resistance, SR 25 against good spells.
9. **Summon Monster IX.* Calls outsider to fight for you.

*Cast as an evil spell only.

**Family Domain**

Deities: Beronar TrueSilver, Cyrrilaelle, Eldath, Hathor, Isis, Lilia, Luthic, Yondalla.

**Granted Power:** As a free action, you may protect a number of creatures equal to your Charisma modifier (minimum one creature) with a +4 dodge bonus to AC. This supernatural ability lasts 1 round per level. An affected creature loses this protection if it moves more than 10 feet from you. You may affect yourself with this ability.

**Family Domain Spells**

1. **Bless.**
2. **Shield Other.**
3. **Helping Hand.**
4. **Imbue with Spell Ability.**
5. **Rary's Telepathic Bond.**
6. **Heroes' Feast.**
7. **Refuge.**
8. **Protection from Spells.**
9. **Prismatic Sphere.**

**Fate Domain**

Deities: Beshaba, Hathor, Hoar, jergal, Kelemvor, Savras.

**Granted Power:** You gain the uncanny dodge ability of a 3rd-level rogue. If you have another class that grants the uncanny dodge ability, treat your level in that class as three higher for determining your uncanny dodge ability.

**Fate Domain Spells**

1. **True Strike.**
2. **Augury.**
3. **Bestow Curse.**
4. **Status.**
5. **Mark of Justice.**
6. **Geas/Quest.**
7. **Vision.**
8. **Mind Blank.**
9. **Foresight.**

**Fire Domain**


**Granted Power:** Turn or destroy water creatures as a good cleric turns undead. Revoke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

**Fire Domain Spells**

1. **Burning Hands.** 1d4 fire damage/level (max 5d4).
2. ** Produce Flame.** 1d4 +1/level damage, touch or thrown.
3. **Resist Elements.* Ignore first 12 damage from one energy type each round.
4. **Wall of Fire.** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 +1/level.
5. **Fire Shield.** Creatures attacking you take fire damage; you're protected from heat or cold.
6. **Fire Seeds.** Acorns and berries become grenades and bombs.
7. **Fire Storm.** Deals 1d6 fire damage/level.
8. **Incendiary Cloud.** Cloud deals 4d6 fire damage/round.
9. **Elemental Swarm.** Summons 2d4 Large, 1d4 Huge elementals.

* Resist cold or fire only.
**Cast as a fire spell only.

**Gnome Domain**

Deities: Baervan Wildwanderer, Baravar Cloakshadow, Callarduran Smoothhands, Flandal Steelsking, Gaerdal Ironhand, Gali Glittergold, Segojan Earthcaller, Urdlen.

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

**Gnome Domain Spells**

1. **Silent Image.**
6  Forbiddance
4  Emotion
3  Bestow Curse
2  Scare

Armor Class. This supernatural ability lasts 1 minute.

Granted Power:

Deity:
Hatred Domain

9  Foresight
8  Word of Recall
7  Shadow Walk
5  Mordenkainen's Faithful Hound
4  Freedom of Movement
3  Magic Vestment
2  Cat's Grace
1  Magic Stone

Halfling Domain
Deities: Arvoreen Brandobaris, Cyrroliallee, Sheela Perryoy, Urogalan, Yondalla.

 Granted Power: You gain the ability to add your Charisma modifier to your Climb, Jump, Move Silently, and Hide checks. This extraordinary ability is a free action that lasts 10 minutes. It can be used once a day.

Halfling Domain Spells
1  Magic Stone
2  Cat's Grace
3  Magic Vestment
4  Freedom of Movement
5  Mordenkainen's Faithful Hound
6  Move Earth
7  Shadow Walk
8  Word of Recall
9  Foresight

Hatred Domain
Deity: Bane, Ghaunadur, Set, Urden.

 Granted Power: Once per day, as a free action, choose one opponent. Against that opponent you gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts 1 minute.

Hatred Domain Spells
1  Doom
2  Scare
3  Bestow Curse
4  Emotion
5  Righteous Might
6  Forbiddance

7  Blasphemy
8  Antipathy
9  Wail of the Banshee

*Earth elementals or animals only

Good Domain

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

Good Domain Spells
1  Protection from Evil. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
2  Aid. +1 attack, +1 on saves against fear, 1d6 temporary hit points.
3  Magic Circle against Evil. As protection spells, but 10-ft. radius and 10 min./level.
4  Holy Smite. Damages and blinds evil creatures.
5  Dispel Evil. +4 bonus against attacks by evil creatures.
6  Blade Barrier. Blades encircling you deal 1d6 damage/level.
7  Holy Word. Kills, paralyzes, weakens, or dazes nongood subjects.
8  Holy Aura. +4 AC, +4 resistance, and SR 25 against evil spells.
9  Summon Monster IX.* Calls outsider to fight for you.

*Cast as a good spell only.

Illusion Domain
Deities: Akadi, Azuth, Baravar Clockshadow, Cyric, Mystra, Sehanine Moonbow.

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

Illusion Domain Spells
1  Silent Image
2  Minor Image
3  Displacement
4  Phantasmal Killer
5  Persistent Image.
6  Mislead
7  Project Image
8  Screen
9  Weird

Healing Domain
Deities: Berronar Truesilver, Ilmater, Luure, Luthic, Pelor, Sharindlar, Tomr.

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

Healing Domain Spells
1  Cure Light Wounds. Cures 1d8+1/level damage (max +5).
2  Cure Moderate Wounds. Cures 2d8+1/level damage (max +10).
3  Cure Serious Wounds. Cures 3d8+1/level damage (max +15).
4  Cure Critical Wounds. Cures 4d8+1/level damage (max +20).
5  Healing Circle. Cures 1d8+1/level damage in all directions.
6  Heal. Cures all damage, diseases, and mental conditions.
7  Regenerate. Subject's severed limbs grow back.
8  Mass Heal. As heal, but with several subjects.
9  True Resurrection. As resurrection, plus remains aren't needed.

Knowledge Domain

 Granted Power: All Knowledge skills are class skills. You cast divinations at +1 caster level.

Knowledge Domain Spells
1  Detect Secret Doors. Reveals hidden doors within 60 ft.
2  Detect Thoughts. Allows "listening" to surface thoughts.
3  Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.
4  Divination. Provides useful advice on to specific proposed actions.
5  True Seeing. See all things as they really are.
6  Find the Path. Shows most direct way to a location.
7  Legend Lore. Learn tales about a person, place, or thing.
8  Discern Location. Exact location of creature or object.

Law Domain

 Granted Power: You cast law spells at +1 level.

Law Domain Spells
1  Protection from Chaos. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
2  Calm Emotions. Calms 1d6 creatures/level, negating emotion effects.
3  Magic Circle against Chaos. As protection spells, but 10-ft. radius and 10 min./level.
4 Order's Wrath. Damages and dazes chaotic creatures.
5 Dispel Chaos. +4 bonus against attacks by chaotic creatures.
6 Hold Monster. As hold person, but any creature.
7 Dictum. Kills, paralyzes, weakens, or dazes nonlawful subjects.
8 Shield of Law. +4 AC, +4 resistance, and SR 25 against chaotic spells.
9 Summon Monster IX. * Calls outsider to fight for you.

*Cast as a law spell only.*

**Luck Domain**

**Deities:** Abbadon, Beshaba, Brandoboris, Ereman Ilesere, Fharlanghn, Haeda Brightaxe, Kord, Mask, Oghma, Oldammarra, Tymora, Vergadair.

**Granted Power:** You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

**Luck Domain Spells**

1 Entropic Shield. Ranged attacks against you suffer 20% miss chance.
2 Aid +1 attack, +1 against fear, 1d8 temporary hit points.
3 Protection from Elements. Absorb 12 damage/level from one kind of energy.
4 Freedom of Movement. Subject moves normally despite impediments.
5 Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrifaction.
6 Mislead. Turns you invisible and creates illusory double.
7 Spell Turning. Reflect 1d4+6 spell levels back at caster.
8 Holy Aura. +4 AC, +4 resistance, and SR 25 against evil spells.
9 Miracle. Requests a deity's intercession.

**Magic Domain**

**Deities:** Azuth, Bocbob, Corellon Larethian, hanali Celanil, Isis, Laduguer, Mystra, Savras, Set, Thoth, Vecna, Velsharron, Wee Jas.

**Granted Power:** Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

**Magic Domain Spells**

1 Nystul's Undetectable Aura. Masks magic items' aura.
2 Identify. Determines single feature of magic item.
3 Dispel Magic. Cancels magical spells and effects.
4 Imbue with Spell Ability. Transfers spell to subject.
5 Spell Resistance. Subject gains +12 +1/level SR.
6 Antimagic Field. Negates magic within 10 ft.
7 Spell Turning. Reflect 1d4+6 spell levels back at caster.
8 Protection from Spells. Confers +8 resistance bonus.
9 Mordenkainen's Disjunction. Dispels magic, disenchants magic items.

**Mentalism Domain**

**Deities:** Deep Duerra.

**Granted Powers:** You can generate a mental ward, a spell-like ability to grant someone you touch a resistance bonus on her next Will saving throw equal to your level +2. A divining this power is a standard action. The mental ward is an abjuration effect with a duration of 1 hour that is usable once per day.

**Mentalism Domain Spells**

1 Random Action
2 Detect Thoughts
3 Clairaudience/Clairvoyance
4 Modify Memory
5 Mind Fog
6 Rary's Telepathic Bond
7 Antipathy
8 Mind Blank
9 Astral Projection

**Metal Domain**

**Deities:** Dumathoin, Flanndor Steelskin, Gond, Grumbar, Laduguer.

**Granted Powers:** Free Martial or Exotic Weapon Proficiency and Weapon Focus with your choice of hammer.

**Metal Domain Spells**

1 Magic Weapon
2 Heat Metal
3 Keen Edge
4 Rusting Grasp
5 Wall of Iron
6 Blade Barrier
7 Transmute Metal to Wood
8 Iron Body
9 Repel Metal or Stone

**Moon Domain**

**Deities:** Ellistraee, Hathor, Malar, Sehanine Moonbow, Selûne, Sharindlar.

**Granted Powers:** Turn or destroy lycanthropes as a good cleric turns or destroys undead. You can use this ability a total number of times per day equal to three + your Charisma modifier.

**Moon Domain Spells**

1 Faerie Fire
2 Moonbeam. Moveable beam of light that penetrates darkness and forces lycanthropes to change shape.
3 Moon Blade
4 Emotion
5 Moon Path
6 Permanent Image
7 Insanity
8 Animal Shapes
9 Moonfire

**Nobility Domain**

**Deities:** Horus-Re, Lathander, Milli, Nobanion, Red Knight, Siamorpe.

**Granted Powers:** You have the spell-like ability to inspire allies, giving them a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. A allies must be able to hear you speak for 1 round. Using this ability is a standard action. It lasts a number of rounds equal to your Charisma bonus and can be used once per day.

**Nobility Domain Spells**

1 Divine Favor
2 Enthrall
3 Magic Vestment
4 Discern Lies
5 Greater Command
6 Geas/Quest
7 Repulsion
8 Demand
9 Storm of Vengeance

**Ocean Domain**

**Deities:** Deep Sashelas, Istishia, Ulutiu, Umberlee, Valkur.

**Granted Powers:** You have the supernatural ability to breathe water as if under the effect of a water breathing spell, for up to 10 rounds per level. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

**Ocean Domain Spells**

1 Endure Elements
2 Sound Burst
3 Water Breathing
4 Freedom of Movement
5 Wall of Ice
6 Otiluke's Freezing Sphere
7 Waterspout
8 Maelstrom
9 Elemental Swarm. *Summons 1d4+2 to fight for you.
Etherealness
Banishment
Teleport
Dimension Door
Dimensional Anchor
Analyze Portal
Summon Monster I
*Portal Domain Spells*
1. Cause Fear
2. Produce Flame
3. Prayer
4. Divine Power
5. Praying Eyes
6. Eyebite
7. Blasphemy
8. Cloak of Chaos
9. Power Word, Kill

Planning Domain
*Deities:* Gond, Helm, Ilmater, Red Knight, Siamorphe, Ushabti
*Granted Powers:* Free Extend Spell feat.

Plant Domain
*Deities:* Angharradh, Baervan Wildwanderer, Chauntea, Ehlonna, Eldath, Fenmarel Mestarine, Gwaeron Windstrom, Mielikki, Obad-Hai, Osiris, Rillifane Rallathil, Sheela Peryroyl, Shiallia, Silvanus, Solonor Thelandira, Thard Harr, Ushabti
*Granted Powers:* Rebuke or command plant creatures as an evil druid rebukes or commands undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Plant Domain Spells
1. Entangle
2. Barkskin
3. Plant Growth
4. Control Plants
5. Wall of Thorns
6. Repel Wood
7. Changestaff
8. Command Plants
9. Shambler

Portal Domain
*Deities:* Ellistraee, Shaundakul.
*Granted Powers:* You can detect an active or inactive portal as if it were a normal secret door (DC 20).

Portal Domain Spells
1. Summon Monster I
2. Analyze Portal
3. Dimensional Anchor
4. Dimension Door
5. Teleport
6. Banishment
7. Etherealness
8. Maze

*Plant Domain Spells*
9. Time Stop
10. Discern Location

*Plant Domain Spells*
1. Deathwatch
2. Augury
3. Clairaudience/Clairvoyance
4. Status
5. Detect Scrying
6. Heroes’ Feast
7. Greater Scrying
8. Discern Location
9. Time Stop

Protection Domain
*Deities:* Angharradh, Baravar Cloakshadow, Berronar Trueilver, Chauntea, Corellon Larethian, Deneir, Dumathoin, Eldath, Fharlanghn, Gaerdal Ironhand, Gali Glittergold, Geb, Gorm Gulthyn, Hanali Celaniil, Helm, Kelemvor, Laduguer, Lathander, Martammor Duin, Moradin, Nephthys, Rillifane Rallathil, St. Cuthbert, Selune, Shaundakul, Silvanus, Sune, Tempus, Torm, Tymora, Ushabti, Uluitu, Urogalan, Valkur, Waukeen, Yondalla
*Granted Power:* You can create a protective ward, a spell-like ability to grant someone touching you a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells
1. Sanctuary: Opponents can’t attack you, and you can’t attack.
2. Shield Other: You take half of subject’s damage.
3. Protection from Elements: Absorb 12 damage per level from one kind of energy.
4. Spell Immunity: Subject is immune to one spell per four levels.
5. Spell Resistance: Subject gains +12 +1/level SR.
6. Anti-magic Field: Negates magic within 10 ft.
7. Repulsion: Creatures can’t approach you.
8. Mind Blank: Subject is immune to mental/emotional magic and scrying.
9. Prismatic Sphere: As prismatic wall, but surrounds on all sides.

Planning Domain Spells
1. Charm Person
2. Lesser Restoration
3. Remove Disease
4. Reincarnate
5. Abolishment
6. Heroes’ Feast
7. Greater Restoration
8. Polymorph Any Object
9. Freedom

Retribution Domain
*Deities:* Angharradh, Chauntea, Finder Wyvernspur, Kossuth, Lathander, Shiallia, Silvanus
*Granted Power:* If you have been harmed by someone in combat, you may make a strike of vengeance with a melee or ranged weapon against that individual on your next action. If this attack hits, you deal maximum damage. You may use this supernatural ability once per day.

Retribution Domain Spells
1. Shield of Faith
2. Endurance
3. Speak with Dead
4. Fire Shield
5. Mark of Justice
6. Banishment
7. Spell Turning
8. Discern Location
9. Storm of Vengeance

Rune Domain
*Deities:* Deneir, Dugmaren Brightmarch, Jergal, Mystra, Thoth.
*Granted Power:* Free Scribe Scroll feat.

Rune Domain Spells
1. Erase

*Orc Domain*
*Deities:* Bahgtru, Gruumsh, Gwennar, Lloth, St. Cuthbert, Selune, Shaundakul, Silvanus, Tyr, Uthgar.
*Granted Powers:* You gain the smite power, the supernatural ability to make a single melee attack with a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day. If used against a dwarf or an elf you get a +4 bonus on the smite attack roll.

Orc Domain Spells
1. Cause Fear
2. Produce Flame
3. Prayer
4. Divine Power
5. Praying Eyes
6. Eyebite
7. Blasphemy
8. Cloak of Chaos
9. Power Word, Kill

Planning Domain
*Deities:* Gond, Helm, Ilmater, Red Knight, Siamorphe, Ushabti.
*Granted Powers:* Free Extend Spell feat.

Planning Domain Spells
1. Deathwatch
2. Augury
3. Clairaudience/Clairvoyance
4. Status
5. Detect Scrying
6. Heroes’ Feast
7. Greater Scrying
8. Discern Location
9. Time Stop

Plant Domain
*Granted Powers:* Rebuke or command plant creatures as an evil druid rebukes or commands undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Plant Domain Spells
1. Entangle
2. Barkskin
3. Plant Growth
4. Control Plants
5. Wall of Thorns
6. Repel Wood
7. Changestaff
8. Command Plants
9. Shambler

Retribution Domain Spells
1. Shield of Faith
2. Endurance
3. Speak with Dead
4. Fire Shield
5. Mark of Justice
6. Banishment
7. Spell Turning
8. Discern Location
9. Storm of Vengeance

Rune Domain
*Deities:* Deneir, Dugmaren Brightmarche, Jergal, Mystra, Thoth.
*Granted Power:* Free Scribe Scroll feat.

Rune Domain Spells
1. Erase

*Plant Domain Spells*
9. Gate

Protection Domain

*Granted Power:* You can generate a protective ward, a spell-like ability to grant someone touching you a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells
1. Sanctuary: Opponents can’t attack you, and you can’t attack.
2. Shield Other: You take half of subject’s damage.
3. Protection from Elements: Absorb 12 damage per level from one kind of energy.
4. Spell Immunity: Subject is immune to one spell per four levels.
5. Spell Resistance: Subject gains +12 +1/level SR.
6. Anti-magic Field: Negates magic within 10 ft.
7. Repulsion: Creatures can’t approach you.
8. Mind Blank: Subject is immune to mental/emotional magic and scrying.
9. Prismatic Sphere: As prismatic wall, but surrounds on all sides.

Rune Domain
*Deities:* Deneir, Dugmaren Brightmarche, Jergal, Mystra, Thoth.
*Granted Power:* Free Scribe Scroll feat.

Rune Domain Spells
1. Erase
Scalykind Domain

Deities: Finder Wyvernspur, Sebek, Set, Tiamat, Ubtao.

 Granted Power: Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to three + your Charisma modifier.

Scalykind Domain Spells
1 Magic Fang
2 Animal Trance. *
3 Greater Magic Fang
4 Poison
5 Animal Growth. *
6 Eyebite
7 Creeping Doom. **
8 Animal Shapes. *
9 Shapechange

* Affects ophidian and reptilian creatures only.
** Composed of tiny snakes.

Slime Domain

Deities: Ghaunadaur.

 Granted Power: Rebuke or command oozes as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to three + your Charisma modifier.

Slime Domain Spells
1 Grease
2 Melf’s Acid Arrow
3 Poison
4 Rusting Grasp
5 Evard’s Black Tentacles
6 Transmute Rock to Mud
7 Destruction
8 Power Word, Blind
9 Implosion

Spell Domain

Deities: Azuth, Mystra, Savras, Thoth.

 Granted Power: You get a +2 bonus on Concentration and Spellcraft checks.

Spell Domain Spells
1 Mage Armor
2 Silence
3 Anyspell
4 Rary’s Memonic Enhancer
5 Break Enchantment
6 Greater Anyspell
7 Limited Wish
8 Antimagic Field
9 Mordenkainen’s Disjunction

Spider Domain

Deities: Lolth, Selvetarm.

 Granted Power: Rebuke or command spiders as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to three + your Charisma modifier.

Spider Domain Spells
1 Spider Climb
2 Summon Swarm

* Has a vermin shape

Storm Domain

Deities: Aerdrie Faenya, Anhur, Auril, Isis, Istishia, Talos, Umberlee.

 Granted Power: You gain electricity resistance 5.

Storm Domain Spells
1 Entropic Shield
2 Gust of Wind
3 Call Lightning
4 Sleet Storm
5 Ice Storm
6 Summon Monster VI. *
7 Control Weather
8 Whirlwind
9 Storm of Vengeance

* Air spell only.

Strength Domain

Deities: Anhur, Bahtru, Clangeddin, Garagos, Gruumsh, Helm, Ilmater, Kord, Lathander, Loviatar, Malar, Pelor, St. Cuthbert, Tempus, Torm, Ulutiu, Uthgar.

 Granted Power: You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, the power lasts 1 round, and it’s usable once per day.

Strength Domain Spells
1 Endure Elements. Ignores 5 damage/round from one energy type.
2 Bull’s Strength. Subject gains 1d4+1 Str for 1 hr./level.
3 Magic Vestment. Armor or shield gains +1 enhancement three levels.
4 Spell Immunity. Subject is immune to one spell/four levels.
5 Righteous Might. Your size increases, and you gain +4 Str.
6 Stoneskin. Stops blows, cuts, stabs, and slashes.
7 Bigby’s Grasping Hand. Hand provides cover, pushes, or grapples.
8 Bigby’s Clerched Fist. Large hand attacks your foes.
9 Bigby’s Crushing Hand. As Bigby’s grasping hand, but stronger.

Suffering Domain


 Granted Power: You may use a pain touch once per day. Make a melee touch attack against a living creature, which bestows on that creature a -2 enhancement penalty to Strength and Dexterity for 1 minute on a successful attack. This spell-like ability does not affect creatures immune to critical hits.

Suffering Domain Spells
1 Bane
2 Endurance
3 Bestow Curse
4 Enervation
5 Feeblemind
6 Harm
7 Eyebite. *
8 Symbol. **
9 Horrid Wilting

* Sicken effect only.
** Pain effect only.

Sun Domain

Deities: Ehlonna, Horus-Re, Lathander, Pelor.

 Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning (or rebuking) attempt. The greater turning

* Secret Page
2 Glyph of Warding
3 Explosive Runes
4 Lesser Planar Binding
5 Greater Glyph of Warding
6 Drawmij’s Instant Summons
7 Symbol
8 Teleportation Circle

Scalykind Domain

Deities: Finder Wyvernspur, Sebek, Set, Tiamat, Ubtao.

 Granted Power: Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to three + your Charisma modifier.

Scalykind Domain Spells
1 Magic Fang
2 Animal Trance. *
3 Greater Magic Fang
4 Poison
5 Animal Growth. *
6 Eyebite
7 Creeping Doom. **
8 Animal Shapes. *
9 Shapechange

* Affects ophidian and reptilian creatures only.
** Composed of tiny snakes.

Slime Domain

Deities: Ghaunadaur.

 Granted Power: Rebuke or command oozes as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to three + your Charisma modifier.

Slime Domain Spells
1 Grease
2 Melf’s Acid Arrow
3 Poison
4 Rusting Grasp
5 Evard’s Black Tentacles
6 Transmute Rock to Mud
7 Destruction
8 Power Word, Blind
9 Implosion

Spell Domain

Deities: Azuth, Mystra, Savras, Thoth.

 Granted Power: You get a +2 bonus on Concentration and Spellcraft checks.

Spell Domain Spells
1 Mage Armor
2 Silence
3 Anyspell
4 Rary’s Memonic Enhancer
5 Break Enchantment
6 Greater Anyspell
7 Limited Wish
8 Antimagic Field
9 Mordenkainen’s Disjunction

Spider Domain

Deities: Lolth, Selvetarm.

 Granted Power: Rebuke or command spiders as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to three + your Charisma modifier.

Spider Domain Spells
1 Spider Climb
2 Summon Swarm

* Has a vermin shape
is like a normal turning (or rebuking) attempt except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead.

Sun Domain Spells
1 Endure Elements.* Ignores 5 damage/round from one energy type.
2 Heat Metal. Make metal so hot it damages those that touch it.
3 Searing Light. Ray deals 1d8+2 levels, more against undead.
4 Fire Shield. Creatures attacking you take fire damage while you're protected from heat or cold.
5 Flame Strike. Smite foes with divine fire (1d8/+ level).
6 Fire Seeds. Acorns and berries become grenades and bombs.
7 Sunbeam. Beam blinds and deals 3d6 damage.
8 Sunburst. Blinds all within 10 ft., deals 3d6 damage.
9 Prismatic Sphere. As prismatic wall, but surrounds on all sides.

* Endure cold or fire only.

Time Domain
Deities: Grumbar, Labelas Enoreth.
Granted Power: Free Improved Initiative feat.

Time Domain Spells
1 True Strike.
2 Gentle Repose.
3 Haste.
4 Freedom of Movement.
5 Permanency.
6 Contingency.
7 Mass Haste.
8 Foresight.
9 Time Stop.

Trade Domain
Deities: Abbadon, Nephthys, Shaundakul, Vergadain, Waukeen.
Granted Powers: You may use detect thoughts once per day as a spell-like ability, affecting one target and lasting a number of minutes equal to your Charisma bonus. Activating this power is a free action.

Trade Domain Spells
1 Message.
2 Gembomb.
3 Eagle's Splendor.
4 Sending.
5 Fabricate.
6 True Seeing.
7 Mordenkainen's Magnificent Mansion.
8 Mind Blank.
9 Discern Location.

Travel Domain
Granted Powers: For a total of 1 round per your cleric level per day, you can act normally regardless of magical effects that impede movement (similar to the effect of the spell freedom of movement). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This is a spell-like ability.

Wilderness Lore is a class skill.

Travel Domain Spells
1 Expedient Retreat. Doubles your speed.
2 Locate Object. Senses direction toward object (specific or type).
3 Fly. Subject flies at speed of 90.
4 Dimension Door. Teleports you and up to 500 lb.
5 Teleport. Instantly transports you anywhere.
6 Find the Path. Shows most direct way to a location.
7 Teleport without Error. As teleport, but no off-target arrival.
8 Phase Door. Invisible passage through wood or stone.
9 Astral Projection. Projects you and companions into Astral Plane.

Trickery Domain
Granted Power: Bluff, Disguise, and Hide are class skills.

Trickery Domain Spells
1 Change Self. Change own appearance.
2 Invisibility. Subject invisible 10 min./level or until it attacks.
3 Nondetection. Hides subject from divination, scrying.
4 Confusion. Makes subjects behave oddly for 1 round/level.
5 False Vision. Fools scrying with an illusion.
6 Mislead. Turns you invisible and creates illusory double.
7 Screen. Illusion hides area from vision, scrying.
8 Polymorph Any Object. Changes any subject into anything else.
9 Time Stop. You act freely for 1d4+1 rounds.

Tyranny Domain
Deities: Kiaransalee, Velsharoon.
Granted Power: Free Extra Turning feat.

Tyranny Domain Spells
1 Command.
2 Enthrall.
3 Discern Lies.
4 Fear.
5 Greater Command.
6 Geas/Quest.
7 Bigby's Grasping Hand.
8 Mass Charm.
9 Dominate Monster.

Undeath Domain
Deities: Kiaransalee, Velsharoon.
Granted Power: Free Improved Initiative feat.

Undeath Domain Spells
1 Detect Undead.
2 Desecrate.
3 Animate Dead.
4 Death Ward.
5 Circle of Doom.
6 Create Undead.
7 Control Undead.
8 Create Greater Undead.
9 Energy Drain.

War Domain
Granted Power: Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

See the spell Weapon of the Deity for a particular deity's favored weapon.

War Domain Spells
1 Magic Weapon. Weapon gains +1 bonus.
2 Spiritual Weapon. Magical weapon attacks on its own.
3 Magic Vestment. Armor or shield gains +1 enhancement/3 levels.
4 Divine Power. You gain attack bonus, 18 Str, and 1 hp/level.
5 Flame Strike. Smite foes with divine fire (1d6 damage/level).
6 Blade Barrier. Blades encroaching you deal 1d6 damage/level.
7 Power Word, Stun. Stuns creature with up to 150 hp.
9 Power Word, Kill. Kills one tough subject or many weak ones.
Water Domain


Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuff or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Water Domain Spells
1 Obscuring Mist. Fog surrounds you.
2 Fog Cloud. Fog obscures vision.
3 Water Breathing. Subjects can breathe underwater.
4 Control Water. Raise, lower, or part bodies of water.
5 Ice Storm. All deals 5d6 damage in cylinder 10 ft. across.
6 Cone of Cold. 1d6 cold damage/level.
7 Acid Fog. Fog deals acid damage.
8 Horrid Wilting. Deals 1d8 damage/level within 30 ft.
9 Elemental Swarm.* Summons 2d4 Large, 1d4 Huge elementals.

*Cast as a water spell only.

Prestige Domains

Beastmaster Prestige Domain

Deities: Ehlonna, Obad-Hai.

Granted Power: Speak with animals once per day per level as the spell. This is a supernatural ability.

Beastmaster Domain Spells
1 Animal Friendship. Gains permanent animal companions.
2 Beastmask. Animals and beasts think subject is one of them.
3 Animal Trance. Fascinates 2d6 HD of animals.
4 Bear’s Heart. One ally/level +4 Strength and +4d4/level hit points.
5 Animal Growth. One animal/2 levels doubles in size.
6 Summon Nature’s Ally III. Calls creatures to fight.
7 Animal Shapes. One ally/level polymorphs into chosen animal.
8 Summon Nature’s Ally IV. Calls creatures to fight.
9 Shapechange. Transforms you into any creature, and change forms once per round.

Celerity Prestige Domain

Deities: Fharlanghn, Oldiannara.

Granted Power: +2 enhancement bonus to Dexterity, speed increased +10 ft. when in light armor, +2 enhancement bonus on initiative. These are supernatural abilities.

Celerity Domain Spells
1 Blur. Attacks miss subject 20% of the time.
2 Cat’s Grace. Subject gains 1d4+1 Dex for 1 hr./level.
3 Air Walk. Subject treks on air as if solid (climb at 45-degree angle).
4 Haste. Extra partial action and +4 AC.
5 Tree Stride. Step from one tree to another far away.
6 Wind Walk. You and your allies turn vaporous and travel fast.
7 Mass Haste. A haste affects 1/level subjects.
8 Blink. You randomly vanish and reappear for 1 round/level.
9 Time Stop. You act freely for 1d4+1 rounds.

Community Prestige Domain

Deities: Corellon Larethian, Garl Glittergold, Pelor, St. Cuthbert, Yondalla.

Granted Power: Use charm emotions as a spell-like ability once per day. Gain +2 bonus on Diplomacy checks.

Community Domain Spells
1 Bless. Allies gain +1 attack and +1 on saves against fear.
2 Shield Other. You take half of subject’s damage.
3 Prayer. Allies gain +1 on most rolls, and enemies suffer -1.
4 Status. Monitors condition, position of allies.
5 Rary’s Telepathic Bond. Link lets allies communicate.
6 Heroes’ Feast. Food for 1 creature/level, cures and blesses.
7 Refuge. Alters item to transport its possessor to you.
8 Mass Heal. As heal, but with several subjects.
9 Miracle. Requests a deity’s intercession.

Creation Prestige Domain


Granted Power: Cast Conjuration (creation) spells at +2 caster levels.

Creation Domain Spells
1 Create Water. Creates 2 gallons/level of pure water.
2 Minor Image. Creates audible and visual illusion of your design.
3 Create Food and Water. Feeds three humans (or one horse)/level.
4 Minor Creation. Creates one cloth or wood object.
5 Major Creation. As minor creation, plus stone and metal.
6 Heroes’ Feast. Food for 1 creature/level, cures and blesses.
7 Permanent Image. Includes sight, sound, and smell.
8 True Creation. As major creation, but permanent.
9 Genesis. Creates a pocket demiplane.

Divination Prestige Domain

Deities: Boccob, Obad-Hai, Pelor, Vecna.

Granted Power: You cast divination spells at +2 caster levels.

Divination Domain Spells
1 Identify. Determines single feature of magic item.
2 Augury. Learns whether an action will be good or bad.
3 Divination. Provides useful advice for specific, proposed action.
4 Scrying. Spies on subject from a distance.
5 Commune. Deity answers one yes-or-no question/level.
6 Legend Lore. Learn tales about a person, place, or thing.
7 Greater Scrying. As scrying, but faster and longer.
8 Discern Location. Exact location of creature or object.
9 Foresight. “Sixth sense” warns of impending danger.

Domination Prestige Domain

Deities: Gruumsh, Hextor, St. Cuthbert, Wee Jas.

Granted Power: You gain the Spell Focus (Enchantment) feat.

Domination Domain Spells
1 Command. One subject obeys one word command for 1 round.
2 Enthrall. Captivates all within 100 ft./10 ft./level.
3 Suggestion. Compels subject to follow stated course of action.
4 Dominate Person. Controls humanoid telepathically.
5 Greater Command. As command, but affects one subject/level.
6 Geas/Quest. As lesser geas, but affects any creature.
7 Mass Suggestion. As suggestion, plus one/level subjects.
8 True Domination. As dominate person, but save at -4.
9 Monstrous Thrall. As dominate person, but permanent and affects any creature.

Exorcism Prestige Domain

Deities: Corellon Larethian, Heironeous, Kord, Moradin, Pelor.

Granted Power: You have the supernatural ability to force possessing spirits out of the bodies they inhabit. You make a Charisma check (1d20 + your Charisma modifier) and consult Table 8-16, page 140 of the Player’s Handbook. Using your prestige class level plus your clerical level, if any, plus your paladin level -2, if any, if the result from the table is at least equal to the HD of the possessing creature, you force it out of the body. If the spirit belongs to a spellcaster using magic jar, the spirit returns to the receptacle. If it is a ghost, it becomes ethereal and free-floating again. In any case, the spirit cannot attempt to possess the same victim again for one day.

Exorcism Domain Spells
1 Protection from Evil. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
2 Magic Circle against Evil. As protection from evil, but 10-ft. radius and 10 min./level.
3 Remove Curse. Frees object or person from curse.
4 Dismissal. Forces a creature to return to native plane.
5 Dispel Evil. +4 bonus against inst attacks.
6 Banishment. Banishes 2 HD/level extraplanar creatures.
7 Holy Word. Kills, paralyzes, weakens, or dazes nongood subjects.
8 Holy Aura. +4 AC, +4 resistance, and SR 25 against evil spells.
9 Unbinding. Destroys binding spells within 180 ft.

Force Prestige Domain
Deities: Tharzidun.
Granted Power: By manipulating cosmic forces of destruction, once per day the cleric can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls.

Force Domain Spells
1 Mage Armor.
2 Magic Missile.
3 Blast of Force.
4 Otiluke’s Resilient Sphere.
5 Wall of Force.
6 Repulsion.
7 Forcecage.
8 Otiluke’s Telekinetic Sphere.
9 Annihilation.

Glory Prestige Domain
Deities: Heironeous, Pelor.
Granted Power: Turn undead with a +2 bonus on the turning check and +1d6 on the turning damage roll.

Glory Domain Spells
1 Disrupt Undead. Deals 1d6 damage to one undead.
2 Bless Weapon. Weapon gains +1 bonus.
3 Searing Light. Ray deals 1d8/2 levels, more against undead.
4 Holy Smite. Damages and blinds evil creatures.
5 Holy Sword. Weapon becomes +5, deals double damage against evil.
6 Bolt of Glory. Ray deals positive energy damage, more against undead and evil outsiders.
7 Sunbeam. blinds and deals 3d6 damage.
8 Crown of Glory. Gain +4 Cha and enthralls subjects.
9 Gate. Connects two planes for travel or summoning.

Inquisition Prestige Domain
Deities: Heironeous, Moradin, St. Cuthbert.
Granted Power: Gain a +4 bonus on all dispel checks.

Inquisition Domain Spells
1 Detect Evil. Reveals creatures, spells, or objects.
2 Zone of Truth. Subjects within range can’t lie.
3 Detect Thoughts. Allows “listening” to surface thoughts.
4 Discern Lies. Reveals deliberate falsehoods.
5 True Seeing. See all things as they really are.
6 Forbiddance. Denies area to creatures of another alignment.
7 Dictum. Kills, paralyzes, weakens, or dazes nonlawful subjects.
8 Holy Aura. +4 AC, +4 resistance, and SR 25 against evil spells.
9 Trap the Soul. Imprisons subject within gem.

Madness Prestige Domain
Deity: Boccob, Erythnul, Tharzidun, Vecna.
Granted Power: You gain an “Insanity score” equal to half your class level (add cleric levels to prestige class levels for this purpose). For spellcasting (determining bonus spells and DCs), add this score to your Wisdom score and use the result in place of Wisdom alone. For all other purposes, such as skill checks and saving throws, subtract this score from your Wisdom score and use the result in place of Wisdom alone. This means that your spells are very difficult to resist, but you are in general unaware of your surroundings and act imprudently—often erratically. Once per day, you can see and act with the clarity of true madness. Use your Insanity score as a bonus on a single roll involving Wisdom, such as a Listen check or a Will saving throw. Choose to use this power before the roll is made.

Madness Domain Spells
1 Random Action. One creature acts randomly for one round.
2 Touch of Madness. Dazes one creature for 1 round/level.
3 Rage. Gives +4 Str, +4 Con, +2 morale bonus on Will saves.
4 Confusion. Makes subject behave oddly for 1 round/level.
5 Bolts of Befuddlement. One ray/round, dazes 1d3 rounds.
6 Phantasmal Killer. Fearsome illusion kills one creature or deals 3d6 damage.
7 Insanity. Subject suffers continuous confusion.
8 Maddening Scream. Subject has -4 AC, no shield, Reflex save on 20 only.
9 Weird. As phantasmal killer, but affects all within 30 ft.

Mind Prestige Domain
Deities: Boccob, Vecna, Wee Jas.
Granted Power: Gain a +2 bonus on Bluff, Diplomacy, Innuendo, Read Lips, and Sense Motive checks. Gain a +2 bonus on Will saves against enchantment spells and effects.

Mind Domain Spells
1 Comprehend Languages. Understands all spoken and written languages.
2 Detect Thoughts. Allows “listening” to surface thoughts.
3 Lesser Telepathic Bond. Link with subject within 30 ft. for 10 min./level.
4 Discern Lies. Reveals deliberate falsehoods.
5 Rary’s Telepathic Bond. Link lets allies communicate.
6 Probe Thoughts. Read subject’s memories, one question/round.
7 Brain Spider. Eavesdrop on thoughts of up to eight other creatures.
8 Mind Blank. Subject is immune to mental/emotional magic and scrying.
9 Weird. Fearful illusion, affects all within 30 ft., either killing or dealing 3d6 damage.

Mysticism Prestige Domain
Deities: Any good or evil deity.
Granted Power: You apply your Charisma modifier (if positive) as a bonus on all saving throws. If you already have this ability (for example, because you are a paladin), you add +1 to the bonus.

Mysticism Domain Spells
1 Divine Favor. You gain attack, damage bonus, +1/3 levels.
2 Spiritual Weapon. Magical weapon attacks on its own.
3 Lesser Aspect of the Deity. Your form becomes more like your deity’s.
4 Weapon of the Deity. +1 to your weapon’s attack and damage, plus a special ability.
5 Righteous Might. Your size increases, and you gain +4 Strength.
6 Aspect of the Deity. As lesser aspect, but gain celestial or fiendish qualities.
7 Blasphemy/Holy Word*. Kills, paralyzes, weakens, or dazes nonevil/good subjects.
8 Holy Aura/Unholy Aura*. +4 AC, +4 resistance, and SR 25 against evil/good spells.
9 Greater Aspect of the Deity. As lesser aspect, but gain wings, enhanced ability scores, and various resistances and immunities.

*Choose one spell of those given, based on alignment, that is always your domain spell for this level.

Pestilence Prestige Domain
Deities: Erythnul, Hextor, Nerull, Wee Jas.
Granted Power: Immunity to the effects of all diseases, though clerics with this power can still carry infectious diseases.

Pestilence Domain Spells
1 Doom. One subject suffers -2 on attacks, damage, saves, and checks.
2 Summon Monster II. Calls 1d3 fiendish dire rats to fight for you.
3 Contagion. Infests subject with chosen disease.
4 Poison. Touch deals 1d10 Con damage, repeats in 1 min.
5 Plague of Rats. Summons horde of diseased rats.
6 Curse of Lycanthropy. Causes temporary lycanthropy in subject.
7 Scourge. Inflicts a disease that must be magically cured, one
Summoning Prestige Domain

Deities: Any.

Granted Power: You cast any summon monster spell at twice your caster level, increasing the range and duration of the spell.

Summoning Domain Spells

- 1 Summon Monster I. Calls outsider to fight for you.
- 2 Summon Monster II. Calls outsider to fight for you.
- 3 Summon Monster III. Calls outsider to fight for you.
- 4 Lesser Planar Ally. Exchanges services with an 8 HD outsider.
- 5 Summon Monster V. Calls outsider to fight for you.
- 6 Planar Ally. As lesser planar ally, but up to 16 HD.
- 7 Summon Monster VII. Calls outsider to fight for you.
- 8 Greater Planar Ally. As lesser planar ally, but up to 24 HD.
- 9 Gate. Connects two planes for travel or summoning.

Druid Spells

0-Level Druid Spells (Orisons)

- Create Water. Creates 2 gallons/level of pure water.
- Cure Minor Wounds. Cures 1 point of damage.
- Detect Crossroads. Detects fay crossroads within 60 ft.
- Detect Magic. Detects spell's and magic items within 60 ft.
- Detect Poison. Detects poison in one creature or small object.
- Flare. Dazzles one creature (1 attack).
- Guidance. +1 on one roll, throw, or check.
- Know Direction. You discern north.
- Light. Object shines like a torch.
- Mending. Makes minor repairs on an object.
- Naturewatch. A deathwatch, but only for animals and plants.
- Purify Food and Drink. Purifies 1 cu. ft./level of food or water.
- Ram's Might. Your hands become harder and your unarmed attacks inflict normal damage.
- Read Magic. Read scrolls and spellbooks.
- Resistance. Subject gains +1 on saving throws.
- Virtue. Subject gains 1 temporary hp.

1st-Level Druid Spells

- Animal Friendship. Gains permanent animal companions.
- Blinding Spittle. Ranged touch attack makes subject blind.
- Calm Animals. Calms 2d4+1/level HD of animals, beasts, and magical beasts.
- Camouflage. +30 bonus to Hide checks.
- Claws of the Beast. Your hands become 1d6+1 weapons.
- Cure Light Wounds. Cures 1d8+1/level damage (max -5).
- Detect Animals or Plants. Detects species of animals or plants.
- Detect Snares and Pits. Reveals natural or primitive traps.
- Endure Elements. Ignores 5 damage/round from one energy type.
- Entangle. Plants entangle everyone in 40-ft.-radius circle.
- Faerie Fire. Outlines subjects with light, canceling blur, concealment, etc.
- Goodberry. 2d4 berries each cure 1 hp (max 8 hp/24 hours).
- Handfire. Your hand glows and can make a touch attack dealing 1d4+1/level damage, more against undead.
- Invisibility to Animals. Animals can't perceive one subject/level.
- Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage.
- Obscuring Mist. Fog surrounds you.
- Pass without Trace. One subject/level leaves no tracks.
- Shillelagh. Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 min/level.
- Speed Swim. Target gains swim speed 30.
- Summon Nature's Ally I. Calls creature to fight.

2nd-Level Druid Spells

- Animal Messenger. Sends a Tiny animal to a specific place.
- Animal Trance. Fascinates 2d6 HD of animals.
- Avoid Planar Effects. Negates harmful effects of Plane that subjects are currently on for a short time.
- Barkskin. Grants +3 natural armor bonus (or higher).
- Beastmask. Animals and beasts think subject is one of them.
- Blood Frenzy. Rage gives +2 to Strength and Constitution, +1 on Will saves, and +1 to AC.
- Brambles. Blunt wooden weapon +1 attack, +1/l level damage (max +10).
- Briar Web. As entangle, but thorns deal damage each round.
- Charm Person or Animal. Makes one person or animal your friend.
- Chill Metal. Cold metal damages those who touch it.
- Cloudburst. Rain obscures vision, extinguishes fires, and hampers missiles.
- Delay Poison. Stops poison from harming subject for 1 hour/level.
- Earthfast. Double hardness and hit points of stone structure or rock formation.
- Easy Trail. Makes a trail easier to track.
- Fire Trap. Opens object deals 1d4+1/level damage.
- Flame Blade. Touch attack deals 1d8+1 two levels damage.
- Flaming Sphere. Rolling ball of fire, 2d6 damage, lasts 1 round/level.
- Heat Metal. Hot metal damages those who touch it.
- Hold Animal. Holds one animal helpless; 1 round/level.
- Lesser Restoration. Dispels magic ability penalty or repairs 1d4 ability damage.
- Master Air. You sprout insubstantial wings and can fly.
- One With the Land. Link with nature gives a +2 bonus on nature-related skill checks.
- Produce Flame. 1d4+1/2 two levels damage, touch or thrown.
- Remedy Moderate Wounds. Target gains fast healing 2 for 10 rounds +1 round/2 levels.
- Resist Elements. Ignores first 12 damage from one energy type each round.
- Scent. Grants the scent ability for 1 hour/level.
- Share Husk. See and hear through the senses of a touched animal.
- Soften Earth and Stone. Turns stone to clay or dirt to sand or mud.
- Speak with Animals. You can communicate with normal animals.
- Summon Nature’s Ally II. Calls creature to fight.
- Summon Swarm. Summons swarm of small crawling or flying creatures.
- Sweet Water. Creates a well to fresh water up to 100 ft. down.
- Tree Shape. You look exactly like a tree for 1 hour/level.
- Warp Wood. Bends wood (shaft, handle, door, plank).
- Wood Shape. Rearranges wooden objects to suit you.

3rd-Level Druid Spells

- Attune Form. Negates harmful effects of Plane that subjects are currently on.
- Beast Claws. Your hands become slashing weapons (1d6). 
- Blindsight. Grants the blindsight ability for 1 hour/level.
- Call Lightning. Directs lightning bolts (1d10 level) during storms.
- Circle Dance. Indications direction to known target.
- Contagion. Infects subject with chosen disease.
- Cure Moderate Wounds. Cures 2d8+1/level damage (max +10).
- Diminish Plants. Reduces size or blights growth of normal plants.
- Dominate Animal. Subject animal obeys silent mental commands.
- Greater Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5).
- Harrier. Summons an incorporeal bird of prey to fight for you.
- Healing Sting. Touch deals 1d6+1/2 levels; caster gains damage as hp.
- Infestation of Maggots. Maggotlike creatures deal 1d4 Con damage every round.
- Meld into Stone. You and your gear merge with stone.
- Neutralize Poison. Detoxifies venom in or on subject.
- Plant Growth. Grows vegetation, improves crops.
- Poison. Touch deals 1d10 Con damage, repeats in 1 min.
- Protection from Elements. Absorb 12 damage/level from one kind of energy.
- Quillfire. Your hand sprouts poisonous quills useful for melee or ranged attacks.
- Remove Disease. Cures all diseases affecting subject.
- Snakebite. Your arm turns into poisonous snake you can use to attack.
- Snare. Creates a magical booby trap.
- Speak with Plants. You can talk to normal plants and plant creatures.
- Spike Growth. Creatures in area take 1d4 damage, may be slowed.
- Spikes. As brambles, but +2 attack, and lasts longer.
- Stone Shape. Sculpt stone into any form.
Wind Tunnel. Large shell provides cover or shelter.
Water Breathing. Subjects can breathe underwater.
Weather Eye. Forecast natural weather for 1 week.

4th-Level Druid Spells
Antiplant Shell. Keeps animated plants at bay.
Blight. Deal 1d6/level to a plant creature, or blight a 100-ft. spread.
Bear's Heart. One ally/level +4 Strength and +1d4/level hit points.
Chain of Eyes. Snyring sensor passed along by touch.
Control Plants. Talk to and control plants & fungi.
Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).
Dispel Magic. Cancels magical spells and effects.
Flame Strike. Smites foes with divine fire (1d6/level).
Freedom of Movement. Subject moves normally despite impediments.
Great Vermin. Turns insects into giant vermin.
Jaws of the Wolf. One carving/level turns into a wolf with SR 13 and frightful presence.
Land Womb. You and one creature/level hide within the earth.
Mass Camouflage. As camouflage, but affects all in range.
Murderous Mist. Cloud of steam deals 2d6 damage and causes blindness and inflicts 1d6/round thereafter.
Nature's Balance. You transfer 1d4+1 ability score points to the target for 1 hour/level.
Quench. Extinguishes nonmagical fires or one magic item.
Reincarnate. Brings dead subject back in a random body.
Repel Vermin. Insects stay 10 ft. away.
Rusting Grasp. Your touch corrodes iron and alloys.
Searing. Spires on subject from a distance.
Shadowblast. Nullifies shadow effects, portals to Plane of Shadow, and harms shadowy creatures.
Sleet Storm. Hampers vision and movement.
Spire Stones. Creatures in area take 1d8 damage, may be slowed.
 Summon Nature's Ally IV. Calls creature to fight.
 wind at Back. Doubles overland speed of targets for 1 day.

5th-Level Druid Spells
Animal Growth. One animal/two levels doubles in size, HD.
Atonement. Removes burden of misdeeds from subject.
Awaken. Animal or tree gains human intellect.
Binding Winds. Sound cannot penetrate to or from target and -2 on ranged attacks.
Breath of Truth. Reveals illusions.
Combining with Nature. Learn about terrain for one mile/level.
Control Winds. Change wind direction and speed.
Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).
Death Ward. Grants immunity to all death spells and effects.
Echolocation. See, hear, and speak through a prepared animal skull for 1 hour/level.
Hallow. Designates location as holy.
Heal Animal Companion. Heals and removes disease from animal companion.
Ice Storm. Hail deals 3d6 damage in cylinder 40 ft. across.
Inferno. Creature bursts into flames and suffers 2d6 fire damage per round.
Insect Plague. Insect horde limits vision, inflicts damage, and weakens creatures free.
Memory Rot. Spores deal 1d6 Int damage +1 Int/level.
Owl's Insight. Subject gains +4 Int/level.
Summon Nature's Ally V. Calls creature to fight.
Transmute M_ud to Rock. Transforms two 10-ft. cubes/level.
Transmute Rock to M_ud. Transforms two 10-ft. cubes/level.
Tree Stride. Step from one tree to another far away.
Unhallowed. Designates location as unholy.
Vine Mine. Vines grow rapidly, giving various effects.
Wall of Fire. Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through deals 2d6 +1/level.
Wall of Thorns. Thorns damage anyone who tries to pass.
Wind Tunnel. Ranged weapons gain +10 bonus and double range increment.

6th-Level Druid Spells
Antilife Shell. 10-ft. field hedges out living creatures.
Crumble. 1d6/level (bypassing hardness) to manufactured object or structure.
Drown. Target immediately begins to drown.
Find the Path. Shows direct route to location.
Fire Seeds. Acorns and berries become grenades and bombs.
Gate Seal. Permanently seals a gate or portal.
Greater Dispersing. As dispelling, but +2 on check.
Healing Circle. Cures 1d8 +1/level damage in all directions.
Ironwood. Magical wood is strong as steel.
Live Oak. Oak becomes treant guardian.
Repel Wood. Pushes away wooden objects.
Spelstarr. Stores one spell in wooden quarterstaff.
Stonehold. Stony arm trap grapples and damages creatures.
Stone Tear. Talk to natural or worked stone.
Summon Nature's Ally VI. Calls creature to fight.
Transport via Plants. Move instantly from one plant to another of the same species.
Wall of Stone. 20 hp/four levels; can be shaped.

7th-Level Druid Spells
Aura of Vitality. Subjects gain +4 to Str, Dex, and Con.
Brilliant Aura. Allies glow and their weapons become brilliant energy weapons (1d6 damage/level).
Changeling. Your staff becomes a treant on command.
Control Weather. Changes weather in local area.
Create Crossroads and Backroad. Links two locations by magical path.
Creeper Door. Carpet of insects attacks at your command.
Fire Storm. Deals 1d6 fire damage/level.
Greater Scrying. As scrying, but faster and longer.
Harm. Subject loses all but 1d4 hp.
Heal. Cures all damage, diseases, and mental conditions.
Masther Earth. Travel through the earth to any location.
Poison Vine. As vine mine, but the vines are poisonous.
Storm Tower. Tower of swirling clouds absorbs electricity, gives concealment, and prevents movement.
Summon Nature's Ally VII. Calls creature to fight.
Sunbeam. Beam blinds and deals 3d6 damage.
Transmute Metal to Wood. Metal within 40 ft. becomes wood.
True Seeing. See all things as they really are.
Wind Walk. You and your allies turn invisible and travel fast.

8th-Level Druid Spells
Animal Shapes. One ally/level polymorphs into chosen animal.
Bombermand. Falling rocks deal 1d8 damage/level and bury targets.
Cocoon. Paralyzes and drains levels from target.
Command Plants. Plants animate and vegetation entangles.
Finger of Death. Kills one subject.
Repel Metal or Stone. Pushes away metal and stone.
Reverse Gravity. Objects and creatures fall upward.
Summon Nature's Ally VIII. Calls creature to fight.
Sunburst. Blinds all within 10 ft., deals 3d6 damage.
Whirwind. Cyclone inflicts damage and can pick up creatures.
Word of Recall. Teleports you back to designated place.

9th-Level Druid Spells
Antipathy. Object or location affected by spell repels certain creatures.
Cast in Stone. Petrifying gaze attack.
Earthquake. Intense tremor shakes 5-ft. level radius.
Elemental Swarm. Summons 2d4 Large, 1d4 Huge elementals.
Foresight. "Sixth sense" warns of impending danger.
Mass Heal. As heal, but with several subjects.
Shambler. Summons 1d4+2 shambling mounds to fight for you.
Shapechange. Transforms you into any creature, and change forms once per round.
Summon Nature's Ally IX. Calls creature to fight.
Sympathy. Object or location attracts certain creatures.

Harper Scout Spells
1st-Level Harper Scout Spells
4th-Level Hathran Spells

**Land Womb.** You and one creature/level hide within the earth.

5th-Level Hathran Spells

**Moon Path.** Creates a nearly indestructible bridge that protects those on it.

**Paladin Spells**

1st-Level Paladin Spells

**Bless.** Allies gain +1 attack and +1 on saves against fear.

**Bless Water.** Makes holy water.

**Bless Weapon.** Weapon gains +1 bonus.

**Create Water.** Creates 2 gallons/level of pure water.

**Cure Light Wounds.** Cures 1d8+1/level damage (max +5).

**Deafening Clang.** Weapon deafens with a successful touch attack.

**Detect Poison.** Detects poison in one creature or small object.

**Detect Undead.** Reveals undead within 60 ft.

**Divine Favor.** You gain attack, damage bonus, +1/ three levels.

**Divine Sacrifice.** Sacrifice hit points for a damage bonus.

**Endure Elements.** Ignores 5 damage/round from one energy type.

**Faith Healing.** Cures 8 hp +1/level damage (max +5) to worshiper of your patron.

**Magic Weapon.** Weapon gains +1 bonus.

**Protection from Evil.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.

**Read Magic.** Read scrolls and spellbooks.

**Resistance.** Subject gains +1 on saving throws.

**Silverbeard.** You grow a hard silver beard that gives +2 bonus to armor.

**Virtue.** Subject gains 1 temporary hp.

**Vision of Glory.** Target gains +1 morale bonus on next saving throw.

**Warding Shout.** All living creatures within half a mile hear your shout.

2nd-Level Paladin Spells

**Aura of Glory.** Bonus on Cha-based skill checks, cure allies, and bolster them against fear.

**Blessed Aim.** Allies receive a +2 morale bonus on ranged attacks.

**Curse of the Brute.** Up to +1 level to Str, Dex, or Con, both Int and Cha down the same.

**Delay Poison.** Stops poison from harming subject for 1 hour/level.

**Hand of Divinity.** Gives +2 sacred or profane bonus to worshiper of your patron.

**Remove Paralysis.** Frees one or more creatures from paralysis, hold or slow.

**Resist Elements.** Ignores 12 damage/round from one energy type.

**Shield Other.** You take half of subject’s damage.

**Strength of Stone.** Bull’s strength that ends if you lose contact with the ground.

**Undetectable Alignment.** Conceals alignment for 24 hours.

**Zeal.** You gain +4 AC against attacks of opportunity, move through enemies.

3rd-Level Paladin Spells

**Cure Moderate Wounds.** Cures 2d8+1/level damage (max +10).

**Discern Lies.** Reveals deliberate falsehoods.

**Dispel Magic.** Cancels magical spells and effects.

**Force Ward.** Creates sphere that prevents intrusion.

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

**Heal Mount.** As heal on warhorse or other mount.

**Know Greatest Enemy.** Determines relative power level of creatures within the area.

**Loyal Vassal.** Ally gains +3 against mind-affecting effects and cannot be compelled to harm you.

**Magic Circle against Evil.** As protection spells, but 10-ft. radius and 10 min./level.

**Prayer.** Allies gain +1 on most rolls, enemies suffer .

**Remove Blindness/Deafness.** Cures normal or magical conditions.

**Righteous Fury.** Gain temporary hp, +2 natural armor, +2 Str and Dex. Undead that strike you take 1 point.

**Undead Bane Weapon.** Weapon gains the bane property and is considered blessed.
4th-Level Paladin Spells
Cure Serious Wounds. Cures 3d8 +1/ level (max +15).
Death Ward. Grants immunity to death spells and effects.
Dispel Evil. -4 bonus against attacks by evil creatures.
Favor of (Ilmater). Target becomes immune to subdual damage and pain, or you switch hp totals with target.
Freedom of Movement. Subject moves normally despite impediments.
Glory of the Martyr. A shield other, but affecting multiple creatures, and healing them if you die.
Hand of (Torm). Immune zone of warding stuns those of different patrons.
Holy Sword. Weapon becomes +5, does double damage against evil.
Lesser A Aspect of the Deity. Your form becomes more like your deity’s.
Neutralize Poison. Detoxifies venom in or on subject.
Revenance. Slain ally is restored to life for 1 minute/level.
Seek Eternal Rest. Turn undead as a paladin two levels higher.
Weapon of the Deity. Gives your weapon magical powers appropriate to your patron.

* Paladin’s maximum effective caster level is 10.

Ranger Spell
1st-Level Ranger Spells
Alarm. Wards an area for 2 hours/level.
Animal Friendship. Gains permanent animal companions.
Camouflage. +10 bonus to Hide checks.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Detect Animals or Plants. Detects species of animals or plants.
Detect Snares and Pits. Reveals natural or primitive traps.
Entangle. Plants entangle everyone in 40-ft.-radius circle.
Exacting Site. Any critical attacks are automatically critical hits against favored enemy.
Handfire. Your hand glows and can make a touch attack dealing 1d4+1/level, more against undead.
Hunter’s Mercy. Your next hit with a bow automatically threatens a critical hit.
Low-Light Vision. See twice as far under current light.
Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage.
Naturewatch. A deathwatch, but only for animals and plants.
Pass without Trace. One subject/level leaves no tracks.
Ram’s Right. Your hands become harder and your unarmed attacks inflict normal damage.
Read Magic. Read scrolls and spellbooks.
Resist Elements. Ignores first 12 damage from one energy type each round.
Sneak. Target’s aroma triples the chance of wandering encounters.
Towering Oak. +10 bonus on Climb checks.

2nd-Level Ranger Spells
Animal Messenger. Sends a Tiny animal to a specific place.
Branch to Branch. +10 to Climb checks and normal movement in trees.
Brave Shepherd. As entangle, but thorns deal damage each round.
Claws of the Beast. Your hands become 1d6 weapons.
Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
Detect Chaos/Evil/Good/Law. Reveals creatures, spells, or objects.
Easy Trail. Makes a trail easier to track.
Hold Animal. Holds one animal helpless; 1 round/level.
One With The Land. Link with nature gives a +2 bonus on nature-related skill checks.
Protection from Elements. Absorb 12 damage/level from one kind of energy.
Scent. Grants the scent ability for 1 hour/level.
Sleep. Put 2d4 HD creatures into comatose slumber.
Snare. Creates a magical booby trap.
Speak with Plants. You can talk to normal plants and plant creatures.
Summon Nature’s Ally I. Calls animal to fight for you.

3rd-Level Ranger Spells
Blade Thrust. Slashing weapon glows and gains a +3 bonus.
Control Plants. Talk to and control plants & fungi.
Decoy Image. Pigment mimics you and allies.
Diminish Plants. Reduces size or blights growth of normal plants.
Easy Climb. Changes vertical surface Climb DC to 10.
Greater Magic Fang. One natural weapon of subject creature gets +1 bonus to attack and damage per three caster levels (max +5).
Heal Animal Companion. Heals and removes disease from animal companion.
Living Prints. You perceive tracks as if they had just been made.
Neutralize Poison. Detoxifies venom in or on subject.
Plant Growth. Grows vegetation, improves crops.
Remove Disease. Cures all diseases affecting subject.
Safe Clearing. As sanctuary, but protects an area and lasts 1 hour/level.
Summon Nature’s Ally IV. Calls animal to fight for you.
Tree Shape. You look exactly like a tree for 1 hour/level.
Water Walk. Subject treads on water as if solid.

4th-Level Ranger Spells
Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).
Foebane. +5 to weapon and +2d6 damage againstavored enemy.
Freedom of Movement. Subject moves normally despite impediments.
Land Womb. You and one creature/level hide within the earth.
Mass Camouflage. As camouflage, but affects all in range.
Nondetection. Hides subject from divination, scrying.
Polymorph Self. You assume a new form.
Snakebite. Your arm turns into poisonous snake you can use to attack.
Summon Nature’s Ally IV. Calls animal to fight for you.
Tree Stride. Step from one tree to another far away.
Wind Wall. Deflects arrows, smaller creatures, and gases.

Sorcerer and Wizard Spells
0-Level Sorcerer and Wizard Spells (Cantrips)
Abj. Resistance. Subject gains +3 on saving throws.
Conj. Acid Splash. Missile deals 1d3 acid damage.
Ray of Frost. Ray deals 1d3 cold damage.
Div. Detect Poison. Detects poison in one creature or small object.
Ench. Daze. Creature loses next action.
Evoc. Dancing Lights. Creates torches or other lights.
Electric Jolt. Ranged touch deals 1d3 electricity damage.
Flare. Dazzles one creature (-1 attack).
Horizikau’s Cough. Target takes 1 point of sonic damage and is deafened 1 round.
Light. Object shines like a torch.
Illus. Ghost Sound. Figmentsounds.
Silent Portal. Negates sound from door or window.
Necro. Disrupt Undead. Deals 1d6 damage to one undead.
Trans. Launch Bolt. Launches a crossbow bolt up to medium range.
Mage Hand. 5-pound telekinesis.
Mending. Mends minor repairs on an object.
Open/Close. Opens or closes small or light things.
Repair Minor Damage. “Cures” 1 damage to a construct.
Univ. Arcane Mark. Inscribes a personal rune (visible or invisible).
Detect Magic. Detects spells and magic items within 60 ft.
Prestidigitation. Performs minor tricks.
Read Magic. Read scrolls and spellbooks.

1st-level Sorcerer and Wizard Spells
Abj. Alarm. Wards an area for 2 hours/level.
Endure Elements. Ignores 5 damage/round from one energy type.
Hold Portal. Holds door shut.
Incorporeal. Target gains +4 bonus on saving throw against poison.
Protection from Chaos/Evil/Good/Law. +2 AC and saves.
Shield. Invisible disc gives cover, blocks magic missiles.
Conj. Corrosive Grasp. 1 touch/level deals 1d6+1 acid damage.
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.
Summon Monster I. Calls outsider to fight for you.
Summon Undead I. Summons undead to fight for you.
Unseen Servant. Invisible force obeys your commands.

**Div**

Comprehend Languages. Understands all spoken and written languages.
Detect Secret Doors. Reveals hidden doors within 60 ft.
Detect Undead. Reveals undead within 60 ft.
Identify. Determines single feature of magic item.
Know Protections. Determines target's defenses.
Master's Touch. Gives proficiency in weapon held.
True Strike. Adds +20 bonus to your next attack roll.

**Ench**

Charm Person. Makes one person your friend.
Hypnotism. Fascinates 2d4 HD of creatures.
Nybor's Gentle Reminder. Target is dazed 1 round, -1 on attacks, saves, and checks the next, and -2 to Str.
Sleep. Put 2d4 HD of creatures into comatose slumber.

**Evoc**

Arcane Bolt. 1d6+1 damage; +1 missile/ two levels above 1st (max 5).
Flame Streak. 1d4 missile or 1d6 damage as a touch attack; +1 streak/two levels above 1st (max 5) plus ignites flammable objects.
Force Wave. Deals 1d4+1 damage plus bull rush.
Horizikaul's Boom. Target takes 1d4/2 levels sonic damage plus deafness.
Ice Dagger. Grenadelike weapon deals target 1d4 cold damage per caster level, plus area damage.
Lesser Acid Orb. Ranged touch, 1d8 acid damage; +1 orb/ two levels above 1st (max 5 orbs).
Lesser Cold Orb. Ranged touch, 1d8 cold damage; +1 orb/ two levels above 1st (max 5 orbs).
Lesser Electric Orb. Ranged touch, 1d8 electricity damage; +1 orb/ two levels above 1st (max 5 orbs).
Lesser Fire Orb. Ranged touch, 1d8 fire damage; +1 orb/ two levels above 1st (max 5 orbs).
Lesser Sonic Orb. Ranged touch, 1d8 sonic damage; +1 orb/ two levels above 1st (max 5 orbs).
Magic Missile. 1d4+1+1 damage; +1 missile/ two levels above 1st (max 5).
Shelgar's Persistent Blade. Blade of force attacks target, automatically flanks.
Tenser's Floating Disk. 3-ft.-diameter horizontal disk that holds 100 lb./level.

**Illus**

Change Self. Changes your appearance.
Color Spray. Knocks unconscious, blinds, or stuns 1d6 weak creatures.
Net of Shadows. Ordinary shadows that provide concealment to all in the area.
Nystul's Magical Aura. Grants object false magic aura.
Nystul's Undetectable Aura. Masks magic item's aura.
Silent Image. Creates minor illusion of your design.
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.
Negative Energy Ray. Ranged touch, 1d6 negative energy damage; +1d6/ two levels above 1st (max 5d6).
Ray of Enfeeblement. Ray reduces Str by 1d6 points +1 point/ two levels.
Spirit Worm. Target takes 1 point Con damage every round for 1 round/ level.

**Trans**

Animate Rope. Makes a rope move at your command.
Burning Hands. 1d4 fire damage/ level (max 5d4).
Chromatic Orb. Creates an orb of a varying color to be thrown at a target with each color producing a variable effect.
Enlarge. Object or creature grows +10%/level (max +50%).
Erase. Mundane or magical writing vanishes.
Expedient Retreat. Doubles your speed.
Feather Fall. Objects or creatures fall slowly.
Jump. Subject gets +30 on Jump checks.

**2nd-Level Sorcerer and Wizard Spells**

**Abjur**

Arcane Lock. Magically locks a portal or chest.
Filter. Makes subject resistant to inhaled toxins.
Gaze Screen. Subject has a 50% chance to avoid gaze attacks.
Obscure Object. Masks object against divination.
Portal Alarm. Sends you a mental alarm or creates an audible alarm each time a creature passes through warded magic portal.
Protection from Arrows. Subject immune to most ranged attacks.

**Conj**

Choke. Target takes 1d4 points of damage each round from strangling hands.
Create Magic Tattoo. Subject receives a magic tattoo with various effects.

**Evoc**

Cloud of Bewilderment. Creates an orb of a varying color to be thrown at a target with each color producing a variable effect.
Continual Flame. As Fireball, but 1d4+1/level.
Detection. Detects 1d4+1 levels above 1st.
Detecting Robe. Subject is dazed 1 round, -1 on attacks, saves, and checks the next, and -2 to Str.

**Illus**

Indifference. Makes subject resistant to fear, compulsion, and morale effects.
Mindless Rage. Target becomes enraged and does nothing but attack you.
Tasha's Hideous Laughter. Subject loses actions for 1d3 rounds.
Agamazzar's Scarcher. Path of fire deals 1d6+1/2 levels.
Battering Ram. Deals 1d6 damage plus bull rush.
Cloud of Bewilderment. Stuns and blind targets.
Combust. Target takes 2d6+1 level fire damage.
Continual Flame. Makes a permanent, heatless torch.
Darkness. 20-ft.-radius of supernatural darkness.
Daylight. 60-ft. radius of bright light.
Flame Dagger. As flame blade, but 1d4+1/level.
Flaming Sphere. Rolling ball of fire, 2d6 damage, lasts 1 round/ level.
Force Ladder. Creates a movable ladder of force.
Gedlee's Electric Loop. 5-ft.-radius burst deals 1d6 electricity/ 2 levels to a 10-ft. radius.
Shatter. Sonic vibration damages objects or 3 crystalline creatures.
Snilloc's Snowball Swarm. Deals 1d6 cold/ 2 levels to a 10-ft. radius.
Blur. Attacks miss subject 20% of the time.
Abjuration. Your hands become reach melee touch attacks that deal 1d4 cold plus slow.

Disguise Undead. Changes the appearance of undead creatures.

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

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

Leomund’s Trap. Makes item seem trapped.

Magic Mouth. Speaks once when triggered.

Minor Image. As silent image, plus some sound.

Mirror Image. Creates a decoy duplicates of you (1d4+1/3 levels, max 8).

Misdirection. Misleads divinations for one creature or object.

Shadow Mask. Shadows hide your face and protect against darkness, light, and gaseous effects.

Shadow Spray. Shadows daze targets and deal 2d4 points of Str damage.

Command Undead. An undead creature obeys your commands and does not attack you.

Death Armor. Black aura damages creatures attacking you.

False Life. Gain 1d10+1/level (max +10) temporary hit points.

Ghost Touch. Paralyses one subject, who exudes stench (~2 penalty) nearby.

Life Bolt. 1 ray/2 levels deals 1 hp from you to deal 2d4 damage to undead.

Ray of Depletion. Ray causes depletion of psionic power points.

Scare. Panics creatures of at least 6 HD (15-ft. radius).

Shroud of Undeath. Negative energy shroud makes undead perceive you as undead.

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

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

Bladesong. Sword emits music and stuns opponents.

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.

Eagle’s Splendor. Subject gains 1d4+1 Cha for 1 hr./level.

Endurance. Subject gains 1d4+1 Con for 1 hr./level.

Fox’s Cunning. Subject gains 1d4+1 Int for 1 hr./level.

Knock. Opens locked or magically sealed door.

Levitate. Subject moves up and down at your direction.

Mirror Move. Temporarily grants feat(s) you’ve recently used.

Owl’s Wisdom. Subject gains 1d4+1 Wis for 1 hr./level.

Pyrotechnics. Turns fire into blinding light or choking smoke.

Repair Moderate Damage. “Cures” 2d8+1/level (max +10) points of damage to a construct.

Rope Trick. Up to 8 creatures hide in extradimensional space.

Scent. Grants the scent ability for 1 hour/level.

Stone Bones. Corporeal undead gain +3 natural armor bonus.

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

Familiar Pocket. Creates an extradimensional hiding place for your familiar.

3rd-Level Sorcerer and Wizard Spells

Abjuration. Avoid Planar Effects. Negates harmful effects of Plane that subjects are currently on for a short time.

Dispel Magic. Cancels magical spells and effects.

Explosive Runes. Deals 6d6 damage when read.

Improved Alarm. As alarm, but spell works on creatures in coterminous or coexistent planes.

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 to one kind of energy.

Reverse Arrows. As protection from arrows, but negated arrows turn back upon their source.


Corpse Candle. Incorporeal hand and candle reveals hidden creatures and objects.

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

Evocation. Mestil’s Acid Breath. Cone of acid deals 1d6 damage/level.

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

Sepia Snake Sigil. Creates text symbol that immobilizes reader.

Sleet Storm. Harpers vision and movement.

Stinking Cloud. Nauseating vapors, 1 round/level.

Summon Monster III. Calls outsider to fight for you.

Summon Undead III. Summons undead to fight for you.

Analytic Portal. Detects and analyzes portal within 60 ft.

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

Tongues. Speak any language.

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

Nybor’s Mild Admonishment. Target is dazed 1d4 rounds, then -1 on attacks, saves, and checks +2 to Str.

Suggestion. Compels subject to follow stated course of action.

Blacklight. 20-ft. radius of supernatural darkness you can see through.

Chamber. Creates prison to trap ethereal opponents.

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

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

Ice Burst. Chunks of ice deal 1d4 points of cold damage and 1 point of blunt damage/level (max 1d4+10), 30-ft. radius.

Lance of Disruption. Deals 1d8+1/level (max +15) negative energy damage and stuns.

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

Lightning Bolt. Electricity deals 1d6 damage/level.

Scent Illusory Sphere. 20-ft. radius spread deals 1d6 electricity/level.

Shatter Floor. Deals 1d4 sonic/level plus damage floor surface 6 inches deep.

Steel Mantle. Daggers become Medium flying animated objects that attack foes.

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

Displacement. Attacks miss subject 50%.

Illusory Script. Only intended reader can decipher.

Invisibility Sphere. Makes everyone within 10-ft. invisible.

Khehlen’s Suspended Silence. Subjects becomes programmed to create an area of silence at your command.

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

Shadow Cache. You can stash or dispose of items on the Plane of Shadow.


Gentle Repose. Preserves one corpse.

Halt Undead. Immobilizes undead for 1 round/level.

Healing Touch. You take up to 1d6/2 levels and heal target that amount.

Negative Energy Burst. 1d8+1/level (max +10) negative energy damage, 20-foot radius.

Spider Poison. Touch deals 1d6 Str damage, repeats in 1 minute.

Undead Lieutenant. Targeted undead can give orders to undead in your control.

Undead Torment. Undead creature gains blue aura that gives off light and does an additional +2d4 against living creatures.

Vampiric Touch. Touch deals 1d6+2 caster levels; caster gains damage as hp.

Amanuensis. Copy nonmagical text.

Blindsight. Grants the blindsight ability for 1 hour/level.

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

Fly. Subject flies at speed of 90.

Gaseous Form. Subject becomes insubstantial and can fly slowly.

Greater Mage Hand. As mage hand, but medium range and 10 lb./caster level.

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

Haste. Extra partial action and +4 AC.

Keen Edge. Doubles normal weapon’s threat range.

Repair Serious Damage. “Cures” 3d8+1/level (max +15) points of damage to a construct.
4th-Level Sorcerer and Wizard Spells

Abjur

- **Dimensional Anchor.** Bars extradimensional movement.
- **Fire Trap.** Opened object deals 1d4 +1/level damage.
- **Improved Portal Alarm.** A portal alarm, but both mental and audible types may be set, and more information is given.

Conj

- **Mass Resist Elements.** As resist elements, affects one subject/level.
- **Minor Globe of Invulnerability.** Stops 1st through 3rd-level spell effects.

Evoc

- **Otiluke's Dispelling Screen.** Creates a barrier that dispels magic on contact.
- **Remove Curse.** Frees object or person from curse.
- **Stone Skin.** Stops blows, cuts, stabs, and slashes.

Div

- **Arcane Eye.** Invisible floating eyes move 30 ft./round.
- **Detect Scrying.** Alerts you of magical eavesdropping.
- **Locate Creature.** Indicates direction to familiar creature.
- **Scrying.** Spies on subject from a distance.
- **Zone of Falsehood.** Blocks planar intrusion of all types.

Univ

- **Enhance Familiar.** Your familiar gains a +2 modifier on saves, combat rolls, and AC for 1 hour/level.

Necro

- **Contagion.** Infects subject with chosen disease.
- **Enervation.** Subject gains 1d4 negative levels.
- **Fear.** Subjects within cone flee for 1 round/level.
- **Negative Energy Wave.** Surges of negative energy rebuke or bolsters 1d6 HD/level (max 1d6) worth of undead.
- **Attune Form.** Negates harmful effects of Plane that subjects are currently on.
- **Backlash.** Target cursed if it uses spells against another creature.
- **Bestow Curse.** –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of losing each action.
- **Darson's Potion.** Creates a potion that must be used within 1 hour/level.
- **Dimension Door.** Teleports you and up to 500 lb.

Illus

- **Fire Stride.** Multiple-use dimension door that works only through large fires.
- **Ghorus Toth's Metal Melt.** Melts metal object without heat.
- **Gutsnake.** 15-ft. tentacle grows from your stomach and attacks your enemies.
- **Improved Bull's Strength.** Subject gains 1d8+2 Str for 1 hr./level.
- **Improved Cat's Grace.** Subject gains 1d8+2 Dex for 1 hr./level.
- **Improved Eagle's Splendor.** Subject gains 1d8+2 Chr for 1 hr./level.
- **Improved Endurance.** Subject gains 1d8+2 Con for 1 hr./level.
- **Improved Fox's Cunning.** Subject gains 1d8+2 Int for 1 hr./level.
- **Improved Owl's Wisdom.** Subject gains 1d8+2 Wis for 1 hr./level.
- **Iron Bones.** Corporeal undead gains +5 natural armor bonus.

5th-Level Sorcerer and Wizard Spells

Abjur

- **Dimensional Lock.** Protects area from interdimensional travel.
- **Dismissal.** Forces a creature to return to native plane.

Conj

- **Repair Critical Damage.** “Cures” 4d8+1/level (max +20) points of damage to a construct.
- **Scramble Portal.** Randomizes destination of one magic portal.

Univ

- **Fortify Familiar.** Your familiar gains +2 natural armor and a 25% chance to avoid critical hits for 1 hour/level.

Illus

- **Hallucinatory Terrain.** Makes one type of terrain appear like another (field into forest, etc.).

Univ

- **Illusory Wall.** Wall, floor, or ceiling looks real, but anything can pass through.

Necro

- **Improved Invisibility.** As invisibility, but subject can attack and stay invisible.

Evoc

- **Phantasmal Killer.** Fearsome illusion kills subject or deals 3d6 damage.
- **Rainbow Pattern.** Lights prevent 24 HD of creatures from attacking or moving away.
- **Shadow Conjuration.** Mimics conjuring below 4th level.
- **Shadow Wall.** Target enters gloomy pocket plane and emerges frightened.

Div

- **Attune Form.** Negates harmful effects of Plane that subjects are currently on.
- **Backlash.** Target cursed if it uses spells against another creature.
- **Bestow Curse.** –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of losing each action.
- **Darson's Potion.** Creates a potion that must be used within 1 hour/level.
- **Dimension Door.** Teleports you and up to 500 lb.

Univ

- **Ghorus Toth's Metal Melt.** Melts metal object without heat.
- **Gutsnake.** 15-ft. tentacle grows from your stomach and attacks your enemies.
- **Improved Bull's Strength.** Subject gains 1d8+2 Str for 1 hr./level.
- **Improved Cat's Grace.** Subject gains 1d8+2 Dex for 1 hr./level.
- **Improved Eagle's Splendor.** Subject gains 1d8+2 Chr for 1 hr./level.
- **Improved Endurance.** Subject gains 1d8+2 Con for 1 hr./level.
- **Improved Fox's Cunning.** Subject gains 1d8+2 Int for 1 hr./level.

Evoc

- **Otiluke's Spells.** Arouses strong emotion in subject.
- **Polymorph Self.** You assume a new form.
- **Rary's Mnemonic Enhancer.** Prepares extra spells or retains one just cast. Wizard only.

Div

- **Charm Monster.** Makes monster believe it is your ally.
- **Confusion.** Makes subject behave oddly for 1 round/level.

Univ

- **Emotion.** Aroused strong emotion in subject.
- **Lesser Geas.** Commands subject of 7 HD or less.

Conj

- **Acid Orb.** Ranged touch, 1d6/level (max 15d6) points of acid damage divided as you see fit.
- **Cold Orb.** Ranged touch, 1d6/level (max 15d6) points of cold damage divided as you see fit.
- **Electric Orb.** Ranged touch, 1d6/level (max 15d6) points of electricity damage divided as you see fit.
- **Explosive Cascade.** Bouncing flameball deals 1d6/level fire damage.
- **Fire Shield.** Creatures attacking you take fire damage you're protected from heat or cold.
- **Fire Orb.** Ranged touch, 1d6/level (max 15d6) points of fire damage divided as you see fit.
- **Ice Storm.** Harl damage 5d6 damage in cylinder 40 ft. across.
- **Mordenkainen's Force Missiles.** Creates two 2d4 damage globes that burst for +1/level damage: 1 globe/2 levels above 7th (max 7).
- **Otiluke's Resilient Sphere.** Force globe protects but traps one subject.
- **Shout.** Deafens all within cone and deals 2d6 damage.
- **Sonic Orb.** Ranged touch, 1d6/level (max 15d6) points of sonic damage divided as you see fit.
- **Thunderlance.** Lance of force deals 2d6 damage, plus can dispel force effects.
- **Tirumael's Energy Spheres.** Five colored spheres attack with or negate acid, cold, electricity, fire, and sonic energy.

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.

Wall of Sound. Makes one type of terrain appear 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.

Rainbow Pattern. Lights prevent 24 HD of creatures from attacking or moving away.

Shadow Conjuration. Mimics conjuring below 4th level.

Shadow Wall. Target enters gloomy pocket plane and emerges frightened.

Attune Form. Negates harmful effects of Plane that subjects are currently on.

Backlash. Target cursed if it uses spells against another creature.

Bestow Curse. –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of losing each action.

Darson's Potion. Creates a potion that must be used within 1 hour/level.

Dimension Door. Teleports you and up to 500 lb.

Fire Stride. Multiple-use dimension door that works only through large fires.

Ghorus Toth's Metal Melt. Melts metal object without heat.

Gutsnake. 15-ft. tentacle grows from your stomach and attacks your enemies.

Improved Bull's Strength. Subject gains 1d8+2 Str for 1 hr./level.

Improved Cat's Grace. Subject gains 1d8+2 Dex for 1 hr./level.

Improved Eagle's Splendor. Subject gains 1d8+2 Chr for 1 hr./level.

Improved Endurance. Subject gains 1d8+2 Con for 1 hr./level.

Improved Fox's Cunning. Subject gains 1d8+2 Int for 1 hr./level.

Improved Owl's Wisdom. Subject gains 1d8+2 Wis for 1 hr./level.

Iron Bones. Corporeal undead gains +5 natural armor bonus.

Mass Darkvision. As darkvision, but affects all creatures in a 10-foot-radius sphere around you.

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.

Repair Critical Damage. “Cures” 4d8+1/level (max +20) points of damage to a construct.

Scramble Portal. Randomizes destination of one magic portal.

Spell Enhancer. Cast as a free action and gives +2 to the DC of the next spell you cast.

Fortify Familiar. Your familiar gains +2 natural armor and a 25% chance to avoid critical hits for 1 hour/level.

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

Shrink Item. Object shrinks to one-twelfth size.

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

Water Breathing. Subjects can breathe underwater.

Weapon of Impact. As keen edge but aids blunt weapons.
Mordenkainen's Faithful Hound. Phantom dog can guard, attack.

Summon Monster V. Calls outsider to fight for you.

Summon Undead V. Summons undead to fight for you.

Wall of Iron. 30 hp/4 levels; can topple onto foes.

Wall of Stone. Creates a stone wall that can be shaped.

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.

Ench Dominate Person. Controls humanoid telepathically.

Feebblemind. Subject's Int drops to 1.

Hold Monster. As hold person, but any creature.

Mind Fog. Subjects in fog get -10 Wis, Will checks.

Evoc Ball Lightning. Changeable number of energy balls dealing 1d6 electrical damage/level.

Bigby's Interposing Hand. Hand provides 90% cover against one opponent.

Cone of Cold. 1d6 cold damage/level.

Firebrand. One 5-ft. burst/level deals 1d4 fire/level.

Horizikal's Versatile Vibration. Cone of sound deals damage or moves objects.

Sending. Delivers short message anywhere, instantly.

Tenser's Destructive Resonance. Causes an object to explode.

Wall of Force. Wall is immune to damage.

Illus Dream. Sends message to anyone sleeping.

False Vision. Fools spying with an illusion.

Greater Shadow Conjunction. 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.

Shadow Hand. Medium-size hand attacks, blocks opponents, or carries items.

Shadowfaze. Opens a portal to Plane of Shadow.

Necro Aнимate Dead. Creates undead skeletons and zombies.

Grimwald's Graymantle. Target is prevented from regaining hit points by any means.

Kiss of the Vampire. You gain vampiriclike supernatural abilities, but are vulnerable to attacks that harm undead.

Magic Jar. Enables possession of another creature.

Spiritwall. Creates a wall of wailing spirits that inspires fear; 1d10 points of damage and energy drain on contact.

Trans Animal Growth. One animal/ two levels doubles in size, HD.

Fabricate. Transforms raw materials into finished items.

Ghostform. You become incorporeal.

Lutzken's frequent jaunt. Short-range, multiple-use dimension door.

Passwall. Breaches walls 1 ft. thick/ level.

Simbul's Spell Matrix. Magical matrix stores spells to be cast later as quickened spells.

Stone Shape. Sculpts stone into any shape.

Telekinesis. Lifts or moves 25 lb./level or longer 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.

Xorn Movement. Allows movement through earth and stone as a Xorn.

Univ Permanency. Makes certain spells permanent; costs XP.

6th-Level Sorcerer and Wizard Spells

Abjur Antimagic Field. Negates magic within 10 ft.

Gate Seal. Permanently seals a gate or portal.

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.

Seal Portal. Permanently seals magic portal or gate.

Conj Acid Fog. Fog deals acid damage.

Fire Spiders. Swarm of Fire fire elementals attacks targets.

Planar Binding. As lesser planar binding, but up to 10 HD.

Summon Monster VI. Calls outsider to fight for you.

Div Analyze Dweomer. Reveals magical aspects of subject.

Legend Lore. Learn about a person, place, or thing.

True Seeing. Sees all things as they really are.

Ench GateQuest. As lesser gate, plus it affects any creature.

Mass Suggestion. As suggestion, plus one/level subjects.

Evoc Acid Storm. 1d6 acid damage/level, 20-ft. radius.

Bigby's Forceful Hand. Hand pushes creatures away.

Cacophonic Shield. Immune shield blocks sound, deflects missiles, deals 1d6 +1/level and deafens intruders.

Chain Lightning. 1d6 damage/level; secondary bolts.

Contingency. Sets trigger condition for another spell.

Otiluke's Freezing Sphere. Freezes water or deals cold damage.

Prismatic Eye. Orb produces individual prismatic rays as touch attacks.

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.

Veil. Changes appearance of group of creatures.

Necro Circle of Death. Kills 1d4 HD/level.

Trollish Fortitude. Grants the regeneration ability for 1 round/level.

Undeath to Death. As circle of death, but only affecting undead.

Trans Control Water. Raises or lowers bodies of water.

Control Weather. Changes weather in local area.

Disintegrate. Makes one creature or object vanish.

Dhurlark's Glassstrike. Turns subject into glass.

Energy Transformation Field. Area absorbs magic energy to power a predetermined spell.

Eyebite. Charm, fear, sicken or sleep one subject.

Fieniform. As polymorph self, except you can gain the form and powers of an evil outsider.

Flesh to Stone. Transforms subject into statue.

Hardening Increases target object's hardness by 1/2 2 caster level.

Magnetism. Causes one stone or metal object to exert powerful magnetic force.

Make Manifest. Causes one creature on coterminal or coexistent planes to appear on your Plane of existence.

Mass Fly. As fly, but affects one subject/level within range.

Mass Haste. As haste, affects one/level subjects.

Mordenkainen's Lucubration. Recalls spell of 5th level or less.

Wizards only.

Move Earth. Digs trenches and build hills.

Rusting Grasp. Your touch corrodes iron and alloys.

Stone to Flesh. Restores petrified creature.

Tenser's Transformation. You gain combat bonuses.

Translocation Trick. You and target switch places and appear as each other.

Univ Imbue Familiar with Spell Ability. You transfer spells to your familiar.

7th-Level Sorcerer and Wizard Spells

Abjur Antimagic Aura. Antimagic field that affects one creature.

Banishment. Banishes 2 HD/level extraplanar creatures.

Energy Immunity. Subject is immune to damage from one kind of energy.

Greater Ironguard. Subject becomes immune to metal with less than a +3 enhancement bonus.

Infernus' Invulnerable Aura. Creates strong force armor, can discharge to make wall of force or dispel as greater dispelling.

Otiluke's Greater Dispelling Screen. Creates a barrier that dispels magic (as greater dispelling) on contact.

Sequester. Subject is invisible to sight and scrying.

Spell Turning. As greater dispelling, but +20 on check.

Conj Draumril's Instant Summons. Prepared object appears in your hand.

Mordenkainen's Magnificent Mansion. Door leads to
8th-Level Sorcerer and Wizard Spells

**Abjuration**

- **Dimensional Lock.** Teleportation and other forms of dimensional travel are blocked for 1 day/level.
- **Mind Blank.** Subject is immune to mental/emotional magic and any suggestion.
- **Prismatic Wall.** Wall’s colors have array of effects.
- **Protection from Spells.** Confers +8 resistance bonus.
- **Spell Engine.** Magical energy disk absorbs incoming spells.
- **Transcende Symbol.** Safely move an untriggered magical symbol to another location.

**Conjuration**

- **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.

**Divination**

- **Discern Location.** Exact location of creature or object.
- **Antipathy.** Object or location affected by spell repels certain creatures.

**Evocation**

- **Binding.** Array of techniques to imprison a creature.

**Necromancy**

- **Zajimarn’s Ice Claw Prison.** Ice claw grapples and deals normal and cold damage.
- **Mass Teleport.** Up to eight subjects travel to another plane.
- **Mass Teleport.** Invisible passage through wood or stone.
- **Mordenkainen’s Disjunction.** Disbands magic, disenchants magic items.

**Illusion**

- **Simbul’s Skeletal Deliquescence.** Duplicate awakens when original dies.
- **Polymorph Any Object.** Changes any subject into anything else.

**Transmutation**

- **Blackstaff.** Greatly enhances staff or quarterstaff.
- **Elemental Body.** Transforms your body into a particular type of elemental substance.
- **Ethereal Jaunt.** You become ethereal for 1 round/level.
- **Gemjump.** Teleport to the location of a specially prepared gem.
- **Mass Teleport.** As teleport, but more weight and you don’t have to go.

**Unlimited Wish.** Alters reality—within spell limits.

**9th-Level Sorcerer and Wizard Spells**

**Abjuration**

- **Absorption.** Absorbs spells and spell-like effects targeted at you.
- **Elminster’s Effulgent Epuration.** Creates one sphere/level that negates hostile magic.
- **Freedom.** Releases creature suffering imprisonment.
- **Maw of Chaos.** Area of energy damages creatures and disrupts concentration.

**Conjuration**

- **Simbul’s Avalance.** Wave of slush deals 1d4 cold/level and moves targets.
- **Black Blade of Disaster.** Floating magic weapon deals damage and may disintegrate targets.
- **Gate.** Connects two planes for travel or summoning.
- **Power Word, Kill.** Kills one tough subject or many weak ones.

**Evocation**

- **Infernus’ Incredible Explosion.** As phantasmal killer, but does 20d6 in a 120-ft. radius.
- **Meteor Swarm.** Deals 24d6 fire damage, plus bursts.

**Necromancy**

- **Astral Projection.** Projects you and companions into Astral Plane.
Spell Resistance:  
Saving Throw:  
Duration:  
Effect:  
Range:  
Casting Time:  
Components:  
Level:  
with powdered animal hoof.

Conjuration (Creation) [Acid]

Effect: You cause acid to rain downward. The acid deals 1d6 points of acid damage per caster level (maximum 15d6). Focus: A flask of acid.

Acid Orb

Evocation [Acid]

Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more creatures or objects, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude half (see text)
Spell Resistance: Yes

One or more orbs of acid about 3 inches across shoot from your palm at their targets. You must succeed at a ranged touch attack to hit your target. The orbs deal a total of 1d6 points of damage per orb level (maximum 15d6), divided any way you see fit, but a single orb must deal at least 1d6 points of damage. You declare the damage division before making your attack rolls.

A creature struck directly takes the orb’s damage and becomes nauseated from the acid’s noxious fumes for 1 round. A successful Fortitude save reduces damage by half and negates the nausea.

If you miss, acid splashes in a 10-foot burst, dealing 2 points per die of damage dealt by that orb. A successful Reflex reduces splash damage by half.

Acid Splash

Conjuration (Creation) [Acid]

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

You fire a small orb of acid at the target. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash effect. The spell deals 1d3 points of acid damage.

Acid Storm

Evocation [Acid]

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

You cause acid to rain downward. The acid deals 1d6 points of acid damage per caster level (maximum 15d6). Focus: A flask of acid.

Aganazzar’s Scorcher

Evocation [Fire]

Level: Sor/Wiz 2
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5-ft.-wide path to close range (25 ft. + 5 ft./2 levels)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A jet of roaring flame bursts from your outstretched hand, searing any creature in a 5-foot-wide path to the edge of the spell’s range. An aganazzar’s scorcher deals 1d8 points of damage per two caster levels, to a maximum of 5d8 points of damage. Focus: A red dragon’s scale.

Absorption

Abjuration

Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: Until expended or 10 minutes/level

Spells (and spell-like effects) targeted against you are absorbed and their energy stored until you release this energy in spells of your own. The abjuration absorbs only spells that have you as a target. Effects and area spells are not affected. A sorcerer also fails to affect touch range spells.

From 7-10 (1d4+6) spell levels are affected by the absorption. The DM secretly rolls the exact number. Each spell absorbed subtracts its level from the amount of absorption left.

A spell might be only partially absorbed. Subtract the 1d4+6 result from the spell level of the incoming spell. Divide the remaining levels of the incoming spell by the original spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you take that fraction of the damage. For non-damaging spells, you have a proportional chance to be affected. For example, you have three spell levels of absorption remaining and a dominate monster spell strikes you. A dominate monster is a 9th-level spell; (9 - 3)/9 leaves 6/9, or 66% of the spell. There exists a 66% chance the spell affects you. If you are affected, any saving throw the spell normally allows still applies.

You can use captured spell energy to cast any spell you have prepared, without expending the preparation itself (you must keep a running total of spell levels absorbed and used). In other words, the prepared spell doesn’t disappear from your memory since you didn’t use that “prepared” magical energy to power the casting. If you are a sorcerer, you can use stored energy to cast any spell you know. The levels of spell energy you have stored must be equal to or greater than the level of the spell you want to cast, and you must (and use) have any material components required for the spell.

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

Acid fog creates a billowing mass of misty vapors similar to a solid fog spell. In addition to slowing creatures down and obscuring sight, this spell’s vapors are highly acidic. Each round, starting when you cast the spell, the fog deals 2d6 points of acid damage to creatures and objects within it.

A cantrip A material Component: A pinch of dried, powdered peas combined with powdered animal hoof.
Air Walk

Transmutation

Level: Air 4, Cir 4
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature (Gargantuan or smaller) touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)

The transmuted creature can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the creature's normal speed.

A strong wind (21+ mph) can push an air walker along or hold her back. At the end of her turn each round, the wind blows her 5 feet for each 5 miles per hour of wind speed. The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or suffering physical damage from being buffeted about.

You can cast Air Walk on a specially trained mount so it can be ridden through the air. You train a mount to air walk with the Handle Animal skill (air walking counts as an unusual task; see page 68 of Players Handbook).

Alamanther's Return

Transmutation [see text]

Level: Sor/Wiz 9
Components: V, S, M, XP
Casting Time: 1 full round (see text)
Range: See text
Effect: One spell or spell-like ability
Duration: See text
Saving Throw: See text
Spell Resistance: See text

You duplicate the effect of any one spell or spell-like ability you have seen. This spell can only duplicate spells and spell-like abilities of 8th level or lower. This duplication functions like the ability of a wish spell to duplicate another spell, except that it is not limited by type of spell (divine or arcane) or by what school the effect is from.

A duplicated spell or spell-like ability functions as if you had the appropriate spell prepared and were casting it yourself. If the casting time of the spell is greater than 1 full round, add 1 full round to the casting time of Alamanther's return. If the spell or ability has an XP cost, you must pay that XP cost in addition to the XP cost of this spell. If the spell has a costly material component, you must provide that component or pay an additional XP cost equal to the gp value of that component divided by 5.

Alamanther of Aglarond, a former consort of the Simbul, created this spell. He was eventually destroyed in one of his frequent battles against the Red Wizards of Thay.

Material Component: A silver mirror worth 50gp.
XP Cost: 1,000 XP or more.

Aid

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 2, Gd 2, Ldk 2
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes (harmless)

Aid is almost like a bless spell and a proactive cure light wounds spell rolled into one. The subject is encouraged just as with bless (+1 morale bonus to attack rolls and saves against fear effects), plus it gains 1d8 temporary hit points (see page 129 of Players Handbook).

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./level)
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 who speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible.

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

An 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.

Alter Self

Transmutation

Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level (D)

You can alter your appearance and form - including clothing and equipment - to appear taller or shorter, thin, fat, or in between. The assumed form must be corporeal. Your body can undergo a limited physical transmutation, including adding or subtracting one or two limbs, and your weight can be changed up to one-half. If the form selected has wings, you can fly at a speed of 30 feet with poor maneuverability (see the Dungeon Master's Guide).

Your 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 you are slain, you automatically return to your normal form.

If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Amanuensis

Transmutation

Level: Clr 3 (Deneir), Sor/Wiz 3
Components: V, S, M (see text)
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./1 level)
Target: Object or objects with writing
Duration: 10 minutes/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell only copies nonmagical text, not illustrations or magical writings (such as spell scrolls, or a seip snake sigil). If the target contains normal and magical writing (such as a letter with explosive runes), only the normal text is copied, leaving blank space in the copied text.
where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magical traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. Any time during the spell’s duration you may redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall or blank page.

If this spell is used to copy a spell from a spellbook, you must provide the necessary costly materials as if you were copying it by hand (see Arcane Magical Writings, page 155 of the Player’s Handbook).

The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

M aterial Component: Materials necessary for copying spells from a spellbook (if appropriate).

**Amplify**

Transmutation (Sonic)

**Level:** 3rd

**Components:** V, S

**Casting Time:** 1 minute/level

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

**Area:** 15-ft.-radius emanation centered on a creature, object, or point in space

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes or No (object)

You cause an amplification of all sounds within the spell’s area. This decreases the DC to hear those sounds by 20. Those creatures within the spell’s area do not notice the increased amplification. Thus, anyone whose voice is amplified remains unaware of the increase in volume.

**Analyze Dweomer**

Divination

**Level:** 8th or 9th

**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

You discern 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, you make a caster level check (1d20 + caster level) to identify it. Otherwise, you fail to identify that spell or power, and you can check for the next one next round.

A nalyze dweomer does not function when used on an artifact (see the Dungeon Master’s Guide).

After you analyze one object or creature, the spell ends, even if its duration has not expired yet. Casting this spell is physically taxing; you must make a Fortitude save (DC 21) when the spell ends or be exhausted and unable to do anything but rest for the next 1d8 hours. While this spell is most frequently used in the comfort and safety of your laboratory, you could also cast analyze dweomer to study the magic seals and barriers on a portal or to determine just how a companion has been cursed.

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

**Analyze Portal**

Divination

**Level:** 3rd, Portal 2, 8th or 9th

**Components:** V, S, M/DF

**Casting Time:** 1 minute

You can tell if an area contains a magic portal. If you study an area for 1 round, you know the sizes and locations of any portals in the area. Once you find a portal, you can study it. If you study a true portal, you can only study one at a time.

Each round you study a portal, you discover one property of the portal. If the portal is variable, any special circumstances governing the portal’s use (such as specific times when the portal can be activated), whether the portal is one-way or two-way, any of the usual properties listed in the Building a Portal section of the Forgotten Realms Campaign Setting (page 59), and finally, a glimpse of the area where the portal leads. You can look at the area where the portal leads for 1 round. A nalyze portal does not allow other divination spells to extend through the portal. For example, you cannot use detect magic or detect evil to study the area where the portal leads while viewing the area with analyze portal.

For each property, you make a caster level check (1d20 + caster level) against DC 17. If failed, you can try again the next round. A nalyze portal has only limited ability to reveal unusual properties of portals, as follows:

* Random Portals: The spell reveals only that the portal is random, and whether it can be activated now. It does not reveal when the portal starts and stops functioning.
* Variable Portals: The spell reveals only that the portal is variable. If the caster studies the portal’s destination, the spell reveals only the destination to which the portal is currently set.
* Creature Only Portals: The spell reveals this property. If the caster studies the portal’s destination, the spell reveals where the portal sends creatures. If it is the type of portal that sends creatures one place and their equipment another place, the spell does not reveal where the equipment goes.
* Malfunctioning Portals: The spell reveals only that the portal is malfunctioning, not what sort of malfunction the portal produces.

Arcane M aterial Component: A crystal lens and a small mirror.

**Animal Friendship**

Enchantment (Charm) [Mind-Affecting]

**Level:** 1st, 3rd, 5th, 7th

**Components:** V, S, M

**Casting Time:** 1 action

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

**Target:** One animal

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You win the loyalty of an animal, provided that your heart is true. The spell functions only if you actually wish to be the animal’s friend. If you are not willing to treat the animal as a friend (for example, you intend to eat it, or to use it to set off traps), the spell fails. An animal’s loyalty, once gained is natural (not magical) and lasting.

You can teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are coming when called, rolling over on command, fetching, or shaking hands. They cannot be complex tricks, such as accepting a rider, require the Handle Animal skill; see page 68 of the Players Handbook.

At any one time, you can have only a certain number of animals befriended to you. You can have animal friends whose Hit Dice total no more than twice your caster level. For example, a 3rd-level druid could use the spell to win the friendship of an animal of 6 HD or less, and a 5th-level ranger could use it to win the friendship of an animal of 4 HD or less. You may dismiss animal friends to enable you to befriend new ones.

M aterial Component: A piece of food the animal likes.
Casting this spell causes a number of animals to 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 (see page 137 of the *Players Handbook*), 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.

For details on how the characteristics of an enlarged animal; change, see the *Monster Manual*.

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 you no special means of command or influence over the enlarged animals.

**Animal Messenger**

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Clr 2, Drd 2, Rgr 2

**Components:** V, S, M

**Casting Time:** 1 action

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

**Target:** One Tiny animal

**Duration:** 1 day/level

**Saving Throw:** None

**Spell Resistance:** Yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get the animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else.

Using some type of food desirable to the animal as a lure, you can call the animal to you. It advances and waits as you direct it, and the animal can mentally impress on the animal a certain place well known to you or an obvious landmark (such as the peak of a distant mountain or mouth of a nearby river). The directions must be simple, because the animal depends on your knowledge and can’t find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. Note that unless the intended recipient of a message is expecting a messenger in the form of a bird or other small animal, the carrier may be ignored. The intended recipient of a message gains no special ability to communicate with the animal or read any attached messages (except if it’s in a language she doesn’t know, for example).

The spell works only on animals with an Intelligence score of 1 or 2.

**Materia Component:** A morsel of food the animal likes.

**Animal Shapes**

*Transmutation*

**Level:** Animal 7, Drd 8

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Targets:** One willing creature/level, all within 30 ft. of each other

**Duration:** 1 hour/level (D)

**Saving Throw:** None (see text)

**Spell Resistance:** Yes (harmless)

As polymorph other, except you polymorph up to one willing creature per level into an animal of your choice; the spell has no effect on unwilling creatures. Recipients remain in the animal form until the spell expires or you dismiss the spell for all recipients. In addition, an individual subject may choose to resume her normal form (as a full-round action); doing so ends the spell for her and her alone.

The allowed size of the animal form depends on your level:

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<thead>
<tr>
<th>Caster Level</th>
<th>Allowed Sizes</th>
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<tbody>
<tr>
<td>1st - 4th</td>
<td>U to 16th</td>
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<tr>
<td>5th - 9th</td>
<td>17th - 19th</td>
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<td>10th - 13th</td>
<td>20th</td>
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<tr>
<td>14th - 16th</td>
<td>Diminutive through Huge</td>
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Creatures polymorphed by this spell don’t suffer the disorientation penalty that those transformed by polymorph other often do.

**Animate Dead**

*Necromancy [Evil]*

**Level:** 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 your spoken commands. The skeletons or zombies can follow you, 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, you can’t create more HD of undead than you have caster levels with a single casting of animate dead.

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

**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. See the Monster Manual for details.

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. See the Monster Manual for details.

Material Component: You 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.

### Animatore Objects

Transmutation
- **Level:** Chaos 6, Clr 6
- **Components:** V, S
- **Casting Time:** 1 action
- **Range:** Medium (100 ft. + 10 ft./level)
- **Target:** Objects or matter, 1 cu. ft./level
- **Duration:** 1 round/level
- **Saving Throw:** None
- **Spell Resistance:** No

You imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attack whomever or whatever you initially designate. The animated object can be of any nonmagical material: wood, metal, stone, fabric, leather, ceramic, glass, etc. You can also animate masses of raw matter, such as water, a rock from a wall or a rock on the ground, as long as the volume of material does not exceed 1 cubic foot per caster level.

The spell cannot animate objects carried or worn by a creature.

### 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

You 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," "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 of 15. You can also animate masses of raw matter, such as water, a rock from a wall or a rock on the ground, as long as the volume of material does not exceed 1 cubic foot per caster level.

### Antilife Shell

Abjuration
- **Level:** Animal 6, Clr 6, Drd 6
- **Components:** V, S, DF
- **Casting Time:** 1 full round
- **Range:** 10 ft.
- **Area:** 10-ft.-radius emanation, centered on you
- **Duration:** 10 minutes/level (D)
- **Saving Throw:** None
- **Spell Resistance:** Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most sorts of living creatures. The effect hedges out animals, aberrations, beasts, magical beasts, dragons, fey, giants, humanoid, monstrous humanoid, oozes, plants, shapechangers, and vermin, but not constructs, elementals, outsiders, or undead. (See the Monster Manual for an explanation of creature types.)

Note: This spell may be used only defensively, not aggressively; forcing an abjuration barrier against creatures whom the spell keeps at bay collapses the barrier (see page 157 of the Players Handbook).

### Antimagic Aura

Abjuration
- **Level:** Sor/Wiz 7
- **Components:** V, S, M
- **Casting Time:** 1 action
- **Range:** Touch
- **Target:** One creature
- **Duration:** 1 round/level
- **Saving Throw:** Will negates
- **Spell Resistance:** Yes

An invisible barrier surrounds a single creature and its equipment. The target creature 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, thus preventing the target from casting spells or using spell-like abilities or magic items for the duration.

An antimagic aura suppresses any spell or magical effect used on or by, or cast onto, the target, but does not dispel it. A charmed creature, for example, is not charmed while affected by the aura, but the spell resumes functioning when antimagic aura ends. Time spent within an antimagic aura counts against the suppressed spell's duration.

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

### Antimagic Field

Abjuration
- **Level:** Clr 8, Magic 6, Protection 6, Sor/Wiz 6
- **Components:** V, S, M, DF
- **Casting Time:** 1 action
- **Range:** Touch
- **Area:** 10-ft.-radius emanation, centered on you
- **Duration:** 10 minutes/level (D)
- **Saving Throw:** None
- **Spell Resistance:** See text

An invisible barrier surrounds you and moves with you. 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. A hasted creature, for example, is not hasted while inside the field, but the spell resumes functioning when it leaves the field. Time spent within an antimagic field counts against the suppressed spell's duration.

Golems and other magical constructs, elementals, outsiders, and incorporeal 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 you cast antimagic field in an area occupied by a conjured creature who has spell resistance, you 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 antimagc field because the conjuration itself is no longer in effect, only its result.)

Normal creatures (a normally encountered troll rather than a conjured one, for instance) can enter the area, as can normal missionaries. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). 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.

Dispelling 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 antimagc field (see the individual spell descriptions). Artifacts and creatures of demigod or higher status are unaffected by mortal magic such as this.

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

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

### Antipathy

**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

You cause 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 you. The particular type of creature to be affected must be named specifically, for example, red dragons, hill giants, werewolves, lamias, doakers, 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 spells.
- This spell cannot be cast upon living creatures.
- Arcane Material Component: A lump of alum soaked in vinegar.

### Antiplant Shell

**Abjuration**

**Level:** Drd 4

**Components:** V, S, DF

**Anyspell**

**Transmutation**

**Level:** Sor/Wiz 3

**Components:** V, S, DF (and possibly M, F, and XP)

**Casting Time:** 15 minutes

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

A nyspell allows you to read and prepare any arcane spell of up to 2nd level. You must have an arcane magical writing (a scroll or spellbook) on hand to cast anyspell. During the spell's 15-minute casting time, you can scan the spells available and choose one to read and prepare.

Once you choose and prepare an arcane spell, you retain it in your mind. The prepared spell occupies your 3rd-level domain spell slot. If you read the spell from a spellbook, the book is unharmed, but reading a spell from a scroll erases the spell from the scroll.

When you cast the arcane spell, it works just as though cast by a wizard of your cleric level except that your Wisdom score sets the save DC (if applicable).

You must have a Wisdom score of at least 10 + the arcane spell's level to prepare and cast it. Your holy symbol substitutes for any noncostly material component. If the spell has a costly material component (one to which a gold piece value is assigned), you must provide it. If the spell has another focus, you must provide the focus. If the spell has an XP component, you must pay the experience point cost.

### Arcane Bolt

**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:** Reflex half

**Spell Resistance:** Yes

A bolt of magical energy shoots forth from your fingertips at its target, dealing 1d6+1 points of damage.

For every two levels of experience past 1st, you gain an additional bolt, which you fire at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five bolts at 9th level or higher. If you shoot multiple bolts, you can have them strike a single creature or several creatures. A single bolt can strike only one creature. You must designate targets before you roll for SR or roll damage.

This spell counts as magic missile for spell, items, or special qualities that protect a target from magic missiles, such as a brooch of shielding and shield.

### 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
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. You can freely pass your own lock without affecting it; otherwise, a door or object secured with arcane lock can be opened only by breaking it 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.

Materia Component: Gold dust worth 25 gp.

Arcane Mark

Universal

Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Touch
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 you to inscribe your 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 you 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 allows 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.

A arcane mark must be cast on an object prior to casting Drawnij’s instant summons on the same object (see spell description for details).

Arcane Sight

Divination

Level: Sor/Wiz 3

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

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to a detect magic spell, but works much more quickly.

You know the number of auras within your sight, and the strength and location of each aura. An aura’s magic school and strength depend on a spell’s functioning level or an item’s caster level, as noted in the description of the detect magic spell.

If you spend a full-round action scrutinizing a creature within 120 feet of you, you can determine if it has any spellcasting or spell-like abilities, whether they are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful ability the creature currently has available for use. In some cases, the spell may give a deceptively low reading, such as when you use it on a spellcaster who has used up most of her daily spell limit.

Armor of Darkness

Abjuration [Darkness]

Level: Darkness 4
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The spell envelops the warded creature in a shroud of flickering shadows. The shroud can, if the caster desires, conceal the wearer’s features. In any case, it grants the subject a +3 deflection bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8). The subject can see through the armor as if it did not exist and is also afforded darkvision with a range of 60 feet. Finally, the subject gains a +2 saving throw bonus against any holy, good, or light spells or effects.

Undead creatures that are subjects of armor of darkness also gain +4 turn resistance.

Aspect of the Deity

Transmutation [Good, Evil]

Level: Mysticism 6

As a lesser aspect of the deity, but you take on all the qualities of a celestial or fiendish creature (see Appendix 3 of the Monster Manual for complete details):

* You take on a shining, metallic appearance (for good clerics) or a more fearsome appearance (for evil).
* You gain the ability to smite evil or good once a day. Add your Charisma bonus to your attack roll and your character level to your damage roll against a foe of that alignment.
* You gain darkvision to a range of 60 ft.
* You gain acid, cold, and electricity resistance 20 (for good clerics) or cold and fire resistance 20 (for evil clerics). 
* You gain damage reduction +10 +3.
* You gain spell resistance 25.

Your creature type does not change (you do not become an outsider).

Astral Projection

Necromancy

Level: Clr 9, Sor/Wiz 9, Travel 9
Components: V, S, M
Casting Time: 30 minutes
Range: Touch
Targets: You plus one additional creature touched per two levels
Duration: See text
Saving Throw: None
Spell Resistance: Yes
Atonement

**Level:** Clr 5, Drd 5  
**Components:** V, S, M, F, DF, XP  
**Casting Time:** 1 hour  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes  

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, it operates normally at no cost to you. However, in the case of a creature attempting to atone for deliberate misdeeds and acts of knowing and willful nature, you must intercede with your deity at the cost of opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders (or any creature incapable of changing its alignment naturally).

Note: Normally, changing alignment is up to the player (for PCs) or the DM (NPCs). This use of atonement simply offers a believable way for a character to change her alignment drastically, suddenly, and definitively.

**Material Component:** Burning incense.

**Focus:** In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

**XP Cost:** When cast for the benefit of creatures whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

---

**Augury**

**Level:** Clr 2  
**Components:** V, S, F  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. For example, if a party is considering destroying a weird seal that closes a portal, an augury might determine whether it's a good idea.

The base chance for receiving a meaningful reply is 70% + 1% per caster level; the DM makes the roll secretly. The DM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

* "Weal" (if the action will probably bring good results).
* "Woe" (for bad results).
* "Weal and woe" (for both).
* "Nothing" (for actions that don't have especially good or bad results).

If the spell fails, you get the nothing result. A cleric who gets the nothing result has no way to tell whether it resulted from a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the augury. Thus, it might miss the long-term consequences of the contemplated action. All auguries cast by the same person about the same topic within half an hour use the same dice result as the first augury.

**Focus:** A set of marked sticks, bones, or similar tokens of at least 25 gp value.
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 level)
Target: One creature per 3 levels, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You gain a temporary respite from the natural effects of a specific plane. These effects include extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy, or other attributes of the plane itself.

A void planar effect provides protection from the 3d10 points of fire damage on a plane with the fire-dominant trait. A void planar effect lets a character breathe water on a water-dominant plane and be immune to suffocation on an earth-dominant plane. A character protected by avoid planar effects can't be blinded by the energy of a major positive-dominant plane and automatically stops gaining temporary hit points when they equal the character's normal hit point total. Negative-dominant planes don't deal damage or bestow negative levels to characters protected by avoid planar effects.

In addition, some effects specific to a plane are negated by avoid planar effects. In the D&D cosmology, avoid planar effects negates the deafening effect of Pandemonium and the cold damage on the Cania layer of the Nine Hells. You can add additional protections for a cosmology you create. If you have an Elemental Plane of Cold, for example, avoid planar effects protects against the base cold damage suffered by everyone on the plane.

The effects of gravity traits, alignment traits, and magic traits aren't negated by avoid planar effects, nor is the special entrapping trait that some planes have (Elysium and Hades in the D&D cosmology).

The spell does not provide protection against creatures, native or otherwise, nor does it protect against spells, special abilities, or extreme and nonnatural formations within the plane. This spell allows you to survive on the Elemental Plane of Earth, but it won't protect you if you walk into a pool of magma on that same plane.

**Aura of Glory**

Transmutation

Level: Drd 5
Components: V, S, DF, F, XP
Casting Time: Instantaneous
Range: Personal
Target: You
Duration: 1 action/level (see below)

You channel divine power into yourself, enchanting your physical presence and augmenting your magical abilities.

For the duration of the spell, you gain a +2 sacred bonus on all Bluff, Diplomacy, Handle Animal, Intimidate, and Charisma checks to alter an NPC's attitude or turn undead. Your aura of glory provides an additional +2 sacred bonus on allied saves against fear.

When the aura is cast, a number of allies equal to your paladin level are healed 1 hit point as if by a cure minor wounds spell. These allies must be within 10 feet of you at the time. Your mount counts as an ally.

**Aura of Vitality**

Transmutation

Level: Drd 7
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 level)
Targets: One creature per 3 levels, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

All targets receive a +4 enhancement bonus to Strength, Dexterity, and Constitution scores.
### Azuth’s Spell Shield

*Abjuration*

**Level:** Cdr 7 (Azuth)

**Components:** V, S, D, F

**Casting Time:** 1 action

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

**Targets:** Up to one creature/level, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level (see text)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

Each targeted creature gains spell resistance equal to 12 + caster level. Divide the duration evenly among all the creatures you target.

In order to affect a creature who has spell resistance with a spell, a spellcaster must roll the creature’s spell resistance or higher on 1d20 + caster level. A creature with spell resistance may voluntarily lower it in order to accept a spell.

---

### Backlash

*Transmutation*

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent or until discharged

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You bestow upon the target an unusual curse: The first spell the target casts that meets the triggering conditions rebounds on the cursed creature exactly as if affected by spell turning. The backlash is triggered by three situations:

* The target casts an attack spell on another creature which makes its saving throw.

* The target casts an attack spell upon a creature that is immune to that spell.

* The target casts an attack spell that is interrupted or ruined (including a failed attempt to cast defensively).

In all three cases, the triggering spell must be a spell that could be affected by spell turning. If the backlash is triggered, the curse immediately takes its full effect upon the target of the backlash. The target does not get a saving throw against the spell, nor does spell turning apply, but the victim does get spell resistance. Once triggered, the backlash spell ends. A creature can be under the effects of multiple backlash spells at once, but only one can be triggered at a time. The backlash has no effect on magic items or spell-like or supernatural abilities used by the target. A backlash can be removed by any spell that negates abjuration curse spell.

For purposes of this spell, an “attack spell” includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the caster’s perceptions.) A spell directed at an unattended object does not constitute an attack spell.

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### Balagarn’s Iron Horn

*Transmutation [Sonic]*

**Level:** Brd 1, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 action

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

**Area:** Cone

**Duration:** Instantaneous

**Saving Throw:** None (see text)

**Spell Resistance:** Yes

You create a deep, resonant vibration that can shake creatures off their feet as if they were being tripped. Make a single Strength check as if your Strength were 20. Creatures in the area make individual opposed Dexterity or Strength checks against your roll. Those who fail are tripped and fall prone. Those who succeed are unaffected, but cannot make a trip attack against you in response to this spell. Unlike a regular trip attack, you may trip any creature touching the ground, regardless of size. You cannot use the Improved Trip feat to immediately make a melee attack against a creature you have tripped with this spell.

---

### Ball Lightning

*Evocation [Electricity]*

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 action

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

**Effect:** One or more balls of lightning, up to 1/level

**Duration:** 1 round/level

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You create several balls of lightning that shed light as candles and move under your control. Your caster level is the total number of dice of damage (d6) that you can deal with this spell (maximum 15d6), divided however you see fit among the ball lightning. For example, a 9th-level caster could create nine balls of lightning (each dealing 1d6 points of electrical damage), or three balls of lightning (two dealing 2d6 and one dealing 5d6), and so on.

You may direct any number of lightning balls to strike one target at a time. Each affects only one target and is not destroyed when it does so. Targets get a Reflex save against each ball that strikes them. You must have line of sight and line of effect to direct the balls. Directing the balls is a free action on the round the spell is cast and a standard action on any other round. The lightning balls can move up to 100 feet per round.

A ball dissipates if the distance between you and it exceeds the spell’s range.

**Material Component:** A handful of copper and iron pellets.

---

### Bands of Bilarro

*Conjuration (Creation)*

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 action

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

**Target:** One creature

**Duration:** 1 minute/level

**Saving Throw:** Reflex negates

**Spell Resistance:** No

You cause a number of shining metal bands to materialize, encircle and capture a target. A single creature can be captured thus and held immobile until the duration expires. The creature entrapped may be able to break free with a Strength check or escape with an Escape Artist check. The size of creature that may be affected, the strength of the bands and the difficulty to escape from them is determined by the level of the caster as detailed below:

<table>
<thead>
<tr>
<th>Caster Level</th>
<th>Effective Strength or Escape Artist Check DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>5th-6th</td>
<td>Large 30</td>
</tr>
<tr>
<td>7th-8th</td>
<td>Large 32</td>
</tr>
<tr>
<td>9th-10th</td>
<td>Huge 34</td>
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<td>11th-12th</td>
<td>Huge 36</td>
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<td>13th-14th</td>
<td>Gargantuan 38</td>
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<td>15th-16th</td>
<td>Gargantuan 40</td>
</tr>
<tr>
<td>17th-18th</td>
<td>Colossal 42</td>
</tr>
<tr>
<td>19th-20th</td>
<td>Colossal 44</td>
</tr>
</tbody>
</table>

**Material Component:** Three miniature bands of silver that are interlocked so that all three are connected.

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### Bane

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Cdr 1

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33
Components: V, S, DF
Casting Time: 1 action
Range: 50 ft.
Area: All enemies within 50 ft.
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

Banishment

Abjuration
Level: C1r 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 you to force extraplanar creatures out of your home plane. Up to 2 HD of creatures per caster level can be banished. To target a creature, you must present at least one object or substance that it hates, fears, or otherwise opposes. For each such object or substance, you gain +1 on your caster level check to overcome the target's SR (if any) and +2 on the saving throw DC. For example, if this spell were cast on a demon that hated light and was vulnerable to holy water and iron weapons, you might use iron, holy water, and a torch in the spell. The three items would add +3 to your check to overcome the demon's SR and add +6 to the spell's DC.

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

Barkskin

Transmutation
Level: Drd 2, Plant 2
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)

Barkskin makes a creature's skin as tough as bark. The effect grants a +3 natural armor bonus to AC. This bonus increases to +4 at 8th level and to +5 at 12th level and up.

Since the AC bonus is a natural armor bonus, it does not stack with any natural armor the subject may already have.

Battering Ram

Evocation [Force]
Level: Sor/Wiz 2
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 level)
Target: One object or creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You create a ramlike force that can strike with considerable power. Similar to a ring of the ram, the force can target a creature or an object. The force deals 1d6 hit points of damage to the target. If the target is a creature, this attack initiates a bull rush. (The force is considered a Large creature with Strength 25 for this purpose.) If the target is a movable object such as a door, the caster can make a Strength check (using the Strength of the battering ram) to attempt to open the door.

Focus: A piece of carved ram's horn.

Battletide

Transmutation
Level: C1r 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 level)
Targets: You and up to one creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Saving Throw: No and Will negates
Spell Resistance: Yes

You steal energy from others. Targets other than you suffer a -2 circumstance penalty on saves, attack rolls, and damage rolls. As long as at least one enemy is affected by the spell, you get one extra partial action each round. If all the affected enemies free themselves from the spell (by death, entering an antimagic field, receiving a successful dispel magic, and so on), the spell ends.

Bear's Heart

Transmutation
Level: Beastmaster 4, Clr 5, Drd 4
Components: V, S
Casting Time: 1 action
Range: 20 ft.
Target: Living allies within 20 ft.
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: No

You turn your living allies (one per caster level) into fierce warriors, but exhaust them in the process. Allies gain a +4 enhancement bonus to Strength, an also +3d4 temporary hit points per caster level. When the spell ends, any remaining temporary hit points from its effect are lost, and each ally takes 1 point of subdual damage per level of the caster.

Beast Claws

Transmutation
Level: C1r 4, Drd 3
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Beast claws changes your hands and fingers, giving you long, curving claws and heavy knuckles. These claws act as slashing melee weapons (damage 1d6 plus any magical or normal bonuses such as from Strength, threat range 19-20). You can attack with your transformed hands and not provoke an attack of opportunity. The claws do not hinder your manual dexterity or spellcasting.

Material Component: The claw of a bird of prey, such as an eagle or falcon.

Beastmask

Illusion (Glamer)
Level: Beastmaster 2, Drd 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 5 minutes +1 minute/level
Saving Throw: Will disbelief
Spell Resistance: Yes

This spell disguises the target so that an animal or beast will believe the creature is a natural or dire animal. For example, an individual cloaked by this glamer as...
a wolf might move through a wolf pack unhindered. You must set the animal form at the time of casting. If the form you choose is more than one size larger or two sizes smaller than the target's size, the spell fails. Your illusion deceives the senses of animals and beasts: sight, hearing, smell, and touch. The spell does not allow communication with animals or beasts, nor is the subject granted any of the animal form's characteristics.

**Bestow Curse**

**Evocation**

**Level:** Sor/Wiz 5

**Components:** V, S, F

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You place a curse on the creature touched. You choose 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.**

You may also invent your own curse, but it should be no more powerful than those listed above, and the DM 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.

**Bigby’s Clenching Hand**

**Evocation**

**Level:** Sor/Wiz 8, Strength 8

**Components:** V, S, F, DF

As Bigby’s interposing hand, except it moves and attack as directed by you. (You direct 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 you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand’s Strength score (33), +1 for being Large. Its 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.

Clerics who cast this spell name it for their deities - Pelor’s clenching hand, for example.

**Bigby’s Interposing Hand**

**Evocation**

**Level:** Sor/Wiz 7, Strength 7

**Components:** V, S, F, DF

As Bigby’s interposing hand, except the hand also grapples, if you designate a new opponent. The grappling hand gets one grappling attack per round. Its attack bonus to make contact is your level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +10 for the hand’s Strength score (33), +1 for being Large. Its grappling check is this same figure, except with +4 for being Large instead of +1. It holds but does not harm creatures it grapples.

The grappling 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.

Clerics who cast this spell name it for their deities - Kord’s grasping hand, for example.

**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 and push opponent that you designate. Treat this as a bull rush with a +14 bonus on the Strength check (+16 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 you), but it could push the hand up against you by successfully bull rushing the hand.

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

**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 you designate. Treat this as a bull rush with a +14 bonus on the Strength check (+16 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 you), but it could push the hand up against you by successfully bull rushing the hand.

**Focus:** A glove of snakeskin.

**Bigby’s Clenched Fist**

**Evocation**

**Level:** Sor/Wiz 6, Strength 6

**Components:** V, S

As Bigby’s interposing hand, except it moves and attacks as directed by you. (You direct 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 you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand’s Strength score (33), -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.

Clerics who cast this spell name it for their deities - Pelor’s clenched fist, for example.

**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 you select.

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

You may have up to six assistants help you with the spell. For each assistant who casts suggestion, your caster level for this casting of the spell increases by +1. For each assistant who casts dominate animal, dominate person, or dominate monster, your effective level increases by a number equal to one-third that assistant’s level (provided the target is appropriate for the spell!). All the assistants must join in chanting the spell (see the details on the spell’s verbal component, below). Your 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 you cast the spell.

**Chaining:** The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except you. 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 comatosel 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 laboratory) 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 subject is shrunk to a height of 1 inch or even less and held within some gem or similar object or jar. The subject remains aware of its surroundings and can speak, eat, drink, etc. The spell is permanent. 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 subject is held harmless and cannot leave the container, attack, or use any of its powers or abilities. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce save DC by 5.

**Sor/Wiz 9**

Regardless of the version of binding you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These can be as simple or elaborate as you desire (but the DM 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 and increases the cost of the spell’s material components by one-half (see below).

In the case of the first three versions of binding (those with limited durations), you may cast additional binding spells to prolong the effect (the durations overlap). If you do so, the target gets a saving throw at the end of the first spell’s duration (even if your 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.

**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.

---

**Spells to prolong the effect (the spell is cast at the blade dispels it automatically. The blade makes a melee touch attack against its designated target once each round. Its attack bonus is its base attack bonus plus your Intelligence bonus or your Charisma bonus (for wizards and sorcerers, respectively).

Anything hit by the blade takes 2d12 points of damage (bypassing the hardness of objects). The blade threatens a critical hit on an 18-20 and is considered a +5 weapon for purpose of bypassing damage reduction. On a successful critical hit, the target suffers the effects of a dimensional portal spell in addition to the normal damage from the blade. It can pass through any magical barrier equal to or less than its spell level, but cannot penetrate dead magic areas or an antimagic field. It can harm ethereal and incorporeal creatures as if it were a force effect.

The blade always strikes from your direction. It does not get flanking bonus or help a combatant get one. If the blade exceeds its range or goes out of your line of sight, the spell ends. You may direct the blade to attack another target as a standard action.

A gap spell can be used to counterspell a black blade of disaster. A dimensional anchor spell cast at the blade dispels it automatically. The blade cannot be harmed by physical attacks, but dispels magic, a sphere of annihilation, or a rod of cancellation can affect it. Its touch attack AC is 13.
**Spell Resistance:** Yes or no (object)

You create an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but you can see normally within the blacklit area. Creatures outside the spell’s area, even you, cannot see through it.

You can cast the spell on a point in space, but the effect is stationary unless you cast on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level, such as daylight. The 3rd-level cleric spell daylight counters or dispels blacklight.

Material Component: A piece of coal and the dried eyeball of any creature.

---

**Blackstaff**

**Transmutation**

**Level:** Sor/Wiz 8

**Components:** V, S, F

**Casting Time:** 1 action

**Range:** Touch

**Target:** Staff or quarterstaff touched

**Duration:** 1 round/level (D)

**Saving Throw:** See text

**Spell Resistance:** Yes

Created by the renowned archmage Kaelbar Arunsun and shared only with those whom he trusts implicitly, blackstaff has three principal effects:

First, the spell gives the affected staff or quarterstaff a +4 enhancement bonus on attack and damage rolls.

Second, any creature or object struck by a successful melee attack or melee touch attack with the blackstaff is subject to a dispel magic effect. This effect works exactly like a targeted dispel magic cast by the creator of the blackstaff.

Third, any spellcaster struck by a successful melee or melee touch attack with the blackstaff loses one prepared spell (or one unused spell slot, for spellcasters who do not prepare spells) of the highest spell level available. A successful Will save negates the spell loss, but not any damage or dispel effects caused by a strike of the blackstaff.

Blackstaff may be cast upon any nonmagical quarterstaff or on a magic staff in the caster’s possession. If cast on a magic staff, the wielder of the staff must decide as a free action on his turn each round whether he will use the staff’s normal abilities or the effects of the blackstaff spell. Nothing prevents the caster from giving a staff or quarterstaff under the effect of blackstaff to another character to wield after casting the spell.

Focus: A nonmagical quarterstaff or a magic staff.

---

**Blade Barrier**

**Evocation**

**Level:** Clr 6, Good 6, War 6

**Components:** V, S

**Casting Time:** 1 full round

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

**Effect:** Spinning disk of blades, up to 30-ft. radius

**Duration:** 10 minutes/level

**Saving Throw:** Reflex negates (see text)

**Spell Resistance:** Yes

This spell creates a spinning disk of razor-sharp blades. These whirl and flash around a central point, creating an immobile, circular barrier. Any creature passing through the blade barrier takes 1d6 points of slashing damage per caster level (maximum 2d6). The plane of rotation of the blades can be horizontal, vertical, or slanted.

Creatures within the blade barrier when it is invoked take the damage as well. They can negate the damage with a successful Reflex save, provided they can and do physically leave the area of the blades by the shortest possible route. Once the barrier is in place, anything entering or passing through the blades automatically takes damage.

A blade barrier serves as one-half cover (+4 AC) for anyone beyond it.

---

**Bladesong**

**Transmutation**

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

**Components:** V, S, F

**Casting Time:** 1 action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

Bladesong makes a bladed weapon emit magical music in combat. Any round that the weapon is used in melee combat, this spell allows the wielder to make a single, additional touch attack with the sword as a free action. The attack uses the wielder’s normal attack bonus with that weapon but inflicts no damage.

Instead, anyone successfully touched by the weapon in this way is dazed for one round. Dazed characters cannot take actions but can defend themselves normally.

Focus: The weapon.

---

**Blade Thirst**

**Transmutation**

**Level:** Rgr 3

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** One slashing weapon

**Duration:** 1 round/level

**Saving Throw:** None (object)

**Spell Resistance:** Yes (object)

You grant a slashing weapon a +3 enhancement bonus. The weapon takes on a blue, fiery glow, shedding illumination as if it were a torch.

---

**Blasphemy**

**Evocation [Evil, Sonic]**

**Level:** Clr 7, Evil 7

**Components:** V

**Casting Time:** 1 action

**Range:** 30 ft.

**Area:** Creatures in a 30-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

Uttering blasphemy creates two effects.

If you are on your home plane, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the blasphemy.

Creatures native to your plane who hear the blasphemy and are not evil suffer the following ill effects:

<table>
<thead>
<tr>
<th>HD</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 or more</td>
<td>Dazed</td>
</tr>
<tr>
<td>Less than 12</td>
<td>Weakened, dazed</td>
</tr>
<tr>
<td>Less than 8</td>
<td>Paralyzed, weakened, dazed</td>
</tr>
<tr>
<td>Less than 4</td>
<td>Killed</td>
</tr>
</tbody>
</table>

The effects are cumulative.

**Dazed**: The creature is dazed and can take no actions for 1 round (but defends itself normally).

**Weakened**: The creature’s Strength score decreases by 2d6 points for 2d4 rounds.

**Paralyzed**: The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

**Killed**: Living creatures die. Undead creatures are destroyed.

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**Blast of Force**

**Evocation [Force]**

**Level:** Force 3

**Components:** V, S

**Casting Time:** 1 action

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**Bless**

**Effect:** You direct a single, invisible blast of force at a chosen target. This is a ranged touch attack that inflicts 1d6 points of damage for every two levels, to a maximum of 5d6. In addition, a successful hit forces the target to make a Fortitude save or be knocked down (size and stability modifiers apply to the saving throw as if this were a bull rush).

**Components:** V, S, M

**Area:** One living creature

**Duration:** Instantaneous

**Target:** One living creature

**Saving Throw:** Fortitude (see text)

**Spell Resistance:** Yes

Bless fills your allies with courage. They gain a morale bonus of +1 on their attack rolls and a morale bonus of +1 on saving throws against fear effects. Bless counters and dispels bane.

**Bless Water**

**Effect:** This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (see page 113 of the Player's Handbook). Holy water is considered blessed, which means it has special effects on certain creatures.

**Material Component:** 5 pounds of powdered silver (worth 25 gp).

**Bless Weapon**

**Effect:** This transmutation makes a weapon strike true against evil foes. All critical rolls against evil foes are automatically successful (so every threat is a critical hit). The weapon negates the damage reduction of evil creatures and is capable of striking evil incorporeal creatures as if it had a +1 enhancement bonus. Also, the weapon is considered blessed, which means it has special effects on certain creatures. Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot. This transmutation can't affect any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

**Blight**

**Level:** Clr 3, Pal 2

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** 50 ft.

**Target:** All allies within 50 ft.

**Saving Throw:** None

This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread.

**Spell Resistance:** No

This spell has two versions. To cast either version, you must touch a plant and breathe on it.

- **Blight Area:** When the spell is cast on a single normal plant, all normal plants in a 100-foot spread wither and die. Flowers wilt, leaves fall to the ground, and foliage withers. The spell has no effect on the soil, so new growth can replace the dead plants. This effect allows no saving throw.

- **Blight Plant Creature:** When cast on a single mobile or intelligent plant, such as a shambling mound or a treant, this spell deals 1d6 points of damage per level of the caster, to a maximum of 15d6. The plant receives a Fortitude save for half damage.

**Blindsight**

**Effect:** 60-ft. spread, centered on you

**Duration:** Concentration

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

Using a ranged touch attack (with a -4 penalty), you spit caustic saliva into your target's eyes. The spittle blinds your target until he can wash his eyes with water or other rinsing fluid. This spell has no effect on creatures without eyes or that don't depend on eyes for vision.

**Blindness/Deafness**

**Effect:** This spell has two versions. To cast either version, you must touch a plant and breathe on it.

- **Blindness Area:** When the spell is cast on a single normal plant, all normal plants in a 100-foot spread wither and die. Flowers wilt, leaves fall to the ground, and foliage withers. The spell has no effect on the soil, so new growth can replace the dead plants. This effect allows no saving throw.

- **Blindness Plant Creature:** When cast on a single mobile or intelligent plant, such as a shambling mound or a treant, this spell deals 1d6 points of damage per level of the caster, to a maximum of 15d6. The plant receives a Fortitude save for half damage.

**Blessed Aim**

**Effect:** 60-ft. spread, centered on you

**Duration:** Concentration

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

This spell grants a +2 morale bonus on all ranged attacks for your allies within the spread.

**Spell Resistance:** No

This spell has two versions. To cast either version, you must touch a plant and breathe on it.

- **Blindness Area:** When the spell is cast on a single normal plant, all normal plants in a 100-foot spread wither and die. Flowers wilt, leaves fall to the ground, and foliage withers. The spell has no effect on the soil, so new growth can replace the dead plants. This effect allows no saving throw.

- **Blindness Plant Creature:** When cast on a single mobile or intelligent plant, such as a shambling mound or a treant, this spell deals 1d6 points of damage per level of the caster, to a maximum of 15d6. The plant receives a Fortitude save for half damage.

**Blink**

**Effect:** 60-ft. spread, centered on you

**Duration:** Concentration

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

Using a ranged touch attack (with a -4 penalty), you spit caustic saliva into your target's eyes. The spittle blinds your target until he can wash his eyes with water or other rinsing fluid. This spell has no effect on creatures without eyes or that don't depend on eyes for vision.

**Blindsight**

**Effect:** 60-ft. spread, centered on you

**Duration:** Concentration

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

Using a ranged touch attack (with a -4 penalty), you spit caustic saliva into your target's eyes. The spittle blinds your target until he can wash his eyes with water or other rinsing fluid. This spell has no effect on creatures without eyes or that don't depend on eyes for vision.

**Blindsight**

**Effect:** 60-ft. spread, centered on you

**Duration:** Concentration

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

Using a ranged touch attack (with a -4 penalty), you spit caustic saliva into your target's eyes. The spittle blinds your target until he can wash his eyes with water or other rinsing fluid. This spell has no effect on creatures without eyes or that don't depend on eyes for vision.

**Blindsight**

**Effect:** 60-ft. spread, centered on you

**Duration:** Concentration

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

Using a ranged touch attack (with a -4 penalty), you spit caustic saliva into your target's eyes. The spittle blinds your target until he can wash his eyes with water or other rinsing fluid. This spell has no effect on creatures without eyes or that don't depend on eyes for vision.
This spell grants the Blindsight feat. The target creature gains sensitivity to vibrations, so that it maneuvers and fights as well as a sighted creature. The target creature's senses extend to a 30-foot radius, and the creature need not make Spot or Listen checks to notice creatures within this range. Invisibility and darkness are irrelevant, though the creature can't discern ethereal beings. (For details, see Blindsight, page 73 of the Dungeon Master's Guide.)

Blink

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

Like a blink dog, you blink back and forth between the Material and the Ethereal planes. You look as though you're winking in and out of reality very quickly and at random.

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, your own attacks suffer a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

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

While blinking, you take only half damage from area attacks (or full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (+2 attack, denying your target any Dexterity bonus to AC. You suffer only half damage from falling, since you fall only while you are material.

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

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. For instance, your spells against ethereal creatures are 20% likely to activate just as you go material and be lost.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed). As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet. Force effects (such as magic missile and wall of force) and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only etheral things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane (such as the basilisk and its gaze attack). Treat other ethereal creatures and ethereal objects as normally material. 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 Frenzy

Transmutation
Level: Drd 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/ level

You enter a rage similar to, but less effective than, that of a barbarian. Your rage gives you a +2 bonus to Strength and Constitution and a +1 morale bonus on Will saves. You suffer a -1 penalty to AC. The additional Constitution increase increases your hit points by 1 point/ level, but these hit points go away when the spell ends. Otherwise, the effect is identical with barbarian rage (see page 25 of the Player's Handbook). You cannot use skills that require concentration or patience, and once the spell ends, you're fatigued for the duration of that encounter.

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 (though fighting an unseen opponent carries penalties of its own; see page 132 of the Player's Handbook).

Body Blades

Transmutation
Level: Clr 2 (Lo/VRadar)
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/ level

You sprout dagger-like spikes from all surfaces of your body and clothing. The spikes appear metallic but are not actually metal, and never harm you or interfere with your movement or actions. They allow you to deal 1d6 points of piercing damage (crit x2) with a successful grapple attack. The spikes count as a martial weapon, and the spell grants proficiency with them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. You inflict lethal damage when grappling. If a creature grapples you, the spikes deal 2 points of damage to your attacker. You get a +4 bonus to Escape Artist checks to escape from a net, rope, grappling, or spell that entangles.

Bolts of Bedevilment

Enchantment [Mind-Affecting]
Level: Madness 5
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./ level)
Effect: Ray
Duration: 1 round/ level
Saving Throw: Will negates
Spell Resistance: Yes

This spell grants you the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds.
The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

**Bolt of Glory**

Evocation [Good]

**Level:** 6

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

By casting this spell, you project a bolt of energy from the Positive Energy Plane against one creature. You must make a successful ranged touch attack to strike your target. A creature struck suffers varying damage, depending on its nature or its home plane of existence and your level:

<table>
<thead>
<tr>
<th>Creature's Origin/Nature</th>
<th>Damage</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Material Plane, Elemental Plane, neutral outsider</td>
<td>1d6/2 levels</td>
<td>7d6</td>
</tr>
<tr>
<td>Negative Energy Plane, evil outsider, undead creature</td>
<td>1d6/level</td>
<td>15d6</td>
</tr>
<tr>
<td>Positive Energy Plane, good outsider</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Bombardment**

Conjuration (Creation)

**Level:** 8

**Components:** V, S, F

**Casting Time:** 1 action

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

**Area:** 15-ft.-radius burst centered on spot

**Duration:** Instantaneous

**Saving Throw:** Reflex half (see text)

**Spell Resistance:** Yes

You cause a rain of rocks to fall from the sky, burying your opponents.

The spell deals 1d6 points of damage per caster level (maximum 10d6) and buries any target who fails his save.

Buried subjects suffocate (see Suffocation, page 88 of the Dungeon Master's Guide) until they climb from under the rocks (this is a full-round action). A buried creature has ninetenths cover and concealment.

Focus: A quartz crystal embedded in rock.

**Brain Spider**

Divination [Mind-Affecting]

**Level:** Clr 8, Mind 7

**Components:** V, S, M, DF

**Casting Time:** 1 full round

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

**Target:** Up to eight living creatures within range

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell allows you to eavesdrop as a standard action on the thoughts of up to eight other creatures at once, hearing as desired:

* The ceaseless chaos of surface thoughts of images
* Individual trains of thought in whatever order you desire
* Information from all minds about one particular topic, thing, or being, one nugget of information per caster level
* A study of the thoughts and memories of one creature of the group in detail

Once per round, if you do not perform a detailed study of one creature's mind, you can attempt (as a standard action) to implant a suggestion in the mind of any one of the affected creatures. The creature can make another Will saving throw to resist the suggestion, using the save DC of the brain spider. (Creatures with special resistance to enchantment spells can use this resistance to keep from being affected by the suggestion.) Success at this saving throw does not negate the other effects of the brain spider for that creature.

You can affect all intelligent beings of your choice within range (up to the limit of eight), beginning with known or named beings. Language is not a barrier, and you need not personally know the beings - you can choose, for instance, "the nearest eight guards who must be in that chamber there." The spell cannot reach those who make a successful Will save.

Material Component: A spider of any size or type. It may be dead, but must still have all eight legs.

**Brambles**

Transmutation

**Level:** Clr 2, Drd 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** Wooden weapon touched

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (maximum +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does no work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

**Branch to Branch**

Transmutation

**Level:** Rgr 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

You gain a +10 competence bonus on Climb checks made in trees. You can brachiate (swing via branches and vines) at your normal speed.

**Break Enchantment**

Abjuration

**Level:** 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, you make 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. For instance, bestow curse cannot be dispelled by dispel magic, but break enchantment can dispel it.

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 cursed. For example, a cursed item can change the alignment of its user. Break enchantment allows the victim to be rid of the item (and negates the alignment change), but the item's
A curse is intact and affects the next person to pick up the item (even if it's the break enchantment recipient).

### Briar Web

**Transmutation**
- **Level:** Clr 3, Dtd 2, Rgr 2
- **Components:** V, S, DF
- **Casting Time:** 1 action
- **Range:** Medium (100 ft. + 10 ft./level)
- **Area:** Plants in a 40-ft.-radius spread
- **Duration:** 1 minute/level
- **Saving Throw:** See text
- **Spell Resistance:** No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine about creatures in the area or those who enter the area, holding them fast. Creatures that stand still are entangled, but experience no other effect and take no damage. Those that attempt actions (attack, cast a spell with a somatic component, move, and the like) take thorn damage of 1d4 points, plus 1 additional point per caster level, and must make a successful Reflex save or be entangled. A character who fails the Reflex save must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

A creature that fails the Reflex save is entangled, can't move, and suffers a -2 penalty on attack rolls and a -4 penalty to effective Dexterity. An entangled creature can try to break free and move at half normal speed by using a full-round action to make a Strength check or Escape Artist check (DC 20). A nonentangled creature can move through the area at half speed, taking damage as described above. Each round nonentangled creatures remain in the area, the plants attempt to entangle them.

The plants provide one quarter cover for every 5 feet of substance between a creature in the area and an opponent - one half for 10 feet of briar web, three-quarters for 15 feet, and total cover for 20 feet or more.

**Note:** The DM may alter the effects of the spell somewhat, based on the nature of the available plants.

### Brilliant Aura

**Transmutation**
- **Level:** Drd 7
- **Components:** V, S
- **Casting Time:** 1 action
- **Range:** Close (25 ft. + 5 ft./2 level)
- **Target:** One person per 2 levels, all of whom must be within 30 ft. of each other
- **Duration:** 1 round/level
- **Saving Throw:** Will negates (harmless)
- **Spell Resistance:** Yes (harmless)

You limn your allies in a glowing nimbus, transforming their attacks into brilliant energy.

All persons affected by this aura give off light as a torch (20-foot radius). Their weapon attacks (melee or ranged) function as if their weapons were brilliant energy weapons: They ignore nonliving matter and armor, and enhancement AC bonuses do not count against them. The attacks cannot harm undead, constructs, or objects. In addition, all attacks gain an enhancement bonus on damage equal to one-half the caster's level (maximum +10).

### Bull's Strength

**Transmutation**
- **Level:** 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 subject becomes stronger. 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.

### Burial Blessing

**Abjuration [Good]**
- **Level:** Clr 1
- **Components:** V, S, M, XP
- **Casting Time:** 10 minutes
- **Range:** Touch
- **Area:** Corpsetouched
- **Duration:** Permanent
- **Saving Throw:** Will negates (see text)
- **Spell Resistance:** Yes

By means of this spell, the cleric wards a corpse from evil influences and effects. Unless the corpse is desecrated or the blessing is countered, the corpse cannot be magically animated or rise as an undead minion (a ghoul or vampire, for example). Also, anyone trying to disturb the body is struck by a sudden fear and must make a Will save or flee the location for 1 minute per caster level. If the protected corpse is subsequently brought back to life, the burial blessing ends.

**Material Component:** The caster's holy symbol and a vial of holy or unholy water, according to alignment, which is sprinkled on the corpse.

**XP Cost:** 100 XP.

### Burning Hands

**Transmutation [Fire]**
- **Level:** Fire 1, Sor/Wiz 1
- **Components:** V, S
- **Casting Time:** 1 action
- **Range:** 10 ft.
- **Area:** Semicircular burst of flames 10 ft. long, centered on your hands
- **Duration:** Instantaneous
- **Saving Throw:** Reflex half
- **Spell Resistance:** Yes

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

### Cacophonic Shield

**Evocation [Sonic]**
- **Level:** Brd 6, Sor/Wiz 6
- **Components:** V, S, DF
- **Casting Time:** 1 action
- **Range:** 100 ft.
- **Area:** 10-ft.-radius emanation, centered on you
- **Duration:** 1 minute/level
- **Saving Throw:** Fortitude partial
- **Spell Resistance:** Yes

You create an immobile barrier of sonic energy at a distance of 10 feet from yourself. Creatures on either side of the barrier hear it as a loud but harmless buzzing. Non-magical sound (including sound produced by a thunderstone) does not cross the barrier. If a sonic effect impinges upon the barrier, you get to make a caster level check (1d20 + caster level) against the DC of the effect to prevent it from affecting anyone inside the barrier.

A creature that crosses the barrier takes 1d6 points of sonic damage plus 1 point per caster level (maximum +20) and must make a Fortitude save or be deafened for 1 minute. The sonic vibrations provide a 20% miss chance for any missiles crossing the barrier in either direction.

### Call Lightning

**Evocation [Electricity]**
- **Level:** Drd 3
- **Components:** V, S
- **Casting Time:** 10 minutes, plus 1 action per bolt called
Spells such as bless, confusion, emotion, fear, as well as negating a bard's spellcasting, are mind-affecting. Only creatures with Intelligence scores of 1 or 2 can be affected by this spell. All the subjects must be of the same species and within a 30-foot sphere. Roll 2d4 + caster level to determine the total number of HD affected. Animals trained to attack or guard, dire animals, beasts, and magical beasts are allowed saving throws. Animals not trained to attack or guard are not. (A druid could calm a normal bear or wolf with little trouble, but it's more difficult to affect a winter wolf, a bulette, or a trained guard dog.)

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat (fire, a hungry predator, an imminent attack) breaks the spell on the threatened creature. A saving throw is allowed for half damage from this spell.

Duration: Instantaneous
Effect: The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat (fire, a hungry predator, an imminent attack) breaks the spell on the threatened creature. A saving throw is allowed for half damage from this spell.

Saving Throw: Will negates (see text)
Spell Resistance: Yes

Calm Animals
Enchantment (Compulsion) [Mind-Affecting]
Level: Animal 1, Drd 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Animals, beasts, or magical beasts with Intelligence 1 or 2 within 30 ft. of each other
Duration: 1 minute/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

This spell soothes and quiets animals, beasts, and magical beasts, rendering them docile and harmless. Only creatures with Intelligence scores of 1 or 2 can be affected by this spell. All the subjects must be of the same species and within a 30-foot sphere. Roll 2d4 + caster level to determine the total number of HD affected. Animals trained to attack or guard, dire animals, beasts, and magical beasts are allowed saving throws. Animals not trained to attack or guard are not. (A druid could calm a normal bear or wolf with little trouble, but it's more difficult to affect a winter wolf, a bulette, or a trained guard dog.)

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat (fire, a hungry predator, an imminent attack) breaks the spell on the threatened creature. A saving throw is allowed for half damage from this spell.

Duration: Instantaneous
Effect: The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat (fire, a hungry predator, an imminent attack) breaks the spell on the threatened creature. A saving throw is allowed for half damage from this spell.

Saving Throw: Will negates (see text)
Spell Resistance: Yes

Calm Emotions
Enchantment (Compulsion) [Mind-Affecting]
Level: Clr 2, Law 2
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Targets: 1d6 creatures/level, all of whom must be within 30 ft. of each other
Duration: Concentration, up to 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell calms agitated creatures. You have no control over the affected creatures, but this spell can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive, except to protect themselves. Any aggressive action or life-threatening damage against calmed creatures immediately breaks the spell on the threatened creatures.

This spell automatically suppresses (but does not dispel) mind-affecting spells such as bless, confusion, emotion, and fear, as well as negating a bard's ability to inspire courage or a barbarian's rage. While the calm emotions spell lasts, a suppressed spell has no effect. When the calm emotions spell ends, the original spell takes hold of the creature again, provided its duration has not expired in the meantime.

Duration: Instantaneous
Effect: The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat (fire, a hungry predator, an imminent attack) breaks the spell on the threatened creature. A saving throw is allowed for half damage from this spell.

Saving Throw: Will negates (see text)
Spell Resistance: Yes

Camouflage
Transmutation
Level: Drd 1, Hrp 1, Rgr 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level

You change your coloring to match the environment surrounding you. The spell grants you a +10 competence bonus on your Hide checks.

Cast in Stone
Transmutation
Level: Drd 9
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 level)
Target: Personal
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

Anyone meeting your gaze is permanently turned into a mindless, inert statue (as flesh to stone). You may free the victim of your own cast in stone at any time by speaking a command word you establish during the casting.

Note: Each round, a gaze attack automatically works against one creature within range that is looking at (attacking or interacting with) the gazing creature. Creature can avert their eyes, which grants them a 50% chance to avoid the gaze but in turn grants the gazer one-half concealment (20% miss chance) relative to them. Creatures can close their eyes or turn away entirely; doing so prevents the gaze from affecting them but grants the gazer total concealment (50% miss chance) relative to them.

Castigating
Evocation [Sonic]
Level: Clr 4
Components: V
Casting Time: 1 action
Range: 10 ft.
Area: 10-ft. radius emanation
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

This spell allows you to verbally rebuke foes. By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected. This spell has no effect on creatures that cannot hear. Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half). Foes within one alignment step of your alignment (lawful, neutral, chaotic, good or evil) take 1 point of damage per caster level (maximum 10). Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (maximum 10d4). A saving throw is allowed for half damage from this spell.

Cat's Grace
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: Yes

This spell allows you to verbally rebuke foes. By shouting your deity's teachings about other alignments, you inflict pain on those who hear, and those in the area need not understand your divine words to be affected. This spell has no effect on creatures that cannot hear. Otherwise, you deafen foes of the same alignment for 1d4 rounds (save for half). Foes within one alignment step of your alignment (lawful, neutral, chaotic, good or evil) take 1 point of damage per caster level (maximum 10). Foes whose alignment is more than one step different from yours take 1d4 points of damage per caster level (maximum 10d4). A saving throw is allowed for half damage from this spell.
The transmuted creature becomes more graceful, agile, and coordinated. 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:** 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 flies from you 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.

Note: Mind-affecting spells do not affect nonintelligent creatures, and fear spells do not affect undead.

**Celebration**

Enchantment (Compulsion) [Mind-Affecting, Sonic]

**Level:** Brd 4

**Components:** V, S

**Casting Time:** 1 action

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

**Area:** 15-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You cause any creatures in the area to feel increasingly more intoxicated the longer you perform a drinking song. You must perform for at least 1 full round to produce the first effects of the celebration spell. After that, each full round you perform increases the subject’s intoxication, as described in the table below. A subject does not need to remain within the area, but those entering the area after the casting of the spell are not affected. Your targets receive only one saving throw at the onset of the spell. The effects last for the duration of your performance. If you stop performing, the effects do not worsen and fade after 1 round per caster level.

<table>
<thead>
<tr>
<th>Round</th>
<th>Effect</th>
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<tr>
<td>1</td>
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</tr>
<tr>
<td>2</td>
<td>-2 enhancement penalty to Dex, Int, and Wis</td>
</tr>
<tr>
<td>3</td>
<td>Nauseated</td>
</tr>
<tr>
<td>4</td>
<td>Helpless</td>
</tr>
</tbody>
</table>

**Chain of Chaos**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Clr 8, Mind 7

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Living, intelligent creature touched

**Duration:** 1 day / 5 caster levels from the day touched (see text)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This powerful instrument of chaos spreads madness by touch. The caster infects the first victim by making a successful melee touch attack. A subject who fails a Will save is afflicted with insanity (a continuous confusion effect). This condition is permanent until countered, and the madness can be passed to anyone the victim touches. Anyone who makes the initial saving throw is immune to that casting of the chain of chaos spell.

Each person the subject touches during the spell’s duration (including by successful melee attack) must make a Will save at the spell’s DC or suffer the insanity effect. Each additional victim in turn can pass the madness on for a period of one day per five caster levels after being infected. The spell affects a maximum of five persons per caster level.

Individual victims can be restored by any means effective against insanity, for example, greater restoration, limited wish, miracle, or wish. Anyone restored cannot be affected again by that casting of the chain of chaos spell.

DM Note: When dealing with the effect of this spell on a large nonadventuring population over a period of time, it is not necessary to track each individual affected by this spell. Instead, just decide if individuals encountered are mad and whether they are infectious based on your judgement of the progress of the chain madness.

**Chain Contingency**

Evocation

**Level:** Sor/Wiz 9

As the contingency spell, except that you can place up to three other spells upon your person so that they come into effect under some condition you dictate when casting chain contingency. The spells can come into effect simultaneously or one at a time, one per round.

**Chain of Eyes**

Divination

**Level:** Clr 3, Drd 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 hour / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You can use a creature’s vision instead of your own. While this spell gives you no control over the creature, each time it comes into physical contact with another living being, you can choose to transfer your sensor to the new creature. In this way, your sensor can infiltrate a closely guarded area. During your turn in a round, you can use a free action to switch from seeing through the current creature’s eyes to seeing normally or back again.

**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 your 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 you have levels. The secondary bolts each strike one target and deal half as much dice of damage as the primary (rounded down). For example, a 19th-level caster generates a primary bolt (19d6 points of damage) and up to nineteen secondary bolts (9d6 points of damage each). All subjects can attempt Reflex saving throws for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example).

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

**Chamber**

Evocation [Force]

**Level:** Sor/Wiz 3

**Components:** V, S, M
You may create a translucent prison of pure crystalline force around a target on the Ethereal Plane. You must be able to see or otherwise target the creature you wish to affect.

The target affected by the chamber cannot move on either the Ethereal Plane or its coexistent planes for the duration of the spell but is otherwise unaffected. The target cannot move onto another plane while inside the chamber, including returning to the Material Plane.

The target within the crystalline prison cannot physically attack or be attacked and is unaffected by most spells and supernatural abilities. Gaze attacks and sonic spells may function through the walls of the crystalline prison, but the target of those attacks gains a +2 bonus on saving throws.

The target of the chamber may attempt to break the crystalline prison by making a Strength check (DC 10 + caster level). A disintegration spell brings down the chamber.

This spell only affects the Ethereal Plane, so it has no effect on planes not coexistent with the Ethereal Plane. It has no effect on creatures on the Material Plane.

Material Component: A piece of translucent glass.

**Change Self**

Illusion (Glamer)

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

**Components:** V, S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

You make yourself, including clothing, armor, weapons, and equipment, look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your 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 you. You 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 you or your equipment. A battleaxe made to look like a dagger still functions as a battleaxe.

If you use this spell to create a disguise, you get 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 you and having that not match what they see, in this case of this spell).

**Changestaff**

Transmutation

**Level:** Drd 7, Plant 7

**Components:** V, S, F

**Casting Time:** 1 full round

**Range:** Touch

**Target:** Your touched staff

**Duration:** 1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You change a specially prepared quarterstaff into a Huge treantlike creature, about 24 feet tall. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature who looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 hit points or less, it crumbles to powder and the staff is destroyed.

Otherwise, the staff can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have suffered the last time it appeared.

Focus: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process taking 28 days). You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

**Chaos Hammer**

Evocation [Chaotic]

**Level:** Chaos 4

**Components:** V, S

**Casting Time:** 1 action

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

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous

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

**Spell Resistance:** Yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures and stagger them for 1d6 rounds. A staggered character can take only partial actions. A successful Will save reduces the damage by half and negates the stagger effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not staggered. They can reduce the damage by half again (down to one-quarter of the roll) with a successful Will save.

**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, 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 you as his trusted friend and ally. If the creature is currently being threatened or attacked by you or your allies, however, he receives a +5 bonus on his saving throw.

The spell does not enable you to control the charmed person as if he were an automaton, but he perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince him to do anything he wouldn't ordinarily do. (Retries not allowed.) A charmed person never obeys suicidal or obviously harmful orders, but he might believe you if you assured him that the only chance to save your life is for him to hold back an onrushing red dragon for just a few seconds. Any act by you or your apparent allies that threatens the charmed person breaks the spell. Note also that you must speak the person's language to communicate your commands, or else be good at pantomiming.

**Charm Person or Animal**

Enchantment (Charm) [Mind-Affecting]

**Level:** Drd 2

**Target:** One person or animal

**Saving Throw:** Yes
As charm person, except that it can also affect an animal. When in doubt about whether something is an animal, as defined by the spell, check the Monster Manual.

**Chill Metal**

**Transmutation [Cold]**

**Level:** Drd 2  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft. / 2 levels)  
**Target:** Metal equipment of one creature/ two levels, no two of which can be more than 30 ft. apart or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest  
**Duration:** 7 rounds  
**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes (object)

Chill metal makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Enchanted metal is allowed a saving throw against the spell. (Magic items' saving throws are covered in the *Dungeon Master's Guide.*) An item in a creature's possession uses the creature's saving throw (unless its own is higher).

A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it's holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point or 2 points; see the table) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

- On the first round of the spell, the metal becomes very chilly and uncomfortable to touch but deals no damage (this is also the effect on the last round of the spell's duration). During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown below:

<table>
<thead>
<tr>
<th>Round</th>
<th>Temperature</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Cold</td>
<td>None</td>
</tr>
<tr>
<td>2</td>
<td>Icy</td>
<td>1d4 points</td>
</tr>
<tr>
<td>3-5</td>
<td>Freezing</td>
<td>2d4 points</td>
</tr>
<tr>
<td>6</td>
<td>Icy</td>
<td>1d4 points</td>
</tr>
<tr>
<td>7</td>
<td>Cold</td>
<td>None</td>
</tr>
</tbody>
</table>

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. For example, if the damage roll from a chill metal spell indicates 5 points of cold damage and the creature plunges through a wall of fire in the same round and takes 8 points of fire damage, it winds up taking no chill damage and only 3 points of fire damage. Underwater, chill metal deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Chill metal counters and dispels heat metal.

**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 your 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.) You can use this melee touch attack up to one time per level.

The spell has a special effect on undead creatures. Undead touched by you 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.
Components: V, S
Casting Time: 1 minute
Range: Personal
Duration: Instantaneous

You divine the relative direction and condition of another individual. During the casting of the spell, you think of your target as you do a spinning dance around the compass. You must have firsthand knowledge of your target for the spell to function.

If the target is alive and on the same plane as you, the spell leaves you facing in the direction of your target. You also get an impression of the target's physical and emotional conditions (unharmed, wounded, unconscious, dying, and so on). If the target is on a different plane or dead, you feel nothing.

**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.

**Circle of Doom**

Necromancy
Level: Clr 5, Destruction 5
Components: V, S
Casting Time: 1 action
Range: 20 ft.
Area: All living enemies and undead creatures within a 20-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

Negative energy bursts in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby living enemies. Like inflict spells, circle of doom cures undead in its area rather than harming them.

**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/cclairvoyance enables you to concentrate upon some locale and hear or see (your choice) almost as if you were there. Distance is not a factor, but the locale must be a known place familiar to you 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, you see nothing. If it is naturally pitch black, you 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 you sense that the spell is so blocked. The spell creates an invisible sensor, similar to that created by a scrying spell, that can be dispelled. The spell functions only on the plane of existence you are currently occupying.

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

**Claws of the Beast**

Transmutation
Level: Drd 1, Rgr 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/ level

Your fingers sprout claws. Your hands become weapons that do 1d6 points of damage. If your normal unarmed damage is greater than 1d6, the damage does not change. You are considered armed while this spell is in effect.

**Claws of Darkness**

Illusion (Shadow)
Level: Sor/ Wiz 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/ level (D)
Saving Throw: Fortitude partial
Spell Resistance: Yes (see text)

You draw material from the Plane of Shadow to cause your hands and forearms to elongate and change shape into featureless claws of inky blackness. Starting on your next action, you may use the claws to make unarmed attacks as if they were natural weapons. (You attack with one claw and can use the other claw for an off-hand attack. If you have, multiple attacks you use them normally when attacking with the claws.) Attacks with the claws are melee touch attacks. Each claw deals 1d4 points of cold damage. If you grapple an opponent, you deal claw damage with each successful grapple check, and the grappled target is under the effect of a slow spell for as long as you maintain the grapple unless the opponent makes a Fortitude save.

You can extend the claws up to 6 feet, which gives you natural reach of 10 feet, or retract them as a free action.

When the spell is in effect, you may not cast spells with anything other than verbal components, nor may you carry items with your hands. Any magic items worn on your hands are temporarily absorbed and cease functioning while the spell is active.

**Cloak of Chaos**

Abjuration [Chaotic]
Level: Chaos 8, Clr 8
Components: V, S, F
Casting Time: 1 action
Range: 20 ft.
Targets: One creature/ level in a 20-ft.-radius burst centered on you
Duration: 1 round/ level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and confusing lawful creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike protection from law, this benefit applies against all attacks, not just against attacks by lawful creatures.

Second, the warded creatures gain SR 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as protection from law does.
Finally, if a lawful creature succeeds with a melee attack against a warded creature, the offending attacker is confused for 1 round (Will save negates, as confusion, but against the save DC of cloak of chaos).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

**Cloak of Dark Power**

**Abjuration**
**Level:** Drow 1  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** Yes (harmless)

Cloak of dark power creates a dusky haze around the subject. The haze does not interfere with vision, but the subject and anything she wears or carries is protected from the effects of full sunlight, even under the open, daytime sky of the surface world. A drow subject suffers no blindness or bright light combat penalties while under the effects of a cloak of dark power.

The subject also gains a +4 resistance bonus on saves against light or darkness spells or effects.

**Clone**

**Necromancy**  
**Level:** Sor/Wiz 8  
**Components:** V, S, M, F  
**Casting Time:** 10 minutes  
**Range:** Touch  
**Effect:** One done  
**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; see Bringing Back the Dead, page 153, of the *Player's Handbook*). 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, you 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 done 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 grow 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.

A crane matrhal Component: The piece of flesh and various laboratory supplies (cost 1,000 gp).  
Focus: Special laboratory equipment (cost 500 gp).

**Cloud of Bewilderment**

**Evocation**  
**Level:** 2, Sor/Wiz 2  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** 10 ft.

You cause silkworm threads to encase your target in a cocoon. While in the cocoon, the subject is paralyzed. Gradually, the cocoon leaches energy from the subject until he dies, at which point the cocoon grants powers to its holder.

**Cloudburst**

**Evocation (Water)**  
**Level:** Drd 2  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Long (100 ft. + 10 ft./level)  
**Area:** 100-ft.-radius emanation  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No

You cause clouds to gather and a heavy rain to fall. The rain reduces visibility ranges by half, resulting in a –4 penalty on Spot and Search checks. It automatically extinguishes unprotected flames, and has a 50% chance of extinguishing protected flames. Ranged weapon attacks and Listen checks are at a –4 penalty.

This spell does not function indoors, underground, underwater, or in desert climates. After the spell ends, the water created evaporates over the next 10 minutes. The water created with this spell does not slake thirst or provide any nourishment to plants.

**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 you 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 you 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; thus, the spell is ideal for slaying nests of giant ants, for example. It cannot penetrate liquids, nor can it be cast underwater.

**Cocoon**

**Conjuration (Creation)**  
**Level:** Brd 8  
**Components:** V, S, M, XP  
**Casting Time:** 1 round  
**Range:** Close (25 ft. + 5 ft./2 level)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

You cause silkworm threads to encase your target in a cocoon. While in the cocoon, the subject is paralyzed. Gradually, the cocoon leaches energy from the subject until he dies, at which point the cocoon grants powers to its holder.
Cold Orb

**Evocation [Cold]**

**Level:** Sor/Wiz 4

As acid orb, except cold orb deals cold damage. A creature struck directly takes the orb's damage and is blinded by a shower of ice crystals for 1 round. A successful Fortitude save reduces damage by half and negates the blindness.

Color Spray

**Illusion (Pattern) [Mind-Affecting]**

**Level:** 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 your 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 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 Component:** A pinch each of powder or sand that is colored red, yellow, and blue.

Combust

**Evocation [Fire]**

**Level:** Sor/Wiz 2 (Red Wizard)

**Components:** V, S, M

**Casting Time:** 1 action

This spell makes a combustible object or creature's combustible equipment burst into flame, even if damp.

If the target is a creature, the initial eruption of flame causes 2d6 points of fire damage +1 point per caster level (maximum +10) with no saving throw. Further, the creature must make a Reflex save (DC 15) or catch fire. (For details, see Catching on Fire, page 86 of the *Dungeon Master's Guide.*)

If the target is a combustible, unattended object, the initial eruption of flame inflicts fire damage on the object as noted above. The object catches fire and takes 1d6 points of fire damage each round until consumed or someone puts out the fire.

Anyone touching the object during the initial eruption of flame takes the same fire damage the object does. A Reflex save reduces damage by half. If a creature touching the object fails the Reflex save, it must make another Reflex save (DC 15) to avoid catching fire.

**Material Component:** A drop of oil and a piece of flint.
Entangle: You imbue all plants within range with semimobility, which allows them to entwine around creatures in the area. This duplicates the effect of an entangle spell. Spell resistance does not keep creatures from being entangled. The effect lasts 1 hour per caster level.

Command Undead

Necromancy
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One undead creature
Duration: 1 day/level
Saving Throw: See text
Spell Resistance: Yes

This spell allows you some degree of control over an undead creature. Nonintelligent undead (such as skeletons and zombies) get no saving throw; intelligent undead do.

When you control a mindless being, you can only communicate basic commands, such as “come here,” “go there,” “fight,” “stand still,” and so on. An intelligent subject perceives your words and actions in the most favorable way. It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn’t ordinarily do. (Retries not allowed.) A commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing (see the charm person spell description). Any act by you or your apparent allies that threatens the commanded undead breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

Material Component: A shred of raw meat and a splinter of bone.

Comprehend Languages

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

You can understand the spoken words of creatures or read otherwise incomprehensible written messages (such as writing in another language). In either case, you 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 you 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 foilcd 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.

A arcane m aterial 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 your hand and extending outward in a cone. It drains heat, causing 1d6 points of cold damage per caster level (maximum 15d6).

A arcane m aterial Component: A very small crystal or glass cone.

Confusion

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 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:

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<tr>
<th>1d10</th>
<th>Behavior</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wander away for 1 minute (unless prevented)</td>
</tr>
<tr>
<td>2-6</td>
<td>Do nothing for 1 round</td>
</tr>
<tr>
<td>7-9</td>
<td>Attack nearest creature for 1 round</td>
</tr>
<tr>
<td>10</td>
<td>Act normally for 1 round</td>
</tr>
</tbody>
</table>

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

Commut e with Nature

Divination
Level: Animal 5, Drd 5
Components: V, S
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of up to three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. For example, you could determine the location of any powerful undead creatures, the location of all major sources of safe drinking water, and the location of any buildings (which register as blind spots).

In outdoor settings, the spell operates in a radius of one mile per caster level. In natural underground settings - caves, caverns, etc., the range is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement (such as in dungeons and towns).

Comprehend Languages

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

You can understand the spoken words of creatures or read otherwise incomprehensible written messages (such as writing in another language). In either case, you 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 you 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 foilcd 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.

A arcane m aterial 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 your hand and extending outward in a cone. It drains heat, causing 1d6 points of cold damage per caster level (maximum 15d6).

A arcane m aterial Component: A very small crystal or glass cone.

Confusion

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 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:

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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
A ghastly hand bearing a lit candle appears at the spot you choose. The candle sheds light in a 5-foot radius. The hand moves as you desire (no concentration required): forward or back, up or down, straight or turning corners, and so on. The hand can move up to 50 feet per round. It winks out if the distance between you and it exceeds the spell’s range. The hand and candle are incorporeal and can pass through objects, making it a useful tool in simulating hauntings.

The corpse candle illuminates hidden, ethereal, and invisible beings and items, which become faintly visible as wisp outlines. Ethereal creatures remain unreachable from the Material Plane (except with force effects), but invisible creatures have only three-quarter concealment while within 5 feet of the candle. The ghostly radiance also makes immaterial creatures and items ever so slightly material (including the hand itself). Incorporeal creatures within 5 feet of the corpse candle retain all the usual benefits of being incorporeal, but they have only a 30% chance to avoid attacks from corporeal creatures.

The hand is Diminutive, has 1 hit point per caster level, and has AC 14 + a deflection bonus equal to your Charisma modifier. It makes saves as you do. It is immune to spells that don’t cause damage (other than disintegrate). The spell effect ends if the hand is destroyed.

Material Component: A piece of a corpse that has never been treated with any kind of preservative.

Consecrate

**Evocation**

*Level:* C1

*Components:* V, S, DF

* Casting Time:* 1 action

*Ranged:* 20-ft.-radius emanation

*Duration:* 2 hours/level

*Saving Throw:* None

*Spell Resistance:* No

This spell blesses an area with positive energy. All Charisma checks made to turn undead within this area gain a +3 sacred bonus. Undead entering this area suffer minor disruption, giving them a -1 sacred penalty on attack rolls, damage rolls, and saving throws. Undead cannot be created within or summoned into a consecrated area.

If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers listed above are doubled (+6 sacred bonus to turning, +2 penalty to undead rolls). You cannot consecrate an area with a similar fixture of a deity other than your own patron.

Consecrate counters and dispels desecrate.

Material Component: A little holy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

Contact Other Plane

**Divination**

*Level:* Brd 5, Sor/Wiz 5

*Components:* V

* Casting Time:* 1 minute

*Range:* Personal

*Target:* You

*Duration:* Concentration

You send your 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.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (The DM answers all questions with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer.) You 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, you may ask one question.

You can contact an Elemental Plane or some plane farther removed. Contact with minds far removed from your 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 by moving to distant planes. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to DM 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

<table>
<thead>
<tr>
<th>Plane Contacted</th>
<th>A void Effective Int/Cha Decrease</th>
<th>True Answer</th>
<th>Don’t Know</th>
<th>Lie</th>
<th>Random Answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elemental Plane (appropriate)</td>
<td>DC 7/1 week</td>
<td>01-34</td>
<td>35-62</td>
<td>63-83</td>
<td>84-100</td>
</tr>
<tr>
<td>Positive/Negative Energy Plane</td>
<td>DC 8/1 week</td>
<td>01-39</td>
<td>40-65</td>
<td>66-86</td>
<td>87-100</td>
</tr>
<tr>
<td>Astral Plane</td>
<td>DC 9/1 week</td>
<td>01-44</td>
<td>45-67</td>
<td>68-88</td>
<td>89-100</td>
</tr>
<tr>
<td>Outer Plane, demidemi</td>
<td>DC 10/2 weeks</td>
<td>01-49</td>
<td>50-70</td>
<td>71-91</td>
<td>92-100</td>
</tr>
<tr>
<td>Lesser deity</td>
<td>DC 12/3 weeks</td>
<td>01-60</td>
<td>61-75</td>
<td>76-95</td>
<td>96-100</td>
</tr>
<tr>
<td>Intermediate deity</td>
<td>DC 14/4 weeks</td>
<td>01-73</td>
<td>74-81</td>
<td>82-98</td>
<td>99-100</td>
</tr>
<tr>
<td>Greater deity</td>
<td>DC 16/5 weeks</td>
<td>01-88</td>
<td>89-90</td>
<td>91-99</td>
<td>100</td>
</tr>
</tbody>
</table>

**A void Effective Intelligence/Charisma Decrease:** You must succeed at an Intelligence check against this DC in order to avoid effective Intelligence and Charisma decrease. If the check fails, your Intelligence and Charisma scores fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose 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.)

**Results of a Successful Contact:** The DM rolls d% for the result shown on the table:

*True Answer:* You get a true, one-word answer. Questions not capable of being answered in this way are answered randomly.

*Don’t Know:* The entity tells you that it doesn’t know.

*Lie:* The entity intentionally lies to you.

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

### Corrosive Grasp

**Conjuration (Creation)**

*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:* Yes

*Spell Resistance:* Yes

Your hand becomes coated with a thick layer of acid that does not harm you or your equipment. A melee touch attack with this hand causes 1d6+1 points of acid damage. You may use this melee touch attack up to one time/level. If you grapple an opponent, you can deal this damage in addition to other damage you deal while grappling.

### Corpse Candle

**Conjuration (Creation)**

*Level:* Sor/Wiz 3

*Components:* S, M

* Casting Time:* 1 action

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

*Effect:* Ghostly hand and candle

*Duration:* 1 minute/level (D) (see text)

*Saving Throw:* None

*Spell Resistance:* No

A ghastly hand bearing a lit candle appears at the spot you choose. The candle sheds light in a 5-foot radius. The hand moves as you desire (no concentration required): forward or back, up or down, straight or turning corners, and so on. The hand can move up to 50 feet per round. It winks out if the distance between you and it exceeds the spell’s range. The hand and candle are incorporeal and can pass through objects, making it a useful tool in simulating hauntings.

The corpse candle illuminates hidden, ethereal, and invisible beings and items, which become faintly visible as wisp outlines. Ethereal creatures remain unreachable from the Material Plane (except with force effects), but invisible creatures have only three-quarter concealment while within five feet of the candle. The ghostly radiance also makes immaterial creatures and items ever so slightly material (including the hand itself). Incorporeal creatures within five feet of the corpse candle retain all the usual benefits of being incorporeal, but they have only a 30% chance to avoid attacks from corporeal creatures.

The hand is Diminutive, has 1 hit point per caster level, and has AC 14 + a deflection bonus equal to your Charisma modifier. It makes saves as you do. It is immune to spells that don’t cause damage (other than disintegrate). The spell effect ends if the hand is destroyed.

Material Component: A piece of a corpse that has never been treated with any kind of preservative.
Contagion
Necromancy
Level: 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). You infect the subject with blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom. See the Dungeon Master's Guide for descriptions of each disease.

Contingency
Evocation
Level: Sor/Wiz 6
Components: V, S, M, F
Casting Time: At least 10 minutes (see text)
Range: Personal
Target: You
Duration: 1 day/level or until discharged

You can place another spell upon your person so that the latter spell comes into effect under some condition you dictate when casting contingency. The companion 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 your person (feather fall, levitate, fly, teleport, and so forth) and be of a spell level no higher than one-third your caster level (rounded down, maximum 8th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. For example, a contingency cast with water breathing might prescribe that anyone who plunges into or otherwise engulfs you in a spell of similar liquid, the water breathing spell instantly comes into effect. Or a contingency could bring a feather fall spell into effect any time you fall more than 4 feet. 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 you want it to.

You 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: A statuette of you carved from elephant ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus for the contingency to work.

Continual Flame
Illusion (Figment)
Level: 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 you touch. 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.

Control Plants
Transmutation
Level: Drd 4, Plant 4, Rgr 3
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Plants within a 25 ft. + 5 ft./2 levels-radius spread, centered on you
Duration: 1 minute/level
Saving Throw: Will negates (see text)
Spell Resistance: No

You can converse, in very rudimentary terms, with all sorts of plants and plantlike creatures (including fungi, molds, and plantlike monsters such as shambling mounds). You automatically exercise limited control over normal plants. Plantlike creatures can negate the control effect with a Will save.

The plant does not enable plants to uproot themselves and move about, but it does allow them to move their branches, stems, and leaves. Thus, you can question plants as to whether or not creatures have passed through them, cause thistles to part to enable easy passage, require vines to entangle pursuers, and command similar services.

The plants can duplicate the effect of an entangle spell or free creatures trapped by that spell.

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 you to command undead creatures for a short period of time. You command the creatures by voice. Telepathic communication is not possible, but the creatures understand you no matter what language you speak. Even if vocal communication is impossible (in the area of a silence spell, for instance), the controlled undead do not attack you. At the end of the spell, the controlled undead revert to their normal behavior. Intelligent undead remember that you 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./level x 10 ft./level x 2 ft./level (S)
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

Depending on the version you choose, 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, you may reduce one horizontal dimension by half and double the other horizontal dimension.

A can 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, Drod 7, Sor/ Wiz 6  
**Components:** V, S  
** Casting Time:** 10 minutes (see text)  
** Range:** Two miles  
** Area:** Two-mile-radius circle, centered on you (see text)  
**Duration:** 4d12 hours (see text)  
**Saving Throw:** None  
**Spell Resistance:** No

You change 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 DM. You can call forth weather appropriate to the climate and season of the area you are in.

**Season** | **Possible Weather**
--- | ---
Spring | Tornado, thunderstorm, sleet storm, or hot weather
Summer | Torrential rain, hail, heat wave, or hailstorm
Autumn | Hot or cold weather, fog, or sleet
Winter | Frigid cold, blizzard, or thaw
Late winter or early spring | Hurricane-force winds
(coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather, where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use 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.

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

**Control Winds**

Transmutation  
**Level:** Air 5, Brd 5  
** Components:** V, S  
** Casting Time:** 1 action  
** Range:** 40 ft./level  
** Area:** 40 ft./level radius centered on you  
**Duration:** 10 minutes/level  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or you choose to alter your handiwork, which requires concentration. You may create an eye of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the effect to any circular area less than your full range (for example, a 20-foot-diameter tornado centered 100 feet away).

**Wind Direction:** You may choose one of four basic wind patterns to function over the spell's area:

- *A downdraft blows from the center outward in equal strength in all directions.*
- *An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.*
- *A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.*
- *A blast simply causes the winds to blow in one direction across the entire area from one side to the other.*

**Wind Force:** For every three caster levels, you can increase or decrease wind force by one level of strength. (The effects of wind force are described in detail in the Dungeon Master's Guide.) Each round, a creature in the wind must make a Fortitude save or suffer the effect.

Strong winds (21+ mph) make sailing difficult. A severe wind (31+ mph) causes minor ship and building damage. A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder. A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.
The food that this spell creates is simple fare of your choice - highly nourishing, if rather bland. The food decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rain water. The water doesn't go bad as the food does.

**Create Greater Undead**

**Necromancy [Evil]**

**Level:** Clr 8, Death 8  
**Components:** V, S, M  
**Casting Time:** 1 hour  
**Range:** Close (25 ft. + 5 ft. / 2 levels)  
**Target:** One corpse  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No

As create undead, except that this spell allows you to create more powerful and intelligent sorts of undead. The type of undead created is based on your level. The following types of undead can be created by casters of the specified levels:

<table>
<thead>
<tr>
<th>Cleric Level</th>
<th>Undead Created</th>
</tr>
</thead>
<tbody>
<tr>
<td>15 or lower</td>
<td>Mummy</td>
</tr>
<tr>
<td>16-17</td>
<td>Spectre</td>
</tr>
<tr>
<td>18-19</td>
<td>Vampire</td>
</tr>
<tr>
<td>20</td>
<td>Ghost*</td>
</tr>
</tbody>
</table>

*Ghosts created by this spell have three ghostly powers in addition to manifestation: malevolence, horrific appearance, and corrupting gaze. See the *Monster Manual* entry on ghosts for details on these powers. You may attempt to command the undead as it forms with a turning check (see Turn and Rebuke Undead, page 139 of the *Player's Handbook*).

Certain types of undead, such as liches, cannot be created by this spell. Such undead are created in other, very specific ways. See the *Monster Manual* for more information on all types of undead.

**Create Magic Tattoo**

**Conjuration (Creation)**

**Level:** Sor/Wiz 2  
**Components:** V, S, M, F  
**Casting Time:** 10 minutes  
**Range:** Touch  
**Target/Area:** Creature touched  
**Duration:** 1 day  
**Saving Throw:** None  
**Spell Resistance:** Yes (harmless)

Create magic tattoo creates a single magic tattoo. The caster determines the exact type of tattoo, though the selection of possible tattoos is limited by caster level. The caster of create magic tattoo must have a modicum of artistic talent to sketch the desired tattoo - at least one rank of Craft (drawing), Craft (painting), Craft (calligraphy), or a similar Craft skill. Inscribing a magic tattoo requires a Craft check. The DC varies with the kind of tattoo, as noted below.

A caster of 3rd to 6th level can inscribe the following tattoos (DC 10):

- +2 resistance bonus on one type of saving throw (Fortitude, Reflex, or Will).
- +1 luck bonus on attack rolls.
- +1 deflection bonus to AC.

A caster of 7th to 12th levels can inscribe the lower-level tattoos, plus the following (DC 11):

- +2 resistance bonus on all saving throws.
- +2 competence bonus on attack rolls.
- The ability to recall one cast 0-level, 1st-level, or 2nd-level spell (just as though the subject were using a pearl of power). The caster chooses the spell level.

A wizard of 13th level or higher can inscribe all of the above tattoos plus the following (DC 20):

- Spell resistance of 10 +1 per six caster levels.
- +2 enhancement bonus to one ability score.
- +1 level of casting ability. This increases the subject's effective level, but not total number of spells. An 11th-level wizard raised in casting ability in this manner casts spells as a 12th-level wizard in terms of range, area, effect, and so on, but this tattoo does not provide any extra spells.

A single creature can have only three magic tattoos at a time. Once a creature has three magic tattoos operating, any additional magic tattoos fail.

A successful *dispel magic* spell removes a single magic tattoo. A successful *dispel magic* spell can remove multiple magic tattoos if targeted on the creature bearing the tattoos (see the *dispel magic* spell).

*Material Component:* Tattoo inks in appropriate colors.  
*Focus:* Tattoo needles.

**Create Undead**

**Necromancy [Evil]**

**Level:** Clr 6, Death 6, Evil 6  
**Components:** V, S, M  
**Casting Time:** 1 hour  
**Range:** Close (25 ft. + 5 ft. / 2 levels)  
**Target:** One corpse  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No

A much more potent spell than animate dead, this evil spell allows you to create more powerful sorts of undead: ghosts, ghouls, shadow, wights, and wraiths. The following types of undead can be created by casters of the specified levels:

<table>
<thead>
<tr>
<th>Cleric Level</th>
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<tbody>
<tr>
<td>11 or lower</td>
<td>Ghoul</td>
</tr>
<tr>
<td>12-13</td>
<td>Shadow</td>
</tr>
<tr>
<td>14-15</td>
<td>Ghast</td>
</tr>
<tr>
<td>16-19</td>
<td>Wight</td>
</tr>
<tr>
<td>20</td>
<td>Wraith</td>
</tr>
</tbody>
</table>

You may create less powerful undead than your level would indicate if you choose. For example, at 16th level you could decide to create a ghoul or shadow instead of a wight. Doing this may be a good idea, because created undead are not automatically under the control of their animator. You may attempt to command the undead as it forms (see Turn and Rebuke Undead, page 139).

This spell must be cast at night.  
*Material Components:* A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body, and the DM may assign specific requirements for various types of undead. You must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

**Create Water**

**Conjuration (Creation)**

**Level:** Clr 0, Drd 0, Pal 1  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft. / 2 levels)  
**Effect:** Up to 2 gallons of water/level  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large (possibly creating a downpour or filling many small receptacles).
Note: Conjuration spells can’t create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

**Creeping Doom**

Conjuration (Summoning)

**Level:** Animal 8, Drd 7

**Components:** V, S

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./2 levels) / 100 ft. (see text)

**Effect:** 1,000 insects that fill a 10-ft.-radius spread

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

When you utter the spell of creeping doom, you call forth a mass of 1,000 venomous, biting and stinging spiders, scorpions, beetles, and centipedes. This carpetlike mass swarms in a square 20 feet on a side. Upon your command, the swarm creeps forth at 10 feet per round toward any prey within 100 feet, moving in the direction you command. Each vermin in the creeping doom effect automatically bites a creature for 1 point of damage and then dies. Each creature takes enough damage to kill it, destroying that number of vermin in the process. Thus, a total of 1,000 points of damage can be inflicted on those in the creeping doom’s effect. These attacks are nonmagical attacks, so creatures with damage reduction, for example, are safe. If there aren’t enough vermin to kill all the creatures in the spell’s effect, damage is distributed among the survivors equally.

If creeping doom travels more than 100 feet away from you, it loses 50 of its number for each additional 10 feet it travels. For example, at 120 feet, its numbers have shrunk by 100. There are a number of ways to thwart or destroy the creatures forming the swarm. Anything that would deter or destroy normal insects is effective against these insects.

**Crown of Glory**

Evocation

**Level:** 0

**Components:** V, S, M, DF

**Casting Time:** 1 full round

**Range:** 20 ft.

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

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You are imbued with an aura of celestial authority, inspiring awe in all lesser creatures that behold your terrible perfection and righteousness. You gain a +4 enhancement bonus to your Charisma score for the duration of the spell.

All creatures with fewer than 8 HD or levels cease whatever they are doing and are compelled to pay attention to you. Any such creature that wants to take hostile action against you must make a successful Will save to do so. Any creature that does not make this saving throw the first time it attempts a hostile action against you must make a successful Will save to do so, as using the mass suggestion spell (Will save negates); creatures with 8 HD or more aren’t affected by this power. Only creatures within range at the time a suggestion is given are subject to it.

**Material Component:** An opal worth at least 200 gp.

**Crumble**

Transmutation

**Level:** Drd 6

**Components:** V, S

**Casting Time:** 1 action

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

**Target:** One structure or construct

**Duration:** Instantaneous

You bring the forces of erosion to bear on a fabricated structure such as a stone bridge, a wooden building, an iron wall, a construct, or any other object not formed by nature itself.

This inflicts 1d6 points of damage per caster level to the object (hardness does not apply), to a maximum of 15d6. This spell does not affect living creatures. It does, however, affect constructs. The maximum size of the object affected depends on your level. If you cast this spell on an object of greater size than you can affect, the spell fails.

**Level**

**Size of Object Affected**

Up to 15
Huge
16-18
Gargantuan
19-20
Colossal

**Cure Critical Wounds**

Conjuration (Healing)

**Level:** 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:** 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 your hand upon a living creature, you channel 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 Minor Wounds**

Conjuration (Healing)

**Level:** Clr 0, Drd 0

As cure light wounds, except cure minor wounds cures only 1 point of damage.

**Cure Moderate Wounds**

Conjuration (Healing)

**Level:** Brd 2, Clr 2, Drd 3, Pal 3, Healing 2

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:** Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Healing 3

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

**Curse of the Brute**

Transmutation

**Level:** Clr 3, Pal 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You can grant an enhancement bonus up to +1 per caster level to one physical ability of the creature touched (Strength, Constitution, or Dexterity). However,
this temporarily suppresses both the creature's Intelligence and Charisma, each by the amount of the enhancement bonus. If this lowers any ability below 3, the spell fails. Thus, a 5th-level cleric might cast curse of the brute on a barbarian to increase the barbarian's Strength by 4 points. Doing this increases the barbarian's Strength by 4 points but lowers his Intelligence by 4 points and his Charisma by 4 points. If the barbarian's original Intelligence or Charisma was 6 or lower, the spell would fail without effect.

Curse of Ill Fortune

Transmutation

**Level:** Cler 2 (Beshaba)
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Target:** One living creature
**Duration:** 1 minute/level
**Saving Throw:** Will negates
**Spell Resistance:** Yes

You place a temporary curse upon the target, giving her a -3 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks. Curse of ill fortune is removed by any spell that removes a bestowed curse spell.

Curse of Lycanthropy

Necromancy

**Level:** Pestilence 6
**Components:** V, S, M, DF
**Casting Time:** 1 action
**Range:** Touch
**Target:** Humanoid touched
**Duration:** Permanent (see text)
**Saving Throw:** Fortitude negates
**Spell Resistance:** Yes

You can cause temporary lycanthropy in a humanoid you touch. A humanoid who fails the saving throw contracts lycanthropy, and the condition manifest with the next full moon. Unlike other forms of lycanthropy, the effect of this spell can be broken by remove curse or break enchantment.

You can induce any type of common lycanthropy (and evil clerics frequently experiment with new kinds). As a rule, the lycanthrope's animal form can be any predator between the size of a small dog and a large bear. The source of the material component determines the victim's animal form. (More information on lycanthropes can be found in Appendix 3 of the Monster Manual.)

- **Material Component:** A pint of animal blood.

Curse Water

Transmutation [Evil]

**Level:** Cler 1
**Components:** V, S, M
**Casting Time:** 1 minute
**Range:** Touch
**Target:** Flask of water touched
**Duration:** Instantaneous
**Saving Throw:** Will negates (object)
**Spell Resistance:** Yes (object)

This transmutation imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages good outsiders the way holy water damages undead.

- **Material Component:** 5 pounds of powdered silver (worth 25 gp).

Dancing Lights

Illusion (Figmament)

**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

**Effect:**

- A light winks out if the distance between you and it exceeds the spell's range.

**Duration:** Instantaneous (see text)

Curse of Ill Fortune

Evocation [Darkness]

**Level:** Darkness 5
**Components:** V, S
**Casting Time:** 1 action
**Range:** Medium (100 ft. +10 ft./level)
**Effect:** One ray/ 2 caster levels (maximum seven)
**Duration:** Instantaneous (see text)
**Saving Throw:** Will partial
**Spell Resistance:** Yes

You unleash beams of darkness from your open palm. You must succeed at a ranged touch attack to strike your target. You can hurl one darkbolt for every two caster levels you have (maximum seven bolts). You can hurl all the bolts at once, or you can hurl one bolt per round as a free action, starting on the round when you cast the spell. You do not have to hurl a bolt every round, but if you don't hurl the bolt you were entitled to that round, it is lost. If you hurl all the bolts at once, all your targets must be within 60 feet of each other.

A darkbolt deals 2d8 points of damage to a living creature, and the creature is dazed for 1 round unless it makes a Will save (a creature struck by multiple bolts during the same round is dazed for maximum of 1 round, no matter how may times it fails its save). Undead take no damage, but are dazed if they fail their saves.

Darkfire

Evocation [Fire]

**Level:** Cler 3 (drow pantheon)
**Components:** V, S
**Casting Time:** 1 action
**Range:** 0 ft.
**Effect:** Flame in your palm
**Duration:** 1 round/ level (D)
**Saving Throw:** None
**Spell Resistance:** Yes

Dark flames appear in your hand. You can hurl them or use them to touch enemies. The flames appear in your open hand and harm neither you nor your equipment. They emit no light but produce the same amount of heat as an actual fire.

You can strike opponents with a melee touch attack, dealing fire damage equal to 1d4+1 points per two caster levels (maximum +10). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand.

The darkfire is invisible to normal vision but can be seen with darkvision as easily as a normal flame can be seen in darkness (this means that darkfire can be used as a signal or beacon for creatures with darkvision).

The spell does not function underwater.
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 clerical spell daylight) are not affected by darkness.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed. Darkness counters or dispels any light spell of equal or lower level.

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

### Transmutation

#### Darsson's Potion

**Level:** Sor/Wiz 4  
**Components:** V, S  
**Casting Time:** 1 full round  
**Range:** Touch  
**Target:** Flask of water touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** Yes (object)

You transform the water in a flask so that it is capable of storing a spell in the manner of a potion. On your next turn, you or another spellcaster can cast a spell into the water, transforming the water into a potion of the appropriate type. Only spells suitable for making potions can be used this way. The person casting the spell to be stored must spend XP as if a potion were being created with the Brew Potion feat.

#### Daylight

**Evocation [Light]**  
**Level:** 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 lightproof 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.

### Illusion (Shadow)

#### Darkvision

**Level:** Clr 3 (Mask)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white 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.

Material Component: A pinch of dried carrot or an agate.

#### Dark Way

**Illusion (Shadow)**  
**Level:** Pal 1 (Gaerdal Ironhand)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** One bridge of force 2 ft. wide, 1 in. thick, and up to 20 ft./level long  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

You create a ribbonlike, weightless, unbreakable bridge. The dark way must be anchored at both ends to solid objects, but otherwise can be at any angle. Like a wall of force, it must be continuous and unbroken when formed. It is typically used to cross a chasm or a hazardous space. Creatures can move on the dark way without penalty, since it is no more slippery than a typical dungeon floor. You (but not anyone else) gain a +5 competence bonus on all Balance checks while made on the dark way.

The dark way can support a maximum of 200 pounds per caster level. Creatures that cause the total weight on the dark way to exceed this limit sink through it as if it weren't there. You never sink through the dark way unless your own weight exceeds the spell's maximum capacity.

### Necromancy

#### Death Armor

**Level:** Sor/Wiz 2  
**Components:** V, S, M  
**Casting Time:** 1 action

You empower the touched weapon with magic that causes it to emit a loud clang when it is struck against a hard surface, such as a floor, wall, or creature. The item can cause this noise once per round. The clang has the effect of a thunderstone (see page 114 of the Player's Handbook) except that the caster and the weapon user are unaffected by the sound and the deafness lasts 1 minute.

If an attack with the weapon misses the target but was enough to make a touch attack, the weapon strikes the creature with sufficient force to activate the deafening clang.
Death Pact

Evocation [Darkness]
Level: C1r 3
Components: V, S
Casting Time: 10 minutes
Range: Personal
Effect: Commanded creatures within 200 ft. (25 ft. + 5 ft./level) must succeed at a Will save or follow your command. Failure means the creature is Słow dependent on you (see Table 18-4, page 245 of the Player's Handbook). Also, you cannot cast any spell that targets a number of creatures greater than the total creature's HD. The target creature gains no other benefits from the death pact.
Duration: Until the target dies or a解除 is found. You can end the pact early with a word of recall spell. Second, the target is brought back from the dead with a raise dead spell with the standard loss of level. Finally, the target is healed with a heal spell. She does not regain the 2 Constitution points when returned to life.

If a raise dead spell could not return the target to life (for example, if she was disintegrated or died of old age), the death pact cannot restore her to life. If the spell is dispelled before the target dies, she does not regain her 2 lost Constitution points.
Material Component: A diamond worth at least 500 gp.
XP Cost: 250 XP.

Death Ward

Necromancy
Level: C1r 4, Death 4, Drd 5, Pal 4
Components: V, S, DF
Casting Time: 1 action
Range: 50 ft. of you
Effect: The subject is immune to all death spells and magical death effects. The spell does not protect against other sorts of attacks, such as hit point loss, poison, petrification, or other effects even if they might be lethal.
Duration: 10 minutes/level (D)

Deathwatch

Necromancy
Level: C1r 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Quarter circle emanating from you to the extreme of the range
Effect: The target of the spell is immune to all death spells and magical death effects. The spell does not protect against other sorts of attacks, such as hit point loss, poison, petrification, or other effects even if they might be lethal.
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

Decoy Image

Illusion (Figment)
Level: Rgr 3
Components: V, S
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Effect: The illusion created by the spell mimics the target and any allies within 50 ft. of you. The illusion cannot be destroyed by the target or any allies within 50 ft. of you.
Duration: 10 minutes/level (D)

In order to flush ambushes, you project a duplicate image of yourself and your companions. This spell creates an illusion complete with visual, sound, smell, texture, and temperature. It mimics exactly what you and any of your allies within 50 feet of you do. If the terrain differs significantly between that of the illusion and that of the characters, or if any character takes an action the illusion can't duplicate (for instance, climbing a tree if none are present for the illusion to mimic), onlookers automatically receive a saving throw. In addition, anyone who moves out of the spell's effect disappears from the illusion.

Deeper Darkness

Evocation [Darkness]
Level: C1r 3
Components: V, S
Casting Time: 1 action

This spell allows the target to enter a binding agreement with your deity that brings the target back to life if she is slain.

When this spell is cast, the target's Constitution is permanently lowered by 2 points. In exchange for this, if she ever dies, several spells are brought into effect. First, she is teleported to a safe location designated by you at the time of casting as if with a word of recall spell. Second, the target is brought back from the dead with a raise dead spell with the standard loss of level. Finally, the target is healed with a heal spell. She does not regain the 2 Constitution points when returned to life.

If a raise dead spell could not return the target to life (for example, if she was disintegrated or died of old age), the death pact cannot restore her to life. If the spell is dispelled before the target dies, she does not regain her 2 lost Constitution points.
Material Component: A paste made of exotic herbs, ground bones, and onyx worth 50 gp, which is applied to her body when the spell is cast.

Death Knell

Necromancy [Death, Evil]
Level: C1r 2, Death 2
Components: V, S
Casting Time: 1 action
Range: Personal
Effect: The subject of the spell is immunized to all death spells and magical death effects. The spell does not protect against other sorts of attacks, such as hit point loss, poison, petrification, or other effects even if they might be lethal.
Duration: 10 minutes/level (D)

Death Watch

Necromancy [Death, Evil]
Level: C1r 2
Components: V, S, DF
Casting Time: 10 minutes
Range: 200 ft. (25 ft. + 5 ft./level)
Effect: The subject of the spell is immunized to all death spells and magical death effects. The spell does not protect against other sorts of attacks, such as hit point loss, poison, petrification, or other effects even if they might be lethal.
Duration: 10 minutes/level (D)

Decoy Image

Illusion (Figment)
Level: Rgr 3
Components: V, S
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Effect: The illusion created by the spell mimics the target and any allies within 50 ft. of you. The illusion cannot be destroyed by the target or any allies within 50 ft. of you.
Duration: 10 minutes/level (D)

In order to flush ambushes, you project a duplicate image of yourself and your companions. This spell creates an illusion complete with visual, sound, smell, texture, and temperature. It mimics exactly what you and any of your allies within 50 feet of you do. If the terrain differs significantly between that of the illusion and that of the characters, or if any character takes an action the illusion can't duplicate (for instance, climbing a tree if none are present for the illusion to mimic), onlookers automatically receive a saving throw. In addition, anyone who moves out of the spell's effect disappears from the illusion.

Deeper Darkness

Evocation [Darkness]
Level: C1r 3
Components: V, S
Casting Time: 1 action

This spell allows the target to enter a binding agreement with your deity that brings the target back to life if she is slain.

When this spell is cast, the target's Constitution is permanently lowered by 2 points. In exchange for this, if she ever dies, several spells are brought into effect. First, she is teleported to a safe location designated by you at the time of casting as if with a word of recall spell. Second, the target is brought back from the dead with a raise dead spell with the standard loss of level. Finally, the target is healed with a heal spell. She does not regain the 2 Constitution points when returned to life.

If a raise dead spell could not return the target to life (for example, if she was disintegrated or died of old age), the death pact cannot restore her to life. If the spell is dispelled before the target dies, she does not regain her 2 lost Constitution points.
Material Component: A paste made of exotic herbs, ground bones, and onyx worth 50 gp, which is applied to her body when the spell is cast.
This spell causes the object touched to shed absolute darkness in a 60-foot radius. Even creatures who 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 lightproof 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.

**Delay Poison**

Conjuration (Healing)

**Level:** 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 1d8 points of fire damage per caster level.

The glowing bead created by the spell can detonate immediately if you desire, or you can choose to delay the burst for up to 5 rounds. You choose 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 you choose 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. Materia Component: A short piece of copper wire and some small part of the subject - a hair, a bit of nail, etc.

**Desecrate**

Evocation

**Level:** Clr 2, Evil 2

**Components:** V,S,M,DF

**Casting Time:** 1 action

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

**Area:** 20-ft.-radius emanation

**Duration:** 2 hours/level

**Saving Throw:** None

**Spell Resistance:** Yes

This spell imbues an area with negative energy. All Charisma checks made to turn undead within this area suffer a -3 profane penalty. Undead entering this area gain a +1 profane bonus to attack rolls, damage rolls, and saving throws. Undead created within or summoned into a desecrated area gain +1 hit points per HD.

- If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the effects are doubled (turning at 6, +2 profane bonuses to undead rolls, +2 hit points per HD).

- If the area contains a similar fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses to undead as listed above.

- Desecrate counters and dispels consecrate.

- Materia Component: A little unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

**Detect Animals or Plants**

Divination

**Level:** Brd 1,Rgr 1

**Components:** V,S

**Casting Time:** 1 action

**Range:** Long (400 ft. + 40 ft. /2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You can detect a particular type of animal or plant in a quarter circle emanating out from you in whatever direction you face. You must think of a species of animal or plant when using the spell. Each round you can change the animal or plant type. The amount of information revealed depends on how long you search a particular area or focus on a specific type of animal or plant:

- 1st Round: Presence or absence of the animal or plant type in that quarter.
- 2nd Round: Number of individuals of the specific type in the area, and the condition of the healthiest specimen.
- 3rd Round: The condition and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

**Conditions:** For purposes of this spell, the categories of condition are as follows:

- Normal: Has at least 90% of original hit points, free of disease.

- Wounded: Has 30%-70% of hit points, free of disease.

- Seriously Wounded: Has 10%-29% of hit points, free of disease.

- Critically Wounded: Has less than 10% of hit points, free of disease.

- Dead: No hit points, free of disease.

- Diseased: Has hit points, but suffers disease effects.

- Stunned: Has hit points, but suffers stunned effects.

- Paralyzed: Has hit points, but suffers paralyzed effects.

- Enchanted: Has hit points, but suffers enchanted effects.

- Lethal: Has no hit points, suffering all effects regardless of whether they are due to disease, disease, or disease effect.
The spell ends. While you are stunned, you can't act, you lose any Dexterity strength is at least twice your character level, you are stunned for 1 round and

Evil creature    HD / 5
Evil outsider    HD / 2
Cleric of an evil deity    Level

Evil Power    Aura Strength
Lingering    Dim
1 or less    Faint
2-4    Moderate
5-10    Strong
11+    Overwhelming

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

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

Original Strength    Duration
Faint    1d6 minutes
Moderate    1d6 x 10 minutes
Strong    1d6 hours
Overwhelming    1d6 days

Remember that animals, traps, poisons, and other potential perils are not evil; this spell does not detect them.

Note: Each round, you 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 Crossroads

Divination
Level: Clr 1, Rgr 2

You can see fey crossroads within 60 feet, if your visibility isn't blocked. A crossroads appears to you as a blue-hued, x-shaped shadow upon the ground. You recognize the crossroads for what it is, and won't be fooled by a false or illusory one. Detect crossroads gives you no information on where the backroad leads.

If the nearest crossroads is less than a mile away, but blocked visually from you either by distance or barriers, you can still sense its general direction.

Each round, you can turn to detect in a new direction. See the previous chapter for more on crossroads.

Detect Evil

Divination
Level: Clr 1, Rgr 2
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Area: Quarter circle emanating from you to the extreme of the range
Duration: Concentration, up to 10 minutes/ level (D)
Saving Throw: None
Spell Resistance: No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject:
1st Round: Presence or absence of evil.
2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the strength of the strongest evil aura present. If you are of good alignment, the strongest evil aura's strength is “overwhelming” (see below), and the strength is at least twice your character level, you are stunned for 1 round and the spell ends. While you are stunned, you can't act, you lose any Dexterity bonus to AC, and attackers gain +2 bonuses to attack you.
3rd Round: The strength and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: An aura's evil power and strength depend on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level.

Creature/Object    Evil Power
Evil creature    HD / 5
Undead creature    HD / 2
Evil elemental    HD / 2
Evil magic item or spell    Caster level / 2
Evil outsider    HD
Cleric of an evil deity    Level

Detect Magic

Universal
Level: Brd 0, Clr 0, Drd 0, Sor/ Wiz 0
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Area: Quarter circle emanating from you to the extreme of the range
Duration: Concentration, up to 1 minute/ level (D)
Saving Throw: None
Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study 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, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + 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.

<table>
<thead>
<tr>
<th>Functioning Spell</th>
<th>Level</th>
<th>Item Caster</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dim</td>
<td>0-level or 1st-3rd</td>
<td>Linger Aura aura</td>
</tr>
<tr>
<td>Moderate</td>
<td>4th-6th</td>
<td>Beyond</td>
</tr>
<tr>
<td>Strong</td>
<td>7th-9th</td>
<td>Mortal</td>
</tr>
<tr>
<td>Overwhelming</td>
<td>12th-20th</td>
<td>Magic Caster</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>Aura Strength</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Faint</td>
<td>1d6 minutes</td>
</tr>
<tr>
<td>Moderate</td>
<td>1d6 x 10 minutes</td>
</tr>
<tr>
<td>Strong</td>
<td>1d6 hours</td>
</tr>
<tr>
<td>Overwhelming</td>
<td>1d6 days</td>
</tr>
</tbody>
</table>

Note: Each round, you 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 conjuration spell registers.

Detect Poison

Divination

<table>
<thead>
<tr>
<th>Level</th>
<th>Components</th>
<th>Casting Time</th>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
<th>Saving Throw</th>
<th>Spell Resistance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clr 0, Drd 0, Pal 1, Sor/ Wiz 0</td>
<td>V, S</td>
<td>1 action</td>
<td>Close (25 ft.)</td>
<td>Quarter circle emanating from you to the extreme of the range</td>
<td>Concentration, up to 10 minutes/ level (D)</td>
<td>None</td>
<td>No</td>
</tr>
</tbody>
</table>

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a successful Wisdom check (DC 20). A character with the Alchemy skill may try an Alchemy check (DC 20) 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

<table>
<thead>
<tr>
<th>Level</th>
<th>Components</th>
<th>Casting Time</th>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
<th>Saving Throw</th>
<th>Spell Resistance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brd 4, Sor/ Wiz 4</td>
<td>V, S, M</td>
<td>1 action</td>
<td>120 ft.</td>
<td>Quarter circle emanating centered on you</td>
<td>Concentration, up to 10 minutes/ level (D)</td>
<td>None</td>
<td>No</td>
</tr>
</tbody>
</table>

You immediately become aware of any attempt to observe you by means of clairaudience/clairvoyance or scrying. The spell’s effect radiates from you moves as you move. The spell also reveals the use of crystal balls or other magic scrying devices. You know the location of every magical sensor within the spell’s area.

If the scrying attempt originates within the area, you also know its location. If the attempt originates outside this range, you 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 you at least match the scrier’s result, you get a visual image of the scrier and a sense of the scrier’s direction and distance from you (accurate to within one-tenth the distance).

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

Detect Secret Doors

Divination

<table>
<thead>
<tr>
<th>Level</th>
<th>Components</th>
<th>Casting Time</th>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
<th>Saving Throw</th>
<th>Spell Resistance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brd 1, Knowledge 1, Sor/ Wiz 1</td>
<td>V, S</td>
<td>1 action</td>
<td>60 ft.</td>
<td>Quarter circle emanating from you to the extreme of the range</td>
<td>Concentration, up to 1 minute/ level (D)</td>
<td>None</td>
<td>No</td>
</tr>
</tbody>
</table>

You 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 you study 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 your line of sight, then you discern its direction but not its exact location.
Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you.

Note: Each round, you 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 Snares and Pits

Divination

<table>
<thead>
<tr>
<th>Level</th>
<th>Components</th>
<th>Casting Time</th>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
<th>Saving Throw</th>
<th>Spell Resistance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brd 1, Rgr 1</td>
<td>V, S</td>
<td>1 action</td>
<td>60 ft.</td>
<td>Quarter circle emanating from you to the extreme of the range</td>
<td>Concentration, up to 10 minutes/ level (D)</td>
<td>None</td>
<td>No</td>
</tr>
</tbody>
</table>

You can detect simple pits, deadfalls, snares of wilderness creatures (trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile traps, hunting snares, etc.). The spell does not detect complex traps, including trapdoor traps.

The spell does detect certain natural hazards - quicksand (registers as a snare), a sinkhole (pit), or unsafe walls of natural rock (deadfall). However, it does not reveal other potentially dangerous conditions, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell snare), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area:

1st Round: Presence or absence of hazards.
2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.
Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

Note: Each round, you 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 Thoughts

Divination [Mind-Affecting]

<table>
<thead>
<tr>
<th>Level</th>
<th>Components</th>
<th>Casting Time</th>
<th>Range</th>
<th>Area</th>
<th>Duration</th>
<th>Saving Throw</th>
<th>Spell Resistance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brd 2, Knowledge 2, Sor/ Wiz 2</td>
<td>V, S, F/ DF</td>
<td>1 action</td>
<td>60 ft.</td>
<td>Quarter circle emanating from you to the extreme of the range</td>
<td>Concentration, up to 5 minutes/ level (D)</td>
<td>None</td>
<td>No</td>
</tr>
</tbody>
</table>
You detect surface thoughts. The amount of information revealed depends on how long you study 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 you from reading its thoughts, and you must cast the spell again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

### Intelligence

<table>
<thead>
<tr>
<th>Strength</th>
<th>Mental Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Animal</td>
</tr>
<tr>
<td>3-5</td>
<td>Very low</td>
</tr>
<tr>
<td>6-9</td>
<td>Low</td>
</tr>
<tr>
<td>10-11</td>
<td>Average</td>
</tr>
<tr>
<td>12-15</td>
<td>High</td>
</tr>
<tr>
<td>16-17</td>
<td>Very high</td>
</tr>
<tr>
<td>18-21</td>
<td>Genius</td>
</tr>
<tr>
<td>22-25</td>
<td>Supra-genius</td>
</tr>
<tr>
<td>26+</td>
<td>Defic</td>
</tr>
</tbody>
</table>

Note: Each round, you 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 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 you to the extreme of the range

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

**Saving Throw:** None

**Spell Resistance:** No

You can detect the aura that surrounds undead. The amount of information revealed depends on how long you study 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 you are of good alignment, the strongest undead aura’s strength is “overwhelming” (see below), and the strength is at least twice your character level, you are stunned for 1 round and the spell ends. While you are stunned, you can’t act, you lose any Dexterity bonus to AC, and attackers gain +2 bonuses to attack you.

3rd Round: The strength and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

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

<table>
<thead>
<tr>
<th>Strength</th>
<th>HD</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dim</td>
<td>Lingerling aura</td>
</tr>
<tr>
<td>Faint</td>
<td>1 or less</td>
</tr>
<tr>
<td>Moderate</td>
<td>2-4</td>
</tr>
<tr>
<td>Strong</td>
<td>5-10</td>
</tr>
<tr>
<td>Overwhelming</td>
<td>11+</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Aura Strength</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Faint</td>
<td>1d6 minutes</td>
</tr>
<tr>
<td>Moderate</td>
<td>1d6 × 10 minutes</td>
</tr>
<tr>
<td>Strong</td>
<td>1d6 hours</td>
</tr>
<tr>
<td>Overwhelming</td>
<td>1d6 days</td>
</tr>
</tbody>
</table>

**Note:** Each round, you 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.

---

**Dhurlark’s Glasstrike**

**Evocation [Lawful, Sonic]**

**Level:** Clr 7, Law 7

**Components:** V, S

**Casting Time:** 1 action

**Range:** 30 ft.

**Area:** Creatures in a 30-ft.-radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

You transform the target into glass. You can cast either of these two versions:

- Glass Creature: As flesh to stone, but the target becomes glass.

- Glass Object: An object of up to 4 cubic feet in volume is affected. Part of a larger object (such as a floor or wall) can be transformed by this spell.

Neither version of the spell affects magic items (magic items carried by a transformed creature remain intact). When the duration ends, the target returns to its original materials. If the target was broken or damaged while in glass form, its normal form has similar damage.

**Focus:** A piece of glass from a mirror.

---

**Dictum**

**Transmutation**

**Level:** Clr 4, Sor/ Wiz 4

**Components:** V

**Casting Time:** 1 action

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

**Effect:** Ray

**Duration:** 1 minute/ level

**Saving Throw:** None

**Spell Resistance:** Yes (object)

*The effects are cumulative.*

**Deafened:** The creature is struck deaf (see blindness/deafness) for 1d4 rounds.

**Slowed:** The creature is slowed, as by the slow spell, for 2d4 rounds.

**Paralyzed:** The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.

**Killed:** Living creatures die. Undead creatures are destroyed.

---

**Dimensional Anchor**

**Abjuration**

**Level:** Clr 4, Sor/ Wiz 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 your outstretched hand. You 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 Lock**

**Abjuration**

**Level:** Cbr 8, Sor/ Wiz 8

**Components:** V, S

**Casting Time:** 1 action

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

**Area:** 15-ft.-radius emanation centered on a point in space

**Duration:** 1 day/ level

**Saving Throw:** None

**Spell Resistance:** Yes

You create a field that completely blocks bodily extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. The dimensional lock 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. Dimensional lock does not prevent summoned creatures from disappearing at the end of the summoning spell.

Once the spell is in place, however, extradimensional travel into or out of the affected area is not possible.

**Dimension Door**

**Transmutation [Teleportation]**

**Level:** Brd 4, Sor/ Wiz 4, Bard 4

**Components:** V

**Casting Time:** 1 action

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

**Target:** You 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)

You instantly transfer yourself from your current location to any other spot within range. You always arrive 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, you can’t take any other actions until your next turn.

If you arrive in a place that is already occupied by a solid body, you become trapped in the Astral Plane. Each round that you are trapped in the Astral Plane in this way, you may make a Will save (DC 25) 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, make a Will save (DC 25) each minute to appear in a free space within 1,000 feet. If there’s no free space within 1,000 feet, you are stuck on the Astral Plane until rescued.

**Diminish Plants**

**Transmutation**

**Level:** Drd 3, Rgr 3

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** See text

**Target or Area:** See text

**Duration:** Instantaneous

**Prune Growth:** The first version causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines, and so forth) within long range (400 feet + 40 feet per level) to shrink to about a third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.

At your option, the area can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet. You may also designate areas within the area that are not affected.

**Stunt:** The second version targets normal plants within a range of one-half mile, reducing their potential productivity over the course of the following year to one-third below normal. Diminish plants counters plant growth.

**Dirge**

**Evocation [Sonic]**

**Level:** Brd 6

**Components:** V, S

**Casting Time:** 1 full round

**Range:** 50 ft.

**Area:** All enemies within a 50-ft.-radius burst centered on you

**Duration:** 1 round/ level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

Your song draws the energies of death and destruction down on your enemies. Each round, any enemy in the area suffers 2 points of temporary Strength and Dexterity damage. A successful saving throw only negates that round’s affect; a new saving throw is required each round to avoid that round’s damage.

**Dirge of Discord**

**Enchantment [Compulsion] [Chaos, Sonic]**

**Level:** Cbr 5

**Components:** V, S, F

**Casting Time:** 1 action

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

**Area:** 30-ft.-radius spread

**Duration:** 24 rounds + 1 round/ level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell creates an unholy, chaotic dirge that fills the subject’s head with the screams of the dying, the wailing of the damned, and the howling of the mad. Affected creatures suffer a -4 profane penalty to attack rolls and Concentration checks, a -8 enhancement penalty to effective Dexterity (with Reflex saves reduced accordingly for the spell’s duration), and halved movement due to the subject’s equilibrium being thrown off by the dirge.

**Focus:** A tiny urn containing some ashes of a destrachan.

**Discern Lies**

**Divination**

**Level:** Cbr 4, Pal 3

**Components:** V, S, DF

**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:** Concentration, up to 1 round/ level

**Saving Throw:** Will negates

**Spell Resistance:** No

Each round, you concentrate on one subject, who must be in range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in her aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject.
Discern Location

Divination
Level: Clr 8, Knowledge 8, Sor/Wiz 8
Components: V, S, DF
Casting Time: 10 minutes
Range: Unlimited
Target: One creature
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 you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. 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, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched the object at least once.

Illusion (Glamer)
Level: Sor/Wiz 2
Components: V, S, F
Casting Time: 1 action
Range: One corporeal undead
Effect: 10 minutes/level
Duration: None
Saving Throw: None (harmless)

You make one undead - including clothing, armor, weapons, and equipment - look different. You can make it seem 1 foot shorter or taller, thin, fat, or in between. You cannot change the creature's body type. For example, a wight could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature, such as a mole or a beard, or make it look like an entirely different creature.

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 undead or its equipment. A battleaxe made to look like a dagger still functions as a battleaxe.

Note: Creatures get Will saves to recognize the glamer as an illusion if they interact with it (such as by touching the undead and having that sensory input not match what they see, in the case of this spell).

Focus: A cocoon of a death's head moth.

Disintegrate

Transmutation
Level: Destruction 7, Sor/Wiz 6
Components: V, S, M/D
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 your pointing finger, causing the creature or object it strikes to glow and vanish, leaving behind only a trace of fine dust. You 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.
Because magic is powerful, so too is the ability to dispel magic. You 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 the dispel magic can take effect. Thus, you can’t use dispel magic to repair fire damage caused by a fireball or to turn a petrified character back to flesh. (The magic has departed, leaving only burned flesh or perfectly normal stone in its wake.)

You 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. You make 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 (minimum +10) against a DC of 11 + the spell’s caster level.

For example, Mialee, a 5th-level target, targets dispel magic on a hasted, mage armored, strengthened drow. All three spells were cast on the drow by a 7th-level wizard. Mialee makes a dispel check (1d20 + 5 against DC 18) three times, once for each of the hasted, mage armor, and strength effects. If she succeeds at a particular check, that spell is dispelled (the drow’s SR doesn’t help him); if she fails, that spell remains in effect.

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 you target is a magic item, you make a dispel check against the item’s caster level. If you succeed, 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 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.

You automatically succeed at your dispel check against any spell that you cast yourself.

**Area Dispel:** The spell affects everything within a 30-foot radius. For each creature who is the target of one or more spells, you make a dispel check against the spell or against each ongoing spell currently in effect on the creature. A dispel check is 1d20 + 1 per caster level (minimum +10) against a DC of 11 + the spell’s caster level.

For example, Mialee, at 5th level, targets dispel magic on a hasted, mage armored, strengthened drow. All three spells were cast on the drow by a 7th-level wizard. Mialee makes a dispel check (1d20 + 5 against DC 18) three times, once for each of the hasted, mage armor, and strength effects. If she succeeds at a particular check, that spell is dispelled (the drow’s SR doesn’t help him); if she fails, that spell remains in effect.

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 you target is a magic item, you make a dispel check against the item’s caster level. If you succeed, 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 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.

You automatically succeed at your dispel check against any spell that you cast yourself.

**Counterspell:** The spell targets a spellcaster and is cast as a counterspell (see page 152 of the *Player’s Handbook*). Unlike a true counterspell, however, dispel magic may not work. You must make a dispel check to counter the other spellcaster’s spell.

**Displacement**

*Illusion (Glamer)*

**Level:** Brd 3, Sor/ Wiz 3  
**Components:** V, M  
**Casting Time:** 1 action  
**Range:** Touch  

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.

**Disquietude**

*Abjuration [Sonic]*

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

Your song or poem instills a feeling of paranoia in your target. The affected target restricts her movement to avoid any physical contact, even with allies. If she is attacked in melee and can’t flee, she uses the full defense option.

**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

You direct a shock wave of positive energy. You 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.

**Distort Speech**

*Transmutation*

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

You distort a creature’s vocalizations. The voice of the affected target becomes warped and incomprehensible. The subject loses the ability to cast spells with verbal components for the duration of the spell.

**Divination**

*Divination*

**Level:** Clr 4, Knowledge 4  
**Components:** V, S, M  
**Casting Time:** 10 minutes  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous

Similar to augury, but more powerful, a divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or
activity that is to occur within 1 week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

For example, suppose the question is “Will we do well if we venture into the ruined temple of Erythne?” The DM knows that a terrible troll guarding 10,000 gp and a +1 shield lurks near the entrance but estimates that your party could beat the troll after a hard fight. Therefore the divination response might be “Ready oil and open flame light your way to wealth.” In all cases, the DM controls what information you receive. Note that if your party doesn’t act on the information, the conditions may change so that the information is no longer useful. (For example, the troll could move away and take the treasure with it.)

The base chance for a correct divination is 70% +1% per caster level. The DM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken). If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time.

Material Component: Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp.

### Divine Agility

**Transmutation**

**Level:** Clr 5

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

Calling on the divine power of your patron, you imbue a living creature with agility and skill in combat. You confer the base Reflex save bonus of a rogue of your total character level, an enhancement bonus to Dexterity sufficient to raise the target creature’s Dexterity score to 18 (if it is not already 18 or higher), and the Spring Attack feat on the target creature for the duration of the spell.

### Divine Favor

**Evocation**

**Level:** Clr 1, Pal 1

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus to attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +6). The bonus doesn’t apply to spell damage.

### Divine Flame

**Abjuration**

**Level:** Clr 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** 15 ft.

**Area:** 15-ft.-radius emanation, centered on you

**Duration:** 1 round/level

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

Divine flame creates an immobile ward against cold creatures, such as frost giants. Cold creatures entering or staying in the area take 1d4 points of damage per caster level, to a maximum of 5d4 (Fortitude save for half). This damage continues every round the creature remains in the area, and the Fortitude save is allowed each round.

### Divine Interdiction

**Evocation**

**Level:** Clr 4, War 4

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain the base attack bonus of a fighter of your total character level, an enhancement bonus to Strength sufficient to raise your Strength score to 18 (if it is not already 18 or higher), and 1 temporary hit point per level.

### Divine Power

**Evocation**

**Level:** Clr 1, Pal 1

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

Calling upon the divine power of a deity, you use the power of your patron to increase the damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (doing this does not trigger an attack of opportunity). For every 2 hit points you sacrifice, on your
next successful attack you deal +1d6 damage, to a maximum of +5d6 on that
attack. Your ability to deal this additional damage ends when you successfully
attack or when the spell duration ends. You can make as many sacrifices as the
spell duration allows. Sacrificed hit points count as normal damage. For
example, an 8th-level paladin can cast this spell with a duration of 4 rounds. If
she sacrifices 10 hit points a round and hits in every round, she can spend up to
40 hit points and deal up to +20d6 points of additional damage.

Divine Storm

Evocation

Level: Cdr 4
Components: V, S, DF
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Whirling disk of weapons, up to 30-ft. radius
Duration: Concentration
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes

You create a spinning disk of weapons, of the type favored by your deity. These
weapons whirl around a central point, creating an immobile circular barrier.
Any creature passing through the divine storm takes 1d6 points of damage, plus
an additional 2 points per caster level (maximum +20). You choose the plane of
rotation of the weapons: horizontal, vertical, or slanted.

Creatures within divine storm when it is invoked can dodge out of the way
and take no damage if they make a successful Reflex save. Once the divine storm
is in place, any creature entering or passing through the disk automatically
takes damage.

A divine storm serves as one-half cover (+4 AC) for anyone beyond it.
Divine Focus: A tiny replica of the deity’s weapon on a silver chain.

Divine Zephyr

Abjuration

Level: Cdr 2
Components: V, S
Casting Time: 1 action
Range: 15 ft.
Area: 15-ft.-radius emanation, centered on you
Duration: 1 round/ level
Saving Throw: Fortitude half
Spell Resistance: Yes

Divine zephyr creates an immobile ward against fire creatures, such as fire
giants. Fire creatures entering or staying in the area take 1d4 points of damage
der per caster level, to a maximum of 5d4 (Fortitude save for half). This damage
continues every round the creature remains in the area, and the Fortitude save
is allowed each round.

Dominate Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 3, Drd 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./leve)
Target: One animal
Duration: 1 round/ level
Saving Throw: Will negates
Spell Resistance: Yes

You can enchant an animal and direct it with simple commands such as
“Attack,” “Run,” and “Fetch.” Suicidal or self-destructive commands (including
an order to attack a creature two or more size categories larger than the
dominated animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject
animal. The animal can be directed by silent mental command as long as it
remains in range. You need not see the animal to control it. You do not receive
direct sensory input from the animal, but you know what it is experiencing.
Because you are directing the animal with your own intelligence, it may be able
to undertake actions normally beyond its own comprehension, such as
manipulating objects with its paws and mouth. You need not concentrate

exclusively on controlling the animal unless you are trying to direct it to do
something it normally couldn’t do.

Dominate Monster

Enchantment (Compulsion) [Mind-Affecting]

Level: 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, 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

You can control the actions of any humanoid that is Medium-size or smaller.
You establish a telepathic link with the subject’s mind. If a common language is
shared, you can generally force the subject to perform as you desire, within the
limits of his abilities. If no common language is shared, you can communicate
only basic commands, such as “Come here,” “Go there,” “Fight,” and “Stand
still.” You know what the subject is experiencing, but you do 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
weaken and lose confidence. The subject suffers a -2 morale penalty to attack
duration. For example, an 8th-level cleric can make up to 4 sacrifices in a
round. For each sacrifice, she sacrifices 1d4 hit points a round and hits in every
round, she can make up to 4 sacrifices in a round. For each sacrifice, she sacrifices
10 hit points a round and hits in every round, she can spend up to
40 hit points and deal up to +20d6 points of additional damage.

Doom

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Cdr 1
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 minute/ level
Saving Throw: Will negates
Spell Resistance: Yes

This curse fills a single subject with a feeling of horrible dread and causes her to
weaken and lose confidence. The subject suffers a -2 morale penalty to attack
rolls, weapon damage rolls, ability checks, skill checks, and saving throws.

Doomtide

Illusion (Pattern)

Level: Cdr 4 (Beshaba)
Components: V, S, DF
Casting Time: 1 action
Range: 30 ft.
Effect: Eight 10-ft. cubes extending from the caster’s
location
Duration: 1 round/ level
Saving Throw: Will negates
Spell Resistance: Yes

You fill an area with illusory black, creeping mist that vaguely resembles
thousands of slender grasping tentacles. You and one creature you touch are
immune to the effect of this spell and can see through it without difficulty.
When you cast the spell, you decide if the effect remains stationary or moves
away from you at a rate of 10 feet per round.
The mist 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 see to locate the target).

A moderate wind (11+ mph) disperses the doom tide in 4 rounds; a strong wind (21+ mph) disperses the mist in 1 round.

Furthermore, creatures within its area must make Will saving throws to avoid being dazed for as long as they remain in the cloud. The spell does not function underwater.

**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

You call some nonliving item from virtually any location directly to your hand.

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

If the item is in the possession of another creature, the spell does not work, but you know who the owner is and roughly where he, she, or it is located when the summon is cast.

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

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

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

**Illusion (Phantasm) [Mind-Affecting]**

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

**Components:** V, S

**Casting Time:** 1 minute

**Range:** Unlimited

**Target:** One living creature

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you 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.

**Dream**

**Conjuration (Creation)**

**Level:** Drd 6

**Components:** V, S

**Casting Time:** 1 action

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

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You create water in the lungs of the subject, which begins to drown. The subject immediately falls unconscious, dropping to 0 hp. In the following round, it drops to -1 hit points and is dying. In the following round, it dies. (For details, see The Drowning Rule, page 85 of The Dungeon Master's Guide.)

Coughing and other attempts by the victim to physically expel the water are useless. However, any time before death it can be stabilized with a Heal check (DC 15).

Undead, constructs, creatures who do not need to breathe, and creatures who can breathe water are unaffected by this spell.

**Eagle's Splendor**

**Transmutation**

**Level:** Brd 2, Hrp 2, Sor/Wiz 2, Trade 3

**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 transmuted creature becomes more poised, articulate, and personally forceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to Charisma-based skills. Sorcerers and bards who receive eagle's splendor do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers or a pinch of dung from an eagle.

**Earthfast**

**Evocation**

**Level:** Drd 2

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Area:** One stone structure or rock formation, up to 25 cu. ft./ level

**Duration:** 10 minutes/level (D)

**Saving Throw:** Fortitude (harmless, object)

**Spell Resistance:** Yes (object)

You reinforce a rock formation or stone structure. The earthfast spell doubles the structure's hit points and hardness. The spell collapses if you move beyond the range of the spell. This does not function on constructs.

**Earthquake**

**Evocation**

**Level:** Clr 8, Destruction 8, Drd 9, Earth 7

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Area:** 5 ft. level radius (S)

**Duration:** 1 round

**Saving Throw:** See text

**Spell Resistance:** No

When you cast earthquake, an intense but highly localized tremor rips the ground. It knocks creatures down, collapses structures, opens cracks in the ground, and more. The shock lasts 1 round, during which time creatures on the ground can't move or attack. Spellcasters on the ground must make
Concentration checks (DC 20 + spell level) or lose any spells they try to cast. The
earthquake affects all terrain, vegetation, structures, and creatures in the area.
The exact effects depend on the terrain and its features:

  **Cave, Cavern, or Tunnel:** The spell collapses the roof, dealing 8d6 points
  of damage to any creature caught under the cave-in (Reflex DC 15). An
  earthquake cast on the roof of a very large cavern could also endanger
  those outside the actual area but below the falling debris.

  **Cliffs:** They crumble, causing a landslide that travels horizontally as far as
  it fell vertically. An earthquake cast at the top of a 100-foot cliff would sweep
  100 feet outward from the base of the cliff. Any creature in the path sustains 8d6
  points of damage (Reflex DC 15).

  **Open Ground:** All creatures standing in the area must make Reflex saving
  throws (DC 15) or fall down. Fissures open in the ground, and every creature on
  the ground has a 25% chance to fall into one (Reflex save DC 20 to avoid the
  fissure). At the end of the spell, all fissures grind shut, killing any creatures still
  trapped within.

  **Structure:** Most structures standing on open ground collapse, dealing 8d6
  points of damage to those caught within or beneath the rubble (Reflex DC 15).

  **River, Lake, or Marsh:** Fissures open under the water, draining away
  the water from that area and forming muddy ground. Soggy marsh or
  swampland becomes quicksand for the duration of the spell, sucking down
  creatures and structures. Creatures must make Reflex saving throws (DC 15) or
  sink down in the mud and quicksand. At the end of the spell, the rest of the
  body of water rushes in to replace the drained water, possibly drowning those
  caught in the mud.

**Easy Climb**

* Transmutation
* Level: Rgr 3
* Components: V, S
* Casting Time: 1 action
* Range: Medium (100 ft. +10 ft./level)
* Area: Vertical path 10 ft. wide and 20 ft. tall/level
* Duration: 10 minutes/level (D)
* Saving Throw: None
* Spell Resistance: Yes (object)

* You create a path of handholds and footholds up the surface of a cliff-face, tree
  trunk, wall, or other vertical obstacle. This changes the surface to the equivalent
  of a very rough wall (DC 10 to climb).

**Easy Trail**

* Abjuration
* Level: Drd 2, Hrp 2, Rgr 2
* Components: V, S
* Casting Time: 1 action
* Range: Personal
* Effect: 30-ft. cone trailing behind you
* Duration: 1 hour/level (D)
* Saving Throw: None (harmless)
* Spell Resistance: Yes (harmless)

You radiate an energy that gently pushes plants aside, allowing easy passage
and hiding your trail after you pass.

Anyone in the area of the spell (including the caster) finds the
undergrowth held aside while they pass. This essentially provides a "trail"
through any terrain (see table 9-5: Terrain and Overland Movement, page 143 of
the Player's Handbook). Once the effect of the spell passes, the plants return to
their normal shape. The DC to track anyone who traveled within the area of this
spell is increased by +5 (the equivalent of hiding the trail).

This spell has no effect on plant creatures (that is, they aren't pushed or
held aside).

**Echo Skull**

* Divination
* Level: Drd 5
* Components: V, S, F
* Casting Time: 1 action
* Range: Touch

**Target:** Animal skull touched

**Duration:** 1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes (object)

You can see, hear, and speak through a specific dried animal skull at any
distance. As long as you and the skull remain on the same plane, you can see
and hear as if you were standing where it is, and during your turn you can
switch your perception from its location to your own or back again as a free
action.

If you desire, any spell you cast whose range is greater than touch (and
which does not require a material component or focus) can originate from
the skull instead of from you. If the skull is destroyed, the spell ends. Casting a spell
through the skull costs 10 XP per spell level.

* Focus: A dried animal skull.

**Electric Jolt**

* Evocation [Electricity]
* Level: Sor/Wiz 0
* Components: V, 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

You release a small stroke of electrical energy. You must make a ranged touch
attack to deal damage to a target. The spell deals 1d3 points of electricity
damage.

**Electric Orb**

* Evocation [Electricity]
* Level: Sor/Wiz 4

As an acid orb, except electric orb deals electricity damage. A creature struck directly
takes the orb's damage, and the play of electricity leaves its metal accouterment
magnetized for 1 round. A creature wearing metal armor is effectively
entangled and suffers a -2 penalty to attack rolls and a -4 penalty to effective
Dexterity. If the surfaces surrounding the creature are metallic, it cannot move.
Otherwise, it moves at half speed and can't run or charge. If the creature
attempts to cast a spell, it must make a Concentration check (DC 15) or lose the spell.

* A successful Fortitude save reduces damage by half and negates the
  magnetism.

**Elemental Body**

* Transmutation [see text]
* Level: Sor/Wiz 7
* Components: V, S, M
* Casting Time: 1 action
* Range: Personal
* Targets: You
* Duration: 1 round/level

You can transform your body into a particular type of elemental substance. You
and your possessions appear to be made of that element, though in the same
general shape and size as your normal appearance.

* You gain the following abilities when you use elemental body:
  * You have the benefits of the attune form spell with respect to the
    appropriate element. If you choose water body, for example, you can
    breathe normally on water-dominant planes.
  * You are immune to poison, sleep, paralysis, and stunning, and are not
    subject to critical hits or flanking. You gain darkvision with a range of 60
    feet.
  * Your creature type remains unchanged, so you are unaffected by spells
    that target elementals.
In addition, you gain the following exceptional abilities according to the type of elemental body chosen:

**Air**: Fly at your normal speed (perfect maneuverability), air mastery

Airborne creatures suffer a -1 penalty on attack and damage against you.

Earth: Earth mastery (you gain a +1 attack and damage bonus if both you and your foe touch the ground), push (you may start a bull rush maneuver without provoking an attack of opportunity), +3 natural armor bonus to AC.

Fire: Fire immunity, burn (those you hit in melee and those who attack you with natural weapons must make a Reflex save or catch fire, with a save DC equal to that of a fire elemental of the same size).

Water: Swim at your normal speed, water mastery (you gain a +1 attack and damage bonus if both you and your opponent touch water), drench (you may use your elemental form to put out nonmagical open flames and dispel magical fire you touch as if casting dispel magic at your caster level).

The elemental body spell has the descriptor of the element you choose. So, if you choose a body of fire, elemental body is a fire spell.

- **Material Component**: A bit of the element in question from a plane other than the one where the spell is being cast.

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### Elemental Swarm

**Conjuration ( Summoning )** [see text]

- **Level**: Air 9, Drd 9, Earth 9, Fire 9, Water 9
- **Components**: V, S
- **Casting Time**: 10 minutes
- **Range**: Medium (100 ft. +10 ft./level)
- **Effect**: Two or more summoned creatures, no two of which can be more than 30 ft. apart
- **Duration**: 10 minutes/level (D)
- **Saving Throw**: None
- **Spell Resistance**: No

**Duration**: Until the spell is dispelled or the length of time it was cast, whichever occurs first.

**Effect**: The spheres intercept incoming hostile magic, negating effects. They cannot be harmed by physical or magical attacks except those that dispel or negate magic entirely (such as dispel magic, antimagic field, and so on).

**Components**: V, S, M, F, XP

This powerful variant of the contingency spell automatically transfers you and everything you carry or touch (except for other creatures or objects that weigh more than 50 pounds) to a locale you name.

When casting Elminster's evasion, you must specify the locale and detail up to six specific conditions that trigger the spell. When any of these situations occurs, your body, mind, and soul are whisked away to the location. The location can be any place you have visited, even on another plane. Also when the spell expires, you cast teleport without error and one or two spells that are to take effect when you return to your destination. The 10 minute casting time is the minimum total for all castings. If the companion spells have combined casting times longer than 10 minutes, use the combined casting times instead. The teleport without error spell whisk you through the Astral Plane to your destination, so anything that prevents astral travel also nulls Elminster's evasion.

The spells to be brought into effect by the evasion must be ones that affect your person (feather fall, levitate, fly, teleport, and so on) and be of a spell level no higher than one-third of your caster level (maximum 6th level).

The conditions you specify to bring the spell into effect must be clear, although they can be general (see the contingency spell, page XX).

The spell pulls together your mind, body and soul if they have been separated. For example, if your soul is trapped in a magic jar when the evasion is triggered, your soul returns to your body. (This breaks the magic jar spell.) If your body or soul has been magically trapped (for example, with bind, imprisonment, or trap the soul spell), you must succeed at a caster level check (DC 11 + the caster level of the person who cast the trapping spell). If you succeed, the trapping spell is broken and the evasion works. If you fail, the evasion fails. You are dead when you arrive at your destination, your soul immediately departs just as though you died at your destination.

- **Material Component**: Those of the companion spells, plus quicksilver; an eyelash of an ogre mage, ki-ri-ni, or similar spell-using creature; and some of your own blood, freshly drawn. Drawing the blood heals 1d4 points of temporary Constitution damage.

- **Focus**: A statuette of you carved from ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus for the evasion to function.

**XP Cost**: 5,000 XP.
Friendship: The enchanted creatures react more positively toward others. Their attitude on the Influencing NPC Attitude Table (see NPC Attitudes in the *Dungeon Master's Guide*) 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 on the Influencing NPC Attitude Table (see NPC Attitudes in the *Dungeon Master's Guide*) shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to hostile, or hostile to unfriendly). 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).

**Endurance**

Transmutation

**Level:** C1 2, Sor/Wiz 2  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

The affected creature gains greater vitality and stamina. The spell grants the subject an enhancement bonus (1d4+1 points) to Constitution, adding the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Note: Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the character’s Constitution drops back to normal. They are not lost first as temporary hit points are (see page 129).

**Endure Elements**

Abjuration

**Level:** C1 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 you select: acid, cold, electricity, fire, 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 element overlaps (and does not stack with) resist elements and protection from elements. If a character is wounded 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 wounded by resist elements and endure elements at the same time, the resist spell absorbs damage but the endure spell does not.

**Energy Buffer**

Abjuration

**Level:** Sor/Wiz 5  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch

This abjuration grants you protection against damage from any type of energy: acid, cold, electricity, fire, or sonic. The spell protects your equipment as well.

Whenever you’re exposed to energy damage, a multi-hued aura covers your body and absorbs up to 1d6 points per caster level (maximum 15d6) of whatever type of energy triggered the effect. The protective aura lasts for 1 round or until it absorbs all the damage it can, whichever comes first. Once the aura begins absorbing damage, you cannot change the type of damage it absorbs.

Energy buffer overlaps (and does not stack with) endure elements, resist elements, and protection from elements. If you are wounded by energy buffer and one or more of the other spells, the energy buffer spell absorbs damage until it is exhausted, no matter what type of energy the other spells ward against. If you are subjected to a second type of energy after energy buffer is activated, any wounding spell that protects you from the second type of energy is still effective.

For example, Mialee casts energy buffer on herself and also receives protection from elements (fire) and resist elements (cold) from Jozan. Later, a white dragon and a group of ogres ambush Mialee’s party. The ogres hurl flasks of alchemist’s fire at Mialee, which triggers her energy buffer spell. The buffer easily absorbs all the fire damage Mialee would have suffered, and the protection from elements (fire) spell absorbs nothing. Later, in the surprise round, the white dragon looses its breath weapon. Because Mialee’s energy buffer spell is absorbing fire damage, it is ineffective against the cold damage the dragon’s breath weapon deals, but Mialee still gets the benefit of the resist elements (cold) spell.

**Energy Drain**

Necromancy

**Level:** C1 9, Sor/Wiz 1  
**Range:** Close (25 ft. +5 ft./2 levels)  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude negates (see text)

As omens, 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 2d4+5 temporary hit points.

**Energy Immunity**

Abjuration

**Level:** C1 6, Drd 6, Sor/Wiz 7  
**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 complete protection against damage from whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The spell protects the recipient’s equipment as well.

Energy Immunity absorbs only damage. The recipient could still suffer unfortunate side effects, such as drowning in acid (since drowning damage results from the lack of oxygen), being deafened by a sonic attack, or becoming encased in ice.

Note: Energy immunity overlaps (and does not stack with) endure elements, resist elements, and protection from elements. If a character is wounded by energy immunity and one or more of the other spells, the energy immunity spell makes the others irrelevant.

**Energy Transformation Field**

Transmutation
You create a lingering zone of transformative magic that absorbs magic energy from magic items or spellcasting in order to power another spell tied to that location. For example, you could have an energy transformation field tied to a summon monster V spell that would summon a monster when the field had absorbed enough magic.

The field absorbs the magic of spells cast, spell-like or supernatural abilities activated, and magic items used within its dimensions. Each source of magic provides spell levels of energy to the field equal to the spell level of the effect used. Supernatural abilities that emulate spells provide energy equal to the spell level of the effect. Supernatural abilities that do not emulate spells provide energy equal to the HD of the creature using the ability. For example, a cast fireball spell or a charge from a wand of fireballs would add three spell levels to the field's store, a potion of cure light wounds would add one, and a wish from a ring of three wishes would add nine. Effects that don't have a clearly defined spell level (such as the effects of most rods) use the prerequisite caster level needed to create that item (so an immovable rod would provide 2 spell levels every time it was activated because of its levitate prerequisite). Effects that are absorbed give no indication as to where the magic went; they simply vanish.

The field only absorbs magic actually used within its area. Ongoing magical effects that enter the area, including spells cast from outside the area into the field or continually functioning items such as a +1 mace, are often visibly reduced, but do not have their actual effects hindered. For example, a continual flame would dim slightly, but its overall magic would not be affected.

An energy transformation field has a single spell linked to it. If the field has absorbed spell levels equal to the spell level of its linked spell, it automatically casts that spell at a point within the field as designated by you at the time of the casting of the field. This expends those absorbed spell levels (although unused levels remain until they are used or expire). The cast spell functions as if cast by you in terms of duration and all level-based spell effects. Absorbed spell levels fade at a rate of one per day if not used. The field automatically triggers its linked spell if it has enough stored spell levels and the duration of its previous casting has expired. If a linked spell requires concentration to maintain, the field expends one spell level for every hour of concentration (the field's concentration is only interrupted by its complete destruction). Spells that require a target will target the living creature nearest to the energy transformation field.

Typical spells linked to an energy transformation field are blindness/deafness, fireball, suggestion, summon monster, and wall of force. Spells that have a costly material component or an XP cost cannot be linked to a field, but those with a costly focus can be if the focus object is present within the field (typically sealed into a wall or in a secret compartment). Halaster of Undermountain reputedly links false vision spells to thwart those who would spy on his master dungeon. Mordenkainen's disjunction, limited wish, wish, or similar spells can destroy the energy transformation field. Spells of lower level such as dispel magic and greater dispelling are absorbed by it, and an antimagic field prevents it from absorbing magical energy within the field but does not otherwise hamper this spell. If two or more field spells share an overlapping area, each field has an equal chance of absorbing a spell effect in that area.

Mortal Component: Three drops of your blood, an eye from any humanoid, and 5,000 gp worth of powdered diamond.

XP Cost: 250 XP.

You point your finger and utter the incantation, releasing a black bolt of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, he dies. Each negative level gives a creature the following penalties: -1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from her highest available level. Negative levels stack.

Assuming the subject survives, he regains lost levels after a number of hours equal to his caster level. Usually, negative levels have a chance of permanently draining the subject's levels, but the negative levels from enervation don't last long enough to do so.

If the ray strikes an undead creature, it gives that creature temporary hit points per two caster levels (maximum 25 temporary hit points).
Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those who enter the area, holding them fast. An entangled creature suffers a -2 penalty to attack rolls, suffers a -4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. She can break free and move half her normal speed by using a full-round action to make a Strength check or an Escape Artist check (DC 20). A creature who succeeds at a Reflex saving throw is not entangled but can still move at only half speed through the area. Each round, the plants once again attempt to entangle all creatures who have avoided or escaped entanglement.

Note: The DM may alter the effects of the spell somewhat, based on the nature of the entangling plants.

**Enthrall**

Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]

**Level:** Brd 2, Clr 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 you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell (see the Dungeon Master's Guide for information about attitudes). Those of a race or religion unfriendly to yours have 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 you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing, 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 you lose concentration or perform any action other than speaking or singing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell. 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 your 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 you (or hostile, for audience members with 4 or more HD and Wisdom 16 or higher).

**Entangle**

**Level:** Drd 1, Plant 1, Rgr 1

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Area:** Plants in a 40-ft.-radius spread

**Duration:** 1 minute/level

**Saving Throw:** Reflex (see text)

**Spell Resistance:** No

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you suffers a 20% miss chance (similar to the effects of concealment). This miss chance affects all ranged attacks for which the attackers make attack rolls, including arrows, magic arrows, Melf's acid arrow, ray of enfeeblement, and so forth. It does not affect other attacks that simply work at a distance, such as dragon breath.

**Erase**

**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 you touch them and no one else is holding them. Otherwise, the chance is 90%. Magic writings must be touched, and you 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 you fail to erase explosive runes, aglyph of warding, or a sepia snake sigil, you accidentally activate the runes, glyph, or sigil instead.

**Ethereal Jaunt**

**Level:** Clr 5, Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (D)

You become ethereal, along with your equipment. You are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane.

When the spell expires, you return to material existence.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed). As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects (such as a magic missile and wall of force) and abductions affect the creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane (such as death), and their gaze affect. By contrast, treat other ethereal creatures and ethereal objects as if they had become material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

**Ether Blast**

**Level:** Clr 4
Upon casting this spell, you detonate a small ether cyclone on the Ethereal Plane centered on you. Those on the Material Plane are unaffected by the blast (including you if you cast it from there). However, all those on the Ethereal Plane within the spell’s area are affected as if caught by an ether cyclone. The cyclone lasts for the duration of the spell, and any who enter the area on the Ethereal Plane are caught by its force winds and potentially swept away.

If you cast ether blast while on the Ethereal Plane, you are affected by the spell as well. Undead are not affected by this spell, nor are big ethereal objects. Unattended objects weighing 50 pounds or less are swept away by the Ethereal Plane.

Material Component: The tooth of a creature that uses the Ethereal Plane, such as a blink dog or an ethereal marauder, or the claw of a phase spider.

### Ethereal Mount

**Conjuration (Creation)**  
**Level:** Brd 4, Sor/Wiz 4  
**Components:** V, S  
**Casting Time:** 10 minutes  
**Range:** 0 ft.  
**Targets:** One quasi-real mount, plus one additional mount/2 levels  
**Duration:** 1 hour/level  
**Saving Throw:** None  
**Spell Resistance:** No

On the Ethereal Plane, you may call into being one or more quasi-real mounts made of the protomatter of the plane. These mounts accept only you and those that you designate as riders. The mounts may appear as horses or any other commonly ridden mounts, but have a foggy, almost translucent nature, and their colors shift across the spectrum over time.

These mounts have AC 18 (-1 size, +4 natural armor, +5 Dex), and 1 hit point per caster level. They do not fight and have no attacks. If reduced to 0 hit points, an ethereal mount melts into the ethereal fog from which it came.

An ethereal mount has a speed of 240 feet on the Ethereal Plane and can carry its rider’s weight plus 10 pounds per level. You can only cast this spell in the Ethereal Plane, and the ethereal mount never leaves the plane.

(Material Component: A piece of tentacle from a giant octopus or a giant squid)

### Exacting Shot

**Transmutation**  
**Level:** Rgr 1  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Ranged weapon touched  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** No

This transmutation makes a ranged (projectile) weapon strike true against the caster’s favored enemies. All critical rolls against favored enemies automatically succeed, so every threat is a critical hit. The affected weapon also negates any miss chance due to concealment whenever the caster fires at a favored enemy (unless it has total concealment, in which case the normal miss chance applies). If the ranged weapon or the projectile fired has any magical effect or property related to critical hits, this spell has no effect.

### Expeditious Retreat

**Transmutation**  
**Level:** Brd 1, Sor/Wiz 1, Travel 1  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level (D)

Expeditious retreat provides you with amazing fleetness of foot, enabling you to run in great leaps and bounds. Your speed and maximum jumping distances both double (see the jump skill, page 70). These benefits count as enhancement bonuses.

This spell can be used for attack as well as for flight; the name of the spell hints at the typical wizard’s attitude toward combat.

### Explosive Cascade

**Evocation (Fire)**  
**Level:** Sor/Wiz 4  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** One 5-ft.-square/level, all of which must be connected in one continuous path (S)

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 you do. 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 your 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.

The DM can place each tentacle randomly by rolling 1d12 for direction (like the numbers on the face of a clock) and 1d3x5 for distance from the central point. Alternatively, the DM can just disperse them more or less evenly across the affected area.

(Material Component: A piece of tentacle from a giant octopus or a giant squid)
Spell Resistance: Yes

You cause a bright ball of flame to bound and skip across the battlefield, damaging targets within its area. The area is the path of the flame, and it deals 1d6 hit points of fire damage per caster level (maximum 10d6) to all creatures and objects within its area. The flame lights up the area as if it were a torch. Small sparks and decaying flames remain in the area for 1 round, shedding light as candles but dealing no damage.

If the damage from the flame destroys an interposing barrier, the flame can move beyond the barrier if it has not reached its maximum area.

Material Component: Bat guano, sulfur, and copper packed into a metal tube with one closed end.

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: Until discharged (D)
Saving Throw: See text
Spell Resistance: Yes

You trace 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 in which the runes were written also takes the damage (no saving throw).

As the spellcaster, you and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Others can remove them with a successful Search skill to find the runes and Disable Device to thwart them. The DC in each case is 25 + spell level, or 28 for explosive runes.

Eyebite

Conjuration [see text]
Level: Brd 6, Sor/Wiz 6
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: You
Duration: 1 round/ three levels (see text)
Saving Throw: See text
Spell Resistance: Yes

You can merely meet the gaze of a creature and speak a single word to affect it with one of four magical effects: charm, fear, sicken, or slay. You select one of these possible gaze attacks when casting the spell. You retain 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 you currently occupy. You are subject to the effects of your reflected gaze and are allowed any applicable saving throw. In the case of a reflected charm gaze, you are held (as a hold monster spell).

The four versions of the spell are as follows:

Charmed: 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 you for 10 minutes per your caster level. If subsequently confronted by you, 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 sweeps 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 your 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 your caster level × 10 minutes but can be snapped 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. Creatures can avert their eyes, which grants them a 50% chance to avoid the gaze but in turn grants the gazer one-half concealment (20% miss chance) relative to them. Creatures can close their eyes or turn away entirely; doing so prevents the gaze from affecting them but grants the gazer total concealment (50% miss chance) relative to them.

Material Component: The original material.
works on a creature with the same patron as you. A target with no patron or a
different patron than you is unaffected by the spell, even if the target would
normally be harmed by positive energy.

False Life

Necromancy
Level: Sor/ Wiz 2
Components: V, S, M
Casting Time: 1 full round
Range: Touch
Target: Living creature touched
Duration: 1 hour/ level or until discharged (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

You grant yourself limited power to avoid death.
While this spell is in effect, you gain 1d10 temporary hit points, +1 point
per level (maximum 1d10+10).
Material Component: A small amount of alcohol or distilled spirits, which
you use to trace certain sigils on your body during casting. These sigils cannot
be seen once the alcohol or spirits evaporate.

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: 25 ft. + 5 ft./ 2 levels-radius emanation, centered on the point
where you were when you cast the spell
Duration: 1 minute/ level
Saving Throw: None
Spell Resistance: No

You and all you desire within the area of the spell become undetectable to
scrying (whether by spell or magic device). Furthermore, if you are aware of an
attempt to scry, you can create whatever image you desire, including sight and
sound, according to the medium of the scrying method. To do this, you must
concentrate on the figurine you are creating. Once concentration is broken, no
further images can be created, although the area remains undetectable for the
duration of the spell.

Material Component: The ground dust of a jade worth at least 250 gp,
which is sprinkled into the air when the spell is cast.

Familiar Pocket

Necromancy
Level: Sor/ Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: One container or garment with a pocket
Duration: 1 hour/ level (D)
Saving Throw: None
Spell Resistance: No

You enspell a garment or container so that it provides a safe haven for your
familiar.
The spell turns one of the target item's pockets into an extradimensional
space that can hold your familiar (or about 1 cubic foot for a Tiny or smaller
creatures). The familiar fits inside without creating a noticeable bulge in the
item.
Whenever the familiar is touching you, you can whisk it inside the pocket as a
free action by speaking a command word. If the familiar can speak, it can
command itself inside. The familiar can speak, it can command itself inside. The
familiar can leave the space as a free action, or you can call it forth as a free
action.

Once inside, the familiar has total cover and concealment. You or the
familiar can seal the pocket, making it airtight and waterproof. The air supply
inside the sealed pocket lasts an hour. With the pocket open, the familiar can
remain inside indefinitely. If the spell ends with the familiar inside the pocket, it
appears in your space, unharmed unless the area you occupy is hazardous.
Creating an extradimensional space within or taking an extradimensional
space into an existing extradimensional space is hazardous.
Material Component: A tiny golden needle and a strip of fine cloth given a
half-twist and fastened at the ends.

Fantastic Machine

Illusion (Shadow)
Level: Craft 6, Gnome 6
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./ levels)
Effect: A 10- ft. machine
Duration: 1 minute/ level (D)
Saving Throw: None
Spell Resistance: No

Fantastic machine creates an illusory, many-armed, noisy mechanical construct of
impressively massive appearance. You can command the machine to perform
any simple, physical task that you can describe in 25 words or less. You can
order the machine to perform the same task over and over, but you can't change
the task. You must specify the task when you cast the spell. The machine always
acts on your turn in the initiative order. (It can act during the turn you cast the
spell.)
The machine functions as a Large (tall) animated object (see page 17 of the
Monster Manual). It trundles over the ground at a speed of 40 feet. It can swim
or fly at a speed of 10 feet (clumsy maneuverability). It has 22 hit points, an
Armor Class of 14 (-1 size, +5 natural), and a hardness of 10. Its saving throw
bonuses are Fortitude +1, Reflex +1, Will -4.
A light load for the machine is up to 230 pounds, a heavy load is 231-460
pounds, and a heavy load is 461-700 pounds. The machine can fly or swim only
when lightly loaded.
The machine can lift a weight of up to 1,400 pounds to a height of 15 feet. It
can push or drag 3,500 pounds. It can excavate 7,000 pounds of loose rock each
minute (which is sufficient to clear a 5-by-5-by-5-foot space in 3 rounds). It can
evacuate sand or loose soil at twice that rate.
The machine has an attack bonus of +5 and can make one slam attack each
round that deals 1d8+4 points of damage. It deals triple slam damage (3d8+12)
against stone or metal. The machine can hurl Small rocks (if any are at hand)
with an attack bonus of +3. Its range increment is 150 feet, and it can throw a
rock up to 10 range increments. A thrown rock deals 2d6+4 points of damage.

Favor of Ilmater

Necromancy
Level: Clr 4 (Ilmater), Pal 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./ levels)
Target: Willing creature
Duration: 1 minute/ level or instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell has two possible effects:

1. Divine Fortitude: The target becomes immune to subdual damage, charm
effects, compulsions, and attacks that function by causing pain, and is immune
to effects that would cause her to be dazed, exhausted, fatigued, nauseated,
staggered, or stunned. The target remains conscious at -1 to -9 hit points and
can take a partial action each round when in that state. Any of these effects are
present on the target when this spell is cast, they are suspended for the duration
(causing the target to wake if unconscious). This variant of the spell lasts 1
minute/ level. When the spell ends, any effects suspended by the spell that
would otherwise still be in effect (such as fatigue, which normally requires 8
hours of rest to abate) return. Effects with durations that expired during the
duration of this spell do not resume when this spell ends.
2. Pact of Martyrdom: You and the target exchange hit point totals. This
variant of the spell only works if you have more hit points than the target when
the spell is cast. If the target was unconscious and dying, you become
unconscious and dying. If the target was unconscious but stabilized, you
The spell works only upon free-falling objects. It does not affect a sword with no bonus for the height of the drop. (See the 
from the top of a castle wall, the item does half normal damage based on weight quite a distance. If the spell is cast on a falling item, such as a boulder dropped and even protect them. The creature remains in this state until a 
cast.)

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. (See the Dungeon Master's Guide for information on falling objects.)

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: roughly the intellect of a lizard. The creature is unable to cast spells, use Intelligence-based skills, or communicate coherently. 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, such as sorcerers and wizards, or use arcane spell-like effects suffer a 4 penalty on their saving throws.

Material Component: A handful of clay, crystal, glass, or mineral spheres.

Feign Death
Necromancy
Level: Sor/ Wiz 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One willing, living creature whose level or Hit Dice do not exceed the caster's
Duration: 1 hour/ level (D)
Saving Throw: None
Spell Resistance: Yes

You put the recipient into a deathlike condition. At your option, this can be a cataleptic state that is impossible to distinguish from death, or the subject can appear to be in a coma or deep sleep. Although able to smell, hear, and know what is going on, the subject is blind and has no sense of touch or pain. The subject does not need to eat, drink, or breathe.

While the spell is in effect, the subject is immune to subdual damage, and any normal or ability damage inflicted is reduced by half. In addition, the subject is immune to mind-affecting attacks, paralysis, poison, disease, and energy drain. The effects of any poison or disease already affecting the subject when the spell takes effect are halted until the spell ends. If the subject has any negative levels when the spell takes effect, the saving throw to remove it is delayed until the spell ends.

Fiendform
Transmutation [Evil]
Level: Sor/ Wiz 6 (Red Wizard)
Components: V, S, M
Duration: 1/ minute/ level

As polymorph self, except as noted above and as follows. You may take the form of any fiendish creature, demon, or devil that can be summoned by summon monster I-VI. You cannot assume multiple forms with each use of the spell, but you gain all the creature's extraordinary, spell-like, and supernatural abilities. Your type changes to outsider, and spells and effects that harm or ward evil outsiders affect you. A spell that would banish you to your home plane ends this spell and leaves you staggered for 1 round per caster level, but does not send you to another plane.

Material Component: A bone from any fiendish creature, half-fiendish creature, demon, or devil.

Filter
Abjuration
Level: Clr 2, Drd 2, Sor/ Wiz 2
Components: V, S, M/ DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes / level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell creates an invisible bubble of protection around the recipient's body that filters out all noxious and toxic elements in the air. The warded creature takes no damage and no penalties from inhaled natural or alchemical poisons. It is likewise protected against magical poisons created by spells of 4th level or lower (such as stinking cloud) cast by creatures of 8 or fewer Hit Dice. Against more powerful effects, the creature receives a +2 circumstance modifier on any saving throw allowed.

Material Component: A strand of spider web and a scrap of cotton cloth.

Find the Path
Divination
Level: Clr 6, Drd 6, Knowledge 6, Travel 6

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Evocation [Fire]

**Fireball**

*Level:* Sor/Wiz 3  
*Components:* V, S, M  
*Casting Time:* 1 action  
*Range:* 70 ft. + 70 ft./level  
*Area:* 20-ft.-radius spread  
*Duration:* 1 round or until used  
*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 1d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine 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 you attempt to send the bead through a narrow passage, such as through an arrow slit, you 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.

**Fire Orb**

*Level:* Sor/Wiz 4  
*Components:* V, S  
*Casting Time:* 1 action  
*Range:* Touch  
*Duration:* 1 minutes/level or until used  
*Saving Throw:* Reflex half (see text)  
*Spell Resistance:* Yes

As an orb, except fire orb deals fire damage. A creature struck directly takes the orb’s damage, and the flash of heat dazes it for 1 round. A dazed creature can take no actions (but defends itself normally). A successful Fortitude save reduces damage by half and negates the daze effect.

**Fire Seeds**

*Level:* Drd 6, Fire 6, Sun 6  
*Components:* V, S, M  
*Casting Time:* 1 action/seed  
*Range:* Touch  
*Duration:* 1 minutes/level or until used  
*Saving Throw:* Reflex half (see text)  
*Spell Resistance:* Yes

Depending on the version you choose, you turn acorns into grenadelike weapons or holly berries into bombs that you can detonate on command.

**Acorn Grenades:** Up to four acorns turn into special grenadelike weapons that can be hurled up to 100 feet. A ranged touch attack roll is required to strike the intended target. Each acorn bursts upon striking any hard surface. Together, the acorns are capable of dealing 1d8 points of fire damage per caster level (maximum 20d8), divided up among the acorns as you wish. A 20th-level druid could create one 20d8 missile, two 10d8 missiles, one 1d8 and three 3d8 missiles, or any other combination of d8s totaling up to four acorns and 20d8 points of damage. The acorns deal 1 point of splash damage per die and ignite any combustible materials within 20 feet. If a creature within the burst area makes a successful Reflex saving throw, it takes half damage; a creature struck directly always sustains full damage (no saving throw).

**Holly Berry Bombs:** You turn up to eight holly berries into special bombs. The holly berries are usually placed by hand, being too light to make effective

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**Evocation [Evocation]**

**Evocation [Fire]**

**Evocation [Sun]**

**Evocation [Fireball]**

**Evocation [Fire Orb]**

**Evocation [Fire Seeds]**

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**Components:** V, S, F  
*Casting Time:* 3 rounds  
*Range:* Personal or touch  
*Target:* You or creature touched  
*Duration:* 10 minutes/level  
*Saving Throw:* None or Will negates (harmless)  
*Spell Resistance:* No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to “a forest where a green dragon lives” or to the location of “a hoard of platinum pieces,” but it could find the exit to a labyrinth.

The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass gates. The spell ends when the destination is reached or the duration elapses, whichever comes first. The spell frees the subject, and those with him, from a maze spell in a single round.

This divination is keyed to the recipient, not his companions, and does not predict or allow for the actions of creatures (including guardians).

Focus: A set of divination counters of the sort favored by you—bones, ivory counters, sticks, carved runes, etc.

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**Find Traps**

*Level:* Clr 2  
*Components:* V, S  
*Casting Time:* 1 action  
*Range:* Medium (100 ft. + 10 ft./level)  
*Target:* You

You gain intuitive insight into the workings of traps. You can use your Search skill to detect traps just as a rogue can but gain no special bonus on your Search checks.

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**Finger of Death**

*Level:* Drd 8, Sor/Wiz 7  
*Components:* V, S, F  
*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

You 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. Of course, the subject might die from damage even if it succeeds at its saving throw.

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**Firebrand**

*Level:* Sor/Wiz 5  
*Components:* V, S, M  
*Casting Time:* 1 action  
*Range:* Medium (100 ft. +10 ft./levels)  
*Area:* One 5-ft.-radius burst/level (S)  
*Duration:* Instantaneous  
*Saving Throw:* Reflex half  
*Spell Resistance:* Yes

You create up to one mass of flame per level to explode upon the battlefield. Each mass of flame is treated as a 5-foot-radius burst and deals 1d6 points of fire damage/level (maximum 15d6) to all creatures within the area. The bursts do not need to be contiguous, and may be distributed within range as you see fit. Burst effects that overlap do not inflict additional damage.

*Material Component:* A flask of alchemist’s fire.

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**Fire Orb**

*Level:* Sor/Wiz 4  
*Components:* V, S  
*Casting Time:* 1 action  
*Range:* Touch  
*Duration:* 1 minutes/level or until used  
*Saving Throw:* Reflex half (see text)  
*Spell Resistance:* Yes

As an orb, except fire orb deals fire damage. A creature struck directly takes the orb’s damage, and the flash of heat dazes it for 1 round. A dazed creature can take no actions (but defends itself normally). A successful Fortitude save reduces damage by half and negates the daze effect.

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**Fire Seeds**

*Level:* Drd 6, Fire 6, Sun 6  
*Components:* V, S, M  
*Casting Time:* 1 action/seed  
*Range:* Touch  
*Duration:* 1 minutes/level or until used  
*Saving Throw:* Reflex half (see text)  
*Spell Resistance:* Yes

Depending on the version you choose, you turn acorns into grenadelike weapons or holly berries into bombs that you can detonate on command.

**Acorn Grenades:** Up to four acorns turn into special grenadelike weapons that can be hurled up to 100 feet. A ranged touch attack roll is required to strike the intended target. Each acorn bursts upon striking any hard surface. Together, the acorns are capable of dealing 1d8 points of fire damage per caster level (maximum 20d8), divided up among the acorns as you wish. A 20th-level druid could create one 20d8 missile, two 10d8 missiles, one 1d8 and three 3d8 missiles, or any other combination of d8s totaling up to four acorns and 20d8 points of damage. The acorns deal 1 point of splash damage per die and ignite any combustible materials within 10 feet. If a creature within the burst area makes a successful Reflex saving throw, it takes only half damage; a creature struck directly always sustains full damage (no saving throw).

**Holly Berry Bombs:** You turn up to eight holly berries into special bombs. The holly berries are usually placed by hand, being too light to make effective
thrown weapons (they can be tossed only 5 feet). They burst into flame if you are within 200 feet and speak a word of command. The berries instantly ignite, causing 1d8 points of fire damage +1 point per level to creatures and igniting any combustible materials within 5 feet. Creatures who successfully make Reflex saving throws take half damage.

M aerial Component: The acorns or holly berries.

**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:** You

**Duration:** 1 round/ level (D)

**Saving Throw:** None

This spell wreathes you in flame and causes damage to each creature who attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

Any creature striking you 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, you appear to immolate yourself, 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. You take only half damage from cold-based attacks. If that attack allows a Reflex save for half damage, you take no damage on a successful save.

**Chill Shield:** The flames are cool to the touch. You take only half damage from fire-based attacks. If that attack allows a Reflex save for half damage, you take no damage on a successful save.

A crane M aerial Component: A bit of phosphorus for the warm shield; a live firefly or glowworm or the tail portions of four dead ones for the chill shield.

**Fire Spiders**

Conjuration (Summoning) [Fire]

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 action

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

**Effect:** 240 fiery spiders that cover a 20-ft.-radius spread

**Duration:** 1 round/ level

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You call forth a swarm of 240 fire elementals the size of common spiders. The fire spiders each have 1/4 d8 HD (1 hp), speed 10 ft., climb 10 ft., and AC 18 (+8 size). They distribute themselves evenly within the initial area of the spell (six creatures per 5-foot square), and after the first round they move as a swarm, seeking creatures and objects to attack and ignite. The attacks by the fire spiders in a 5-foot-square area can be treated as an area attack by the group, inflicting fire damage equal to the number of spiders in that square (a Reflex saving throw halves the damage). Unlike with a creeping doom spell, the fire spiders do not die after inflicting damage, and only disappear if they are slain, the spell duration expires, or they are somehow banished to their home plane. Fire spiders can ignite flammable objects if they rest on one for 2 or more rounds.

As fire elementals, the fire spiders are immune to fire and are thwarted by barriers that block neutral outsiders. Water or other nonflammable liquid (including acid) kills them, a flask destroying 2d4 fire spiders in a targeted 5-foot square and causing 1 point of splash damage to adjacent squares (killing one spider in each adjacent square).

If some of the creatures die, the swarm condenses, growing smaller in area, maintaining the density of six creatures per 5-foot area.

Thousands of years ago, the drow used this spell to set on fire a large portion of what is now the Border Forest, separating it further from the forest of Cormanthor.

M aerial Component: A handful of rubies or ruby dust worth at least 500 gp.

**Fire Storm**

Evocation [Fire]

**Level:** Cir 8, Drd 7, Fire 7

**Components:** V, S

**Casting Time:** 1 full round

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

**Area:** Two 10-ft. cubes/ level (S)

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, and plant creatures in the area, if you so desire. Any other creatures (and plant creatures you wish to affect) within the area take 1d6 points of fire damage per caster level (maximum 20d6).

**Fire Stride**

Transmutation [Teleportation]

**Level:** Sor/ Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/ level or until expended (see text)

You gain the ability to step into fires and move from fire to fire. The fires you enter and move between must be at least as big around as you are. Fire elementals and other fire creatures are not "fires" for purposes of fire stride, nor are sources of great heat such as pools of lava.

Once in a fire, you can transport yourself to any other sufficiently large fire within long range (400 ft. + 40 ft./ level), and you instantly know the locations of all suitable fires within range. Each transport counts as a full move action. With each casting of the spell, you can transport yourself one time per caster level. If a fire's location doesn't offer enough space for you (for example, a fire contained inside a furnace too small to hold you or a fire already occupied by a big cauldron), it is not a viable destination and you don't sense its location. If a fire rests on a surface that can't support you, it is still a viable destination and you suffer the appropriate consequences if you transport yourself to it. For example, if you transport yourself into a fire burning in a pit full of oil, you fall into the oil when you arrive there.

The spell provides no protection against fire, so it is advisable to obtain such protection before using the spell.

**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

A 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, coffin, door, drawer, and so forth). When casting fire trap, you select a point on the item as the spell's center. When someone other than you 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, you can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" usually involves a password that you can share with friends. Note: Magical traps such as firetrap are hard to detect and disable. A rogue (only) can use the Search skill to find the trap and Disable Device to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid's fire trap or DC 29 for the arcane version).

**M. aterial 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 you at the time of casting; or one fiery bolt/four levels

**Duration:** 1 round/Instantaneous

**Saving Throw:** See text

**Spell Resistance:** Yes

You can either create flames that turn normal arrows, bolts, and stones into fiery projectiles, or you can create fiery bolts that shoot them at enemies.

**Flaming Normal Projectiles:** When choosing this version, you can affect up to one projectile per level. The projectiles must all be within 10 feet of you 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 your caster level (up to +10). For example, at 9th level, Mialee can affect up to nine arrows (or bolts or stones), which then deal +4 damage each. 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, you must succeed at a ranged touch attack roll to hit. The bolt deals 4d6 points of fire damage (Reflex save half). If you create extra bolts (at 8th level or higher), all bolts must be aimed at enemies that are all within 30 feet of each other.

**M. aterial Components:** A drop of oil and a small piece of flint.

**Flame Blade**

*Evocation [Fire]*

**Level:** Drd 2

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Effect:** Swordlike beam

**Duration:** 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. A attacks with the flame blade deal melee touch attacks. The blade deals 1d6 points of damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage, which is all fire damage. The flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth. It can harm any creature who is harmed by magical fire.

The spell does not function underwater.

**Flame Dagger**

*Evocation [Fire]*

**Level:** Hth 2, Sor/Wiz 2 (Red Wizard)

**Components:** V, S, M

A 1-foot-long, blazing beam of red-hot fire sprays forth from your hand. You wield this bladelike beam as if it were a dagger. Attacks with the flame dagger are melee touch attacks, and the blade deals 1d4 points of fire damage plus 1 point per caster level (to a maximum of +10). Because the blade is immaterial, your Strength modifier does not apply to the damage. The flame dagger can ignite combustible materials such as parchment, straw, dry sticks, cloth, and so on.

This spell does not function underwater.

**M. aterial Component:** A pinch of sulfur and a small bit of magnesium.
Flame Strike

Evocation [Fire]
Level: Clr 5, Drd 4, Sun 5, War 5
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (10-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A flame strike produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the rest results directly from divine power and is therefore not subject to being reduced by protection from elements (fire), fire shield (chill shield), and similar magic.

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
Spell Resistance: Yes

A burning globe of fire rolls in whichever direction you point 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 negates 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 you actively direct it (a move-equivalent action for you); 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 wicks out if it exceeds the spell’s range.

A cantrall Material Component: 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 you cause 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.

Flashburst

Evocation [Fire]
Level: Hth 3, Sor/Wiz 3
Components: V, S, M, DF
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./levels)
Area: A 20-ft.-radius burst
Duration: Instantaneous (see text)
Saving Throw: Will partial

Spell Resistance: Yes

Flashburst creates a blinding, dazzling flash of light. Sighted creatures within the area are automatically dazzled for 1 round (-1 penalty on attack rolls), and possibly blinded for 2d8 rounds (Will negates). Creatures outside the area, but within 120 feet of the burst, can be blinded if they have line of sight to the burst (Will negates). The spell does not dazzle creatures outside the burst area.

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

A cantrall Material Component: A pinch of sulfur or phosphorus.

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 Component: Lime, water, and earth.

Fly

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
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 fly up 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 it cannot carry aloft more weight than its maximum load (see page 142), plus any armor it 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 it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance (falling damage is 1d6 per 10 feet of fall). Since dispelling a spell effectively ends it, the subject also falls in this way if the fly spell is dispelled.

Aランク Focus: A wing feather from any bird.

**Foebane**

**Evocation**

**Level:** Rgr 4
**Components:** V, S
**Casting Time:** 1 action
**Range:** Touch
**Target:** Weapon touched
**Duration:** 1 round/ level
**Saving Throw:** None
**Spell Resistance:** No

This spell imbues one of the caster's weapons with great killing power against a single favored enemy type. Against creatures of that type, the weapon acts as a +5 magic weapon and deals +2d6 points of bonus damage. Furthermore, while the caster wields the weapon, he or she gains a +4 resistance bonus to saving throws against effects created by creatures of that type.

The spell is automatically canceled 1 round after the weapon leaves the caster's hand for any reason. The caster cannot have more than one foebane weapon at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with exacting shot or any other spell that might modify the weapon in any way. This spell does not work on artifacts.

**Note:** A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

**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 you designate. 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.

**Forbiddance**

**Abjuration**

**Level:** Cln 6
**Components:** V, S, M, DF
**Casting Time:** 6 rounds
**Range:** Medium (100 ft. + 10 ft./ level)
**Area:** 60-ft. cube/ level (S)
**Duration:** Permanent
**Saving Throw:** See text
**Spell Resistance:** Yes

Forbiddance prevents creatures whose alignments are different from yours from entering the area. Additionally, the spell seals the area against all planar travel into it, including dimension door, teleport, plane shifting, astral travel, ethereal travel, and all summoning spells. At your option, the abjuration can be locked by a password, in which case it can be entered only by those speaking the proper words (no saving throw allowed to those who don't speak the password, although SR applies). Otherwise, the effect on those entering the warded area is based on their alignment relative to yours.

Alignments identical: No effect. The creature may enter freely (albeit not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature is hedged out and takes 3d6 points of damage. A successful Will save negates both effects, and SR applies.

Alignments different with respect to both law/chaos and good/evil: The creature is hedged out and takes 6d6 points of damage. A successful Will save negates both effects, and SR applies.

Once a saving throw is failed, an intruder cannot enter the forbidden area (future saving throws likewise fail). Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success. Dispel magic does not dispel the forbiddance effect unless the dispeller's level is at least as high as the caster level.

**Material Components:** A sprinkling of holy water and rare incenses worth at least 1,500 gp per 60-foot cube. If a password lock is desired, this requires the burning of additional rare incenses worth at least 5,000 gp per 60-foot cube.

**Forcecage**

**Evocation [Force]**

**Level:** 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 (your 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 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 Component:** The spell needs no material component at the time of casting, but you must have 1,500 gp worth of ruby dust to prepare the spell. Upon completing preparations, you toss the dust into the air and it disappears, leaving only the verbal and somatic components to be provided at the time of casting.

**Force Ladder**

**Evocation [Force]**

**Level:** Sor/ Wiz 2
**Components:** V, S, F
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Effect:** One ladder of force up to 60 ft. long
**Duration:** 1 minute/ level
**Saving Throw:** None
**Spell Resistance:** Yes

You create a transparent ladder made of force. The ladder is two feet wide and anywhere from 10 to 60 feet long, with rungs spaced 1 foot apart. The ladder functions as a normal ladder. Because it is a force object, it can block or be used as a weapon against incorporeal or ethereal creatures (although they normally
can move through the walls or floor to go around the ladder if used as a barricade, and only creatures capable of wielding a 10-foot-long or larger weapon could use the ladder offensively against such a creature). The ladder weighs 1 pound and can support 100 pounds of weight per caster level. It can be destroyed by anything that destroys a wall of force.

Focus: A miniature silver ladder.

**Forceward**

Abjuration

*Level:* Clr 3 (Helm), Pal 3

*Components:* V, S, DF

*Casting Time:* 1 round

*Range:* 10 ft.

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

*Duration:* 1 minute/level

*Saving Throw:* Will negates

*Spell Resistance:* Yes

You create an unmoving, transparent sphere of force centered on your location. The sphere illuminates its interior and everything within 5 feet of its edge. You and your allies may enter the sphere at will. Any other creature that tries to enter the sphere must make a Will saving throw, otherwise it cannot pass into the area defined by the sphere. A creature may leave the area freely, although it must make a Will save to enter again, even if the creature is you or one of your allies. Creatures within the area when the spell is cast are not forced out.

The forceward does not prevent spells or objects from entering the forceward, so it is possible for two creatures on opposite sides of the forceward's edge to fight without penalties (although creatures using unarmed attacks or natural weapons still have to make Will saves every round for their attacks to have a chance of entering the forceward).

**Forcewave**

Evocation [Force]

*Level:* Sor/Wiz 1

*Components:* V, S, F

*Casting Time:* 1 action

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

*Effect:* Wave of force affecting one creature

*Duration:* Instantaneous

*Saving Throw:* Fortitude partial

*Spell Resistance:* Yes

You cause a wave of visible force resembling a crashing ocean wave to appear and immediately impact a single target. If the target fails its saving throw, it takes 1d4+1 hit points of damage and must make an opposed Strength check to avoid a bull rush. The wave of force has Strength 18, is Medium-sized, and is considered charging for the purpose of this check, and always moves the target the maximum distance possible. If the wave of force fails the opposed Strength check, the target is not moved. If the target makes its saving throw, it takes 1 hit point of damage and avoids the bull rush attempt.

Focus: A small piece of string and a drop of water.

**Foresight**

Divination

*Level:* Drd 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 you a powerful sixth sense in relation to yourself or another. Once the spell is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. Thus, if you are the subject of the spell, you would be warned in advance if a rogue were about to attempt a sneak attack on you, or if a creature were about to leap out from an unexpected direction, or if an attacker were specifically targeting you with a spell or ranged weapon. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself - duck, jump right, close your eyes, and so on - and gives you a +2 insight bonus to AC and to Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the object of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and it can be caught unprepared in the absence of such a warning. 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 you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

*Arcane Material Component:* A hummingbird's feather.

**Fortify Familiar**

Universal

*Level:* Sor/Wiz 4

*Components:* V, S

*Casting Time:* 1 action

*Range:* Touch

*Target:* Your familiar

*Duration:* 1 hour/level

*Saving Throw:* None (harmless)

*Spell Resistance:* Yes

You make your familiar tougher. While the spell lasts, it gains a +2 enhancement modifier to natural armor and has a 25% chance to avoid extra damage from sneak attacks or critical hits (though the attack still deals normal damage). The familiar also receives 2d8 temporary hit points.

**Fortunate Fate**

Conjuration (Healing)

*Level:* Clr 7 (Tymora)

*Components:* V, S

*Casting Time:* 1 minute

*Range:* Touch

*Target:* Creature touched

*Duration:* 10 minutes/level or until discharged

*Saving Throw:* None (harmless)

*Spell Resistance:* Yes (harmless)

You surround the subject with an aura that immediately heals her if she suffers an attack that would kill her (reduce her hit points to -10 or below). When this event occurs, the fortunate fate spell intervenes by immediately triggering a heal spell upon the target. If the attack is one that causes harm in a way that a heal spell can repair (disease, hit point damage, temporary ability damage, or poison), the target does not actually die, saved by the heal. If the attack is one that heal cannot countermand (such as ability drain, old age, negative levels, disintegration, or death effects), the fortunate fate spell cannot prevent her death.

If this spell is cast upon an undead creature, it uses a harm spell instead of heal.

**Fox's Cunning**

Transmutation

*Level:* Brd 2, Clr 2, Sor/Wiz 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 transmuted creature becomes smarter. The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to Intelligence-related skills. Wizards who receive fox's cunning do not gain extra spells, but they save 1D6+1 for their spells increase.

*Arcane Material Component:* A few hairs, or a pinch of dung, from a fox.
freedom

freedom of movement

gaseous form

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Gate Seal

**Abjuration**

**Level:** Brd 6, Clr 6, Drd 6, Sor/ Wiz 6  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One gate or portal  
**Duration:** Permanent  
**Saving Throw:** None  
**Spell Resistance:** No

You permanently seal a gate or portal. Gate seal prevents any activation of the gate or portal, though the seal may be negated by a successful dispel magic cast upon the spell. A knock spell does not function on the gate seal, but a chime of opening dispels the spell.

**Material Component:** A silver but worth 50 gp.

Gaze Screen

**Abjuration**

**Level:** Clr 2, Drd 2, Sor/ Wiz 2  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 10 minutes / level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes

You create a shimmering, mirrorlike area in the air before the recipient's eyes. The area moves with the recipient and does not affect his vision. While the spell lasts, there exists a 50% chance that a recipient subjected to a gaze attack need not make a saving throw against the attack, as if averting its eyes. The foe with the gaze attack is not concealed from the recipient (see Gaze Attacks on page 77 of the *Dungeon Master's Guide*). The recipient gets no additional protection from averting its eyes while the spell lasts, but it can shut its eyes to avoid the gaze.

Geas/Quest

**Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]**

**Level:** Brd 6, Clr 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.

**Gembomb**

**Conjuration (Creation) [Force]**

**Level:** Gnome 2, Trade 2  
**Components:** V, S, M  
**Casting Time:** 1 action/ bomb  
**Range:** Touch  
**Targets:** Up to 5 touched gems worth at least 1 gp each  
**Duration:** 10 minutes/ level or until used  
**Saving Throw:** Reflex half (see text)  
**Spell Resistance:** Yes

Gembomb converts up to five gems into bombs you (and only you) can lob at enemies. You must hold the gems in your hand when casting the spell.

Together, the bombs are capable of dealing 1d8 points of force damage per two caster levels (maximum of 5d8), divided among the gems as you wish. A 10th-level cleric could create one 5d8 bomb, a 3d8 and 2d8 bomb, five 1d8 bombs, or any combination of five dice of damage and up to five gems.

You can toss the bombs up to 100 feet with a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target. A gembomb blasts its target with a rainbow-colored shower of magical force. A creature struck by a gembomb can attempt a Reflex save for half damage. Tossing a single gembomb counts as an attack for you, so you usually cannot toss a bomb during the turn that you cast the spell. You can only toss one gembomb at a time, but you can toss more than one each round if you have multiple attacks.

**Material Components:** Up to five gems worth at least 1 gp each.

Gedlee’s Electric Loop

**Evocation [Electricity]**

**Level:** Sor/ Wiz 2  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** 5-ft.-radius burst  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half (see text)  

You create a small stroke of lightning that cycles through all creatures in the area. The spell deals 1d6 points of electricity damage per two caster levels (maximum 5d6). Those who fail their Reflex saves must succeed at a Will save or be stunned for 1 round.

**Material Component:** A loop of copper wire and a magnet.

**G’elsewhere Chant**

**Transmutation [Teleportation]**

**Level:** Brd 3  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** One creature or object  
**Duration:** Instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

You teleport a target to a random, safe location up to 100 feet distant and visible to you.

To randomly determine the subject's destination, roll 1d8 to determine direction, then roll 1d10 times 10 to determine the distance from the subject's previous location. Roll direction and distance again if this new destination is outside your line of sight, within a solid object, or more than 5 feet above ground.

If your target is being held (whether an object held by a character or a character being grappled by a creature), the holding or grappling creature also receives a Will saving throw to resist.

Gemjump

**Transmutation [Teleportation]**

**Level:** Sor/ Wiz 7  
**Components:** V, S, F  
**Casting Time:** 1 round  
**Range:** Unlimited (see text)  
**Target:** you and objects and willing creatures totaling up to 50 lb./ level (see text)  
**Duration:** Until triggered  
**Saving Throw:** None/ Will negates (harmless, object)  
**Spell Resistance:** No/ Yes (harmless, object)

This spell teleports you to the location of a specially prepared gem.
You initially cast gemjump upon a rogue stone (see the Magic of Faerun, page 176), which you must touch. At any time after you prepare the stone you can utter a command word, and instantly teleport to the location of the gem, provided you and the stone are on the same plane.

The teleport is always on target (as though you are using teleport without error spell). If the area containing the gem is too small for you, you appear in the nearest sufficiently large space.

You can transport, in addition to yourself, objects and creatures weighing up to 50 pounds per caster level. Thus a 15th-level wizard could transport his person and objects or creatures weighing an additional 750 pounds. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by gemjump. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

You can only have one gemjump spell cast on a particular rogue stone at a time, but any number of other wizards can use the same stone you're using.

Focus: A rogue stone.

General of Undeath

Necromancy

Level: Clr 8 (Velsharoon)
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 day/level

Effect: A demiplane in the Ethereal Plane centered on your location. You increase the number of Hit Dice of undead that you can control. Add 10 times your caster level to your Hit Dice limit for controlling undead. When the duration expires, you lose control of the extra undead as if you had voluntarily relinquished control of them.

Genesis

Conjuration (Creation)

Level: Creation 9
Components: V, S, M, XP
Casting Time: 1 week (8 hours/day)
Range: 180 ft.
Effect: A demiplane in the Ethereal Plane centered on your location.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You create an immobile, finite plane with limited access—a demiplane. Demiplanes created by this power are very small, very minor planes. You can cast this spell only on the Ethereal Plane. When you cast it, a local density fluctuation precipitates the creation of a demiplane. At first, the demiplane grows at a rate of 1-foot radius per day to the initial maximum radius of 180 feet as the fledgling plane rapidly draws substance from surrounding ethereal vapors and protomatter.

You determine the environment in the demiplane when you first cast the spell, reflecting most any desire you can visualize. You determine factors such as atmosphere, water, temperature, and the shape of the general terrain. However, the spell does not create life (such as vegetation), nor can it create construction (such as buildings, roads, walls, dungeons, and so forth). If you want these benefits, you must add them in other fashion. Once the basic demiplane reaches its maximum size, you can continue to cast this spell to enlarge your demiplane, adding another 360-foot-diameter bubble to it each time.

XP Cost: 5,000 XP.

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)

You preserve 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). 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).

Ghorus Toth's Metal Melt

Transmutation [Fire]

Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Metal object weighing up to 5 lb./level
Duration: 1 round
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You alter the physical properties of a metal object so that it runs like water. The melted metal does not change temperature but flows as a liquid for 1 round and then returns to its normal solid state, usually in a form resembling a puddle. If the object is a magic item, this renders it broken and nonfunctional, although a character with the appropriate item creation feat can repair it.

Material Component: A drop of mercury in a vial.

Ghostform

Transmutation

Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level

You assume a visible, incorporeal form similar to the form a ghost assumes when manifesting. While the spell lasts, your body shifts onto the Ethereal Plane. You are visible to, and can be attacked by, creatures on the Material Plane, but you have no material body. You can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you have a 50% chance to ignore any damage from a corporeal source (except for force effects, such as magic missile, or attacks made with ghost touch weapons).

Creatures on the Material Plane ignore all your armor and natural armor bonuses, but you gain a deflection modifier equal to your Charisma modifier (always at least +1, even if your Charisma score does not normally provide a bonus). You cannot make physical attacks against foes on the Material Plane except with ghost touch weapons; in this case, you have no effective Strength score, but your Dexterity modifier applies to all your melee attack rolls. Your spells affect targets on the Material Plane normally unless the spell's rely on touch. Your touch spells don't work on material targets. Against foes on the Ethereal Plane, all your attacks and defenses work normally.

While incorporeal, you cannot run, but you can fly (perfect maneuverability) at your normal speed. You can pass through solid objects as if you had invisible maneuverability (as ethereal sight) and as though you were incorporeal. You can be harmed only by other incorporeal creatures.

While incorporeal, you cannot run, but you can fly (perfect maneuverability) at your normal speed. You can pass through solid objects as if you had invisible maneuverability (as ethereal sight) and as though you were incorporeal.

Ghostharp

Divination

Level: Brd 0
Components: V, S
Casting Time: 1 minute
Range: Touch
Target: Any object
Duration: 5 minutes/level (D)
You prepare an object that records and replays a song previously played or sung in its vicinity. When cast, the spell searches a radius of 50 feet for the lingering notes of a tune played there within the last day. It records these notes and reverberations. If multiple songs have been played at that spot, ghostharp recalls the song most recently played, starting with the beginning of the piece recalled. At your verbal command, “Play,” the ghostharp replays the music. The tune repeats until you command it to stop, or until the spell’s duration comes to an end. The ghostharp does not record conversations. Its imperfect replay can’t reproduce bardic music or other magical effects, nor can it cast spells.

**Illusion (Figment)**

*Level:* 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 you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose 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 your level. You 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.

M*aterial Component:* A bit of wool or a small lump of wax.

**Ghoul Touch**

*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 you with negative energy, this spell allows you 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 you) 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.

M*aterial Component:* A small scrap of cloth taken from clothing worn by a ghoul or a pinch of earth from a ghoul’s lair.

**Globe of Invulnerability**

*Level:* Sor/Wiz 6

As minor globe of invulnerability, except that it also excludes 4th-level spells and spell-like effects.

**Ghoul Touch**

*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 you with negative energy, this spell allows you 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 you) 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.

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*Duration:* 1d6+2 rounds  
*Saving Throw:* Fortitude negates  
*Spell Resistance:* Yes

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M*aterial Component:* A small scrap of cloth taken from clothing worn by a ghoul or a pinch of earth from a ghoul’s lair.

**Globe of Invulnerability**

*Level:* Sor/Wiz 6

As minor globe of invulnerability, except that it also excludes 4th-level spells and spell-like effects.
**Goodberry**

**Transmutation**

**Level:** Drd 1

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Targets:** 2d4 fresh berries touched

**Duration:** 1 day/level

**Saving Throw:** None

**Spell Resistance:** Yes

Casting goodberry upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected. Each enchanted berry nourishes a creature as if it were a normal meal for a Medium-size creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

**Greater Anyaspell**

**Transmutation**

**Level:** Spell 6

**Components:** V, S, DF (and possibly M, F, and XP)

**Casting Time:** 15 minutes

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

As anyaspell, except you can read and prepare any arcane spell of up to 5th level, and the prepared spell occupies your 6th-level domain spell slot.

**Greater Aspect of the Deity**

**Transmutation [Good, Evil]**

**Level:** Mysticism 9

As lesser aspect of the deity, but you take on all the qualities of a celestial or fiendish creature (see Appendix 3 of the *Monster Manual* for complete details). You do not gain the spell-like abilities of these creatures. Your creature type changes to outsider for the duration of the spell. Unlike other outsiders, you can be brought back from the dead if you are killed in this form.

Good clerics undergo the following transformations:

* You grow feathered wings that allow you to fly at twice your normal speed (good maneuverability).
* You gain +1 natural armor.
* You gain low-light vision.
* You gain immunity to acid, cold, disease, and electricity.
* You gain a +4 racial bonus on your saving throw against poison.
* You gain the following bonuses to your ability scores: +4 Str, +2 Dex, +4 Con, +2 Int, +4 Wis, +4 Cha.

Evil clerics undergo the following transformations:

* You grow batlike wings that allow you to fly at your normal speed (average maneuverability).
* You gain +1 natural armor.
* You gain bite and claw attacks. If you are Medium-size or larger, you bite deals 1d6 points of damage and each claw attack deals 1d4 points of damage. If you are Small, your bite deals 1d3 points of damage and each claw attack deals 1d3 points of damage.
* You gain darkvision with a range of 60 feet.
* You gain immunity to poison.
* You gain acid, cold, electricity, and fire resistance 20.
Abjuration

Material Component: greater glyph

The machine can hurl Small rocks (if any are at hand) with an attack level of +17/+12 for excavate sand or loose soil at twice that rate.

As command, except that up to one creature per level may be affected. At the start of each command, creature’s action after the first, it gets another Will save to attempt to break free from the spell.

Greater Dispelling

Abjuration

Greater Fantastic Machine

Illusion (Shadow)

Level: Craft 9

Components: V, S, DF

Casting Time: 1 action

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

Effect: A 10-ft. machine

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

Greater fantastic machine creates an illusory, many-armed, noisy mechanical construct of impressively massive appearance.

You can concentrate on controlling the machine’s every action or specify a simple program, such as collect all the logs in an area and stack them in a neat pile, throw a field, drive piles, or the like. The machine can perform only fairly simple physical tasks. Directing the machine’s actions or changing its programmed movement is a standard action for you. The machine always acts on your turn in the initiative order. (It can act during the turn you cast the spell.)

Except where noted below, the machine functions as a Large (tall) animated object (see the Monster Manual) constructed from adamantine. It trundles over the ground at a speed of 60 feet. It can swim or fly at a speed of 20 feet (poor maneuverability). It has 16 HD, 88 hit points, an Armor Class of 20 (-1 size, +1 natural), and a hardness of 20. Its saving throw bonuses are Fortitude +5, Reflex +5, and Will +0.

The machine has a Strength score of 22. A medium load for the machine is up to 520 pounds; a medium load is 521 to 1,040 pounds, and a heavy load is 1,041 to 1,560 pounds. The machine can fly or swim only when lightly loaded.

The machine can lift a weight of up to 3,120 pounds to a height of 15 feet. It can push or drag 20,000 pounds of loose rock each minute (which is sufficient to clear a 5-by-5-by-5-foot space in 1 round). It can excavate sand or loose soil at twice that rate.

The machine makes slam attacks with an attack bonus of +17/+12 for 1d8+9 points of damage. It deals triple slam damage (3d8+27) against stone or metal. The machine can hurl Small rocks (if any are at hand) with an attack bonus of +12/+7. Its range increment is 150 feet, and it can throw a rock up to 10 range increments. A thrown rock deals 2d6+9 points of damage.

Greater glyph of warding

Abjuration

As glyph of warding, except that the blast deals up to 1d8 damage, and the greater glyph can store a harmful spell of up to 8th level.

Material Component: Diamond dust worth at least 400 gp.

Greater Ironguard

Abjuration

Greater Magic Fang

Transmutation

Level: Sor/Wiz 7

Components: V, S, M, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You or a creature you touch is immune to nonmagical metal and magic metal with less than +3 enhancement bonus. Metal items pass through you, and you can walk through metal barriers such as iron bars. Spells, spell-like abilities, and supernatural effects affect you normally. If the spell expires while metal is inside you, the object is shunted out of your body (or you away from the metal, if it is an immovable object such as a set of iron bars). You and the object each take 1d6 points of damage as a result (ignoring the object’s hardness for determining damage to it).

Because you pass through metal, you may ignore armor bonuses from metal armor on opponents you attack with unarmed attacks.

Material Component: A tiny shield of wood, glass, or crystal.

Focus: A small nugget of adamantine worth 100 gp.

Greater Mage Hand

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: One object or creature weighing up to 10 pounds per caster level

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

You point your finger at a target and can lift it and move it at will from a distance. As a move-equivalent action, you can move the target up to 20 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell’s range.

A creature can negate the effect against itself or against an object it possesses with a successful Will save or with spell resistance.

The target can be moved vertically, horizontally, or both. It cannot be moved beyond your range.

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. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks (DC set by the DM).

Greater Magic Weapon

Transmutation

Level: Brd 3, Clor 5

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

Target: One living creature

Duration: 1 hour/level

As magic fang, except that the enhancement bonus to attack and damage is +1 per three caster levels (maximum +5).
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, you 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 you’re 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.

A arcane material components: Powdered lime and carbon.

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 1d10 x 0.4 points of damage each round.

Nondamaging effects, as such 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).

Great Shout
Evocation [Sonic]
Level: Brd 6, Sor/Wiz 8
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Line 5 ft. high and 5 ft. wide, and a cone (see text)
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes (object)

You emit a thunderous, devastating yell. The primary effect is a line of intense sonic energy 5 feet high and 5 feet wide and as long as the spell’s range. Stone, crystal, and metal objects in the area take 20d6 points of damage. Creatures holding vulnerable objects can attempt Reflex saves to negate the damage. Objects that survive the spell’s primary effect are not subject to the secondary effect.

The spell’s secondary effect is a cone of sound centered on the line. Creatures within the cone take 10d6 points of damage, and are stunned for 1 round and deafened for 4d6 rounds. A successful Fortitude save negates the stunning and halves the damage and duration of the deafness. An any exposed brittle or crystalline object or crystalline creature takes 1d6 points of damage per caster level (maximum 20d6). Creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deafened character, in addition to the obvious effects, suffers a –4 penalty on initiative and 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

Creatures with sensitive ears (such as grimlocks) take double damage from the spell.

The great shout spell cannot penetrate the spell’s area. A arcane focus: A small metal or ivory horn.

Great Thunderclap
Evocation [Sonic]
Level: Sor/Wiz 7
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 5 ft. /level-radius spread
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

You create a loud noise equivalent to a peal of thunder and its accompanying shock wave. The spell has three effects. First, all creatures in the area must make Will saves to avoid being stunned for 1 round. Second, the creatures must make Fortitude saves or be deafened for 1 minute. Third, they must make Reflex saves or fall prone.

Focus: An iron bell.

Grimwald’s Graymantle
Necromancy
Level: Sor/Wiz 5

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 magic, message, read magic, and tongues.

Greater Shadow Conjunction
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.
**Guards and Wards**

_Abjuration_

*Level:* Clr 0, Drd 0  
*Components:* V, S, F  
*Casting Time:* 1 action  
*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 your stronghold. The ward protects 200 square feet per caster level. The warded area can be up to 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you 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: Yes.
- **Lost Doors:** One door per caster level is covered by a glamer to appear as if it were a plain wall. Spell resistance: No.

In addition, you can place your choice of one of the following five magical effects:

* **Dancing lights** in four corridors. You 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 you designate; 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.

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 Mordenkainen's disjunction destroys the entire guards and wards effect.

_A material Component:_ Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of umber hulk blood.

Focus: A small silver rod.

**Guidance**

*Level:* Clr 2  
*Components:* V, S  
*Casting Time:* 1 action  
*Range:* Touch  
*Target:* Creature touched  
*Duration:* 1 minute or until discharged  
*Saving Throw:* None  
*Spell Resistance:* Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

**Guidance of the Avatar**

*Level:* Clr 2  
*Components:* V, S  
*Casting Time:* 1 action  
*Range:* Touch  
*Target:* Creature touched  
*Duration:* 1 minute or until discharged  
*Saving Throw:* None  
*Spell Resistance:* Yes

Your deity's chosen avatar imbues the subject with divine power. The creature gets a +20 competence bonus on a single skill check and must choose to use the bonus before making the roll to which it applies.

**Gust of Wind**

*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 you 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 you and moves in the direction you are 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 (see the Dungeon Master's Guide for details about wind effects on creatures). 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, heave over a small boat, and blow gases or vapors to the edge of the range.

**Focus:** A tiny leather bellows.

**Gutsnake**

*Level:* Sor/ Wiz 4  
*Components:* V, S, F
Handfire
Evocation [Light]
Level: C1r (Selûne), Drd 1, Hrp 1, Hth 1, Rgr 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You surround your hand with winking motes of light resembling a cluster of constantly renewed sparks. The lights are any color you choose, but cannot be changed once the spell is cast. The handfire provides illumination equal to a candle but provides no heat, nor can it ignite objects. The handfire can be used as a melee touch attack up to one time per level. If a living creature is struck, it deals 1d4 points of damage +1 point/level (maximum +5). A gain undead, the handfire deals 1d6 points of damage +1 point/level (maximum +5). It has no effect on targets that are neither living nor undead (such as constructs).

Hand of Divinity
Evocation [see text]
Level: Blk 2, C1r 2, Pal 2
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless) (see text)
Spell Resistance: Yes

You give the subject a protective aura of divine energy that allows her a bonus on all saving throws. If your patron is nonevil, this is a +2 sacred bonus and the spell is a good spell. If your patron is evil, this is a +2 profane bonus and the spell is an evil spell.

This spell only works on a creature with the same patron as you or the same alignment as your patron. If cast on a target that does not meet these criteria, there is no effect.

Hand of Torm
Abjuration [See text]
Enchantment (Compulsion) [Mind-Affecting, Sonic]

hit points.

Harm

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create an immobile zone of warding that is permeable to those of your religion but repels all others. The warded area has a shimmering visible border, above which is a ghostly image of a giant hand (the appearance of the hand depends upon your patron, so Torm's clerics have a shining metal gauntlet, while those of Bane have a black clawed metal gauntlet and those of Malar have a great beast's claw).

Creatures that have the same patron as you, or are wearing a holy symbol of your patron, can enter and move within the warded area unhindered. Other creatures that try to enter or move within the area must make Fortitude saves or be stunned for 1 round. If a creature's only action is to try to move completely out of the area, the ward does not hinder it.

Clerics and paladins of deities other than Torm name this spell after their patron. (For example, a longsword (treat steel as iron, base hardness 10) affected by a hardening spell does not in any way affect resistance to other forms of transformation. Ice still melts, paper and wood still burn, rock still becomes more resilient, and so on. For every two caster levels, add 1 point of hardness to the material for the duration of the spell. When you invoke hardening, choose a target. The bird then attacks the target for the duration of the spell, or until the target dies.

Harrier

Conjuration (Creation)

Level: Clr 4, Drd 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: One creature

Duration: 1 round/level or until target dies

Spell Resistance: No

Harrier creates an incorporeal magical bird of prey the size of a dire bat (roughly 5 feet long with a 10-foot wingspan). This bird operates independently of the caster for the duration of the spell. When you invoke harrier, choose a target. The bird then attacks the target for the duration of the spell, or until the target dies.

Harm

Necromancy

Level: Clr 6, Destruction 6, Drd 7

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Harm charges a subject with negative energy that causes the loss of all but 1d4 hit points. If used on an undead creature, harm acts like heal.

Haste

Transmutation

Level: Brd 3, Sor/ Wiz 3

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)

This spell increases the speed of movement. The transmuted creature moves and acts more quickly than normal. This extra speed has several effects.

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.
Heal

Conjuration (Healing)
Level: Cdr 6, Drd 7, Healing 6
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell enables you to channel positive energy into a creature to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage, and all temporary ability damage. It neutralizes poisons in the subject’s system, so that no additional damage or effects are suffered. It offsets a feebblemind spell. It cures those mental disorders caused by spells or injury to the brain. Only a single application of the spell is needed to simultaneously achieve all these effects.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability scores.

If used against an undead creature, heal acts like harm.

Heal Animal Companion

Conjuration (Healing)
Level: Drd 5, Rgr 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Caster’s animal companion touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

Heal animal companion enables the caster to wipe away disease and injury in one of his or her own animal companions (gained via class feature or the animal friendship spell). It completely cures all diseases, blindness, or deafness of the animal companion, cures all points of damage suffered due to wounds or injury, and repairs temporary ability damage. It cures mental disorders caused by spells or injury to the brain.

Heal animal companion does not remove negative levels, restore drained levels, or restore drained ability scores.

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 you
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.

Heart of Stone

Necromancy
Level: Sor/Wiz 8
Components: V, S, F, XP
Casting Time: 1 day
Range: Personal
Target: You
Duration: 1 year

When cast you replace your heart with a perfect, unblemished stone, this in turn makes you very resistant to damage, especially being cut.

You gain damage reduction 50/+4 to any slashing or piercing damage.
You are also resistant to spells that inflict damage taking no damage from such spells of less than 8th level. You gain damage reduction 25/+3 to bludgeoning damage.
damage, and suffer half damage from spells (of 8th level or less) that bludgeon, this includes most blasts and force effects.

If you are dismembered (including having your head removed) you do not die and suffer no additional damage (you do however suffer the damage that caused the blow, assuming it bypasses the damage reduction), other than the inconvenience of having your limbs removed. You can, however, reattach these limbs (or head), just by holding them in their original place for ten minutes. You are also immune to bleeding effects such as a sword of wounding effects.

You suffer minimum damage from any cause wound spells, but also gain minimum benefit from any cure wound spells. You also gain a +4 bonus to save against petrifaction effects and spells.

Lastly, you are immune to the effects of fatigue and exhaustion and cannot be affected by spells that cause such effects. You are also immune to pain and pain effects.

This powerful spell is not without its cost however, if the displaced heart is destroyed, you die instantly with no save.

The heart of stone cannot be dispelled, although a more powerful negation magic such as Mordenkainen’s disjunction can bring the spell to an end, as can a stone to flesh targeting the caster. If the spell is ended and you have injuries, these injuries are doubled. For example, a wizard with 75 hit points is down 20 hit points and the spell ends then he would be down 40 hit points.

Focus: A stone heart. This heart must be a carved stone of quality (jade, obsidian, or gold-veined marble would be appropriate) worth no less than 5,000 gp.

X P Cost: 2,500 XP.

**Heat Metal**

**Transmutation**

**Level:** Drd 2, Sun 2

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Target:** Metal equipment of one creature/ two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/ level, all of which must be within a 30-ft. circle

**Duration:** 7 rounds

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This spell is identical with chill metal (page 183) except that it makes metal warm, hot (1d4 points of fire damage), and searing (2d4 points of fire damage) instead of cold, icy, and freezing. Enchanted metal gets a saving throw to resist. Just as damage from chill metal negates fire damage, so damage from heat metal negates cold damage on a one-for-one basis. If cast underwater, heat metal deals half damage and boils the surrounding water.

Heat metal counters and dispels chill metal.

**Helping Hand**

**Evocation**

**Level:** Clr 3

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Five miles

**Effect:** Ghostly hand

**Duration:** 1 hour/ level

**Saving Throw:** None

**Spell Resistance:** No

You create the ghostly image of a hand, which you can send to find someone within five miles. The hand then beckons to that person and leads her to you if she follows it.

When the spell is cast, the hand appears in front of you. You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

**Distance** **Time to Locate**

<table>
<thead>
<tr>
<th>Up to 100 ft.</th>
<th>1 round</th>
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</thead>
</table>

Once the hand locates the subject, it beckons her to follow it. If she follows, the hand points in your direction, leading her in the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before her at a rate of anywhere up to 240 feet per round. Once the hand leads the subject to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If she chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; she will have to rely on her own devices to locate you.

If more than one subject within a five-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within five miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and potential subjects. It cannot engage in combat or execute any other task aside from locating the subject and leading her back to you. The hand does not pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than five miles from the spot it appeared when you cast the spell.

**Herald’s Call**

**Enchantment (Compulsion) [Mind-Affecting, Sonic]**

**Level:** Brd 1, Hrp 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** 30 ft.

**Area:** 30-ft.-radius burst centered on you

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You produce a crowd-stopping shout that holds an air of authority others find difficult to ignore. The spell affects only those creatures that have 5 HD or less. Anyone affected is dazed for 1 round.

Creatures beyond the radius of the burst may hear the shout, but don’t become dazed.

**Heroes’ Feast**

**Evocation**

**Level:** Clr 6

**Components:** V, S, DF

**Casting Time:** 10 minutes

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

**Effect:** Feast for one creature/ level

**Duration:** 1 hour + 12 hours (see text)

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the nectarlike beverage that is part of the feast. The ambrosial food that is consumed creates an effect equal to bless that lasts for 12 hours. During this same period, the people who consumed the feast are immune to magical fear and hopelessness.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.
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. A cane Material Component: 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, Cir 2, Sor/ Wiz 3

**Components:** V, S, F/ DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./ level) - Large (200 ft. + 20 ft./ level) / personal

**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 speak. 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.

A cane Focus: A small, straight piece of iron.

**Holy Aura**

Evocation [Good]

**Level:** Good 4

**Components:** V, S

**Casting Time:** 1 action

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

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and blinding evil creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +1 resistance bonus to saves.

Second, the warded creatures gain SR 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as protection from evil does.

Finally, if an evil creature succeeds at a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura’s save DC). Focus: A small reliquary containing some sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a holy text. The reliquary costs at least 500 gp.

**Holy Smite**

Evocation [Good]

**Level:** Good 4

**Components:** V, S

**Casting Time:** 1 action

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

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to evil creatures and blinds them for 1 round. A successful Reflex saving throw reduces damage to half and negates the blinding effect.

The spell deals only half damage against creatures who are neither good nor evil, and they are not blinded. They can reduce that damage by half (down to one-quarter of the roll) with a successful Reflex save.

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 most Strength- and Dexterity-based skills.

**Holy Star**

Evocation [Good]

**Level:** Good 4

**Components:** V, S

**Casting Time:** 1 action

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

**Effect:** Protective star of energy

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and blinding evil creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +1 resistance bonus to saves.

Second, the warded creatures gain SR 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession and mental influence, just as protection from evil does.

Finally, if an evil creature succeeds at a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura’s save DC). Focus: A small reliquary containing some sacred relic, such as a scrap of cloth from a saint's robe or a piece of parchment from a holy text. The reliquary costs at least 500 gp.
### Holy Sword

**Evocation**

**Level:** Pal 4  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Weapon touched  
**Duration:** 1 round/level  
**Saving Throw:** None  
**Spell Resistance:** No

This spell allows you to channel holy power into your sword, or any weapon you choose. The weapon acts as a +5 magic weapon and deals double damage against evil opponents. It emits a magical circle against evil (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand for any reason. You cannot have more than one holy sword at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with bless weapon or any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

*Note:* A masterwork weapon’s bonus to attack does not stack with an enhancement bonus to attack.

### Holy Word

**Evocation [Good, Sonic]**

**Level:** Clr 7, Good 7  
**Components:** V  
**Casting Time:** 1 action  
**Range:** 30 ft.  
**Area:** Creatures in a 30-ft.-radius spread centered on you  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes

Uttering holy word has two effects.

- If you are on your home plane, the spell instantly banishes nongood extraplanar creatures within the area back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the holy word.
- Creatures native to your plane who hear the holy word and are not good suffer the following ill effects:

<table>
<thead>
<tr>
<th>HD</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 or more</td>
<td>Deafened</td>
</tr>
<tr>
<td>Less than 12</td>
<td>Blinded, deafened</td>
</tr>
<tr>
<td>Less than 8</td>
<td>Paralyzed, blinded, deafened</td>
</tr>
<tr>
<td>Less than 4</td>
<td>Killed, paralyzed, blinded, deafened</td>
</tr>
</tbody>
</table>

The effects are cumulative.

- **Deafened:** The creature is deafened (see blindness/deafness) for 1d4 rounds.
- **Blinded:** The creature is blinded (see blindness/deafness) for 2d4 rounds.

### Horizikaul's Boom

**Evocation [Sonic]**

**Level:** Sor/Wiz 1  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** Instantaneous  
**Saving Throw:** Will partial  
**Spell Resistance:** Yes

You blast the target with loud and high-pitched sounds. Horizikaul’s boom strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. The target takes 1d4 points of sonic damage per two caster levels (minimum 1d4, maximum 5d4) and must make a Will save or be deafened for 1d4 rounds. This spell has no effect if cast into the area of a silence spell.

### Horizikaul's Cough

**Evocation [Sonic]**

**Level:** Sor/Wiz 0  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature or object  
**Duration:** Instantaneous  
**Saving Throw:** Will partial  
**Spell Resistance:** Yes

You create a brief but loud noise adjacent to the target. Horizikaul’s cough strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. The target takes 1 point of sonic damage and must succeed at a Will saving throw or be deafened for 1 round. This spell has no effect if cast into the area of a silence spell.

### Horizikaul's Versatile Vibration

**Evocation [Sonic]**

**Level:** Sor/Wiz 5  
**Components:** V, S, F  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** Cone  
**Duration:** Concentration, up to 1 round/level  
**Saving Throw:** Reflex half  
**Spell Resistance:** Yes

You create a cone of powerful sound that can be used to attack or move objects or creatures. If used to attack, the cone inflicts 1 point of sonic damage per two levels each round a creature is within the area; a successful Reflex save reduces this damage by half. If used to move objects or creatures, it functions as the sustained force version of telekinesis, although you can only move objects away from you. Targets within the effect of a silence spell cannot be moved.

- Focus: A hollow cone of brass and gold worth 50 gp.

### 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

**Paralyzed:** The creature is paralyzed and helpless for 1d10 minutes, unable to move or act in any way.  
**Killed:** Living creatures die. Undead creatures are destroyed.
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.


**Hunter's Mercy**

- **Transmutation**
  - **Level:** Rgr 1
  - **Components:** V, S
  - **Casting Time:** 1 action
  - **Range:** Personal
  - **Target:** You
  - **Duration:** See text

This transmutation makes a bow strike true. Your next attack with the bow (if it is made before the end of the next round) hits and automatically threatens a critical hit. If you don't hit in the round following the casting of this spell, the effect is wasted.

**Hypnotic Pattern**

- **Illusion (Pattern) [Mind-Affecting]**
  - **Level:** Brd 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, and, 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, you 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 and, 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, you 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.

Arcane Material Component: A glowing stick of incense or a crystal rod filled with phosphorescent material.

**Hypnotism**

- **Enchantment (Compulsion) [Mind-Affecting]**
  - **Level:** Brd 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

Your gestures and droning incantation cause creatures nearby to stop and stare blankly at you, hypnotized. You can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD they affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures who can see or hear you are affected, but they do not need to understand you to be hypnotized.

If you use 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.

**Ice Burst**

- **Evocation [Cold]**
  - **Level:** Sor/Wiz 3
  - **Components:** V, S, M
  - **Casting Time:** 1 action
  - **Range:** Medium (100 ft. +10 ft./level)
  - **Area:** 30-ft.-radius burst
  - **Duration:** Instantaneous
  - **Saving Throw:** Reflex half
  - **Spell Resistance:** Yes

A hail of magical ice chunks erupts from a point in space. The chunks fly in all directions, hitting everyone within the burst. The pelting ice deals 1d4 points of cold damage +1 point of blunt damage per caster level, to a maximum of 10d4+10.

Arcane Material Component: A chunk of ice or a single pearl.

**Ice Dagger**

- **Evocation [Cold]**
  - **Level:** Sor/Wiz 1
  - **Components:** V, S, M
  - **Casting Time:** 1 action
  - **Range:** Close (25 ft. +5 ft./2 levels)
  - **Effect:** Dagger of ice
  - **Duration:** Instantaneous
  - **Saving Throw:** Reflex half
  - **Spell Resistance:** Yes

You create a dagger-shaped piece of ice that launches itself at a target within range as a grenade-like weapon. The ice dagger deals 1d4 points of cold damage to the target per caster level (maximum 5d4), and the target may make a Reflex save for half damage. Creatures within 5 feet of the target take 1 point of cold damage.

Arcane Material Component: A few drops of water made from melted ice.

**Ice Knife**

- **Conjuration (Creation) [Cold]**
  - **Level:** Sor/Wiz 2
  - **Components:** V, S, M
  - **Casting Time:** 1 action
  - **Range:** Long (400 ft. +40 ft./level)
  - **Effect:** One icy missile
  - **Duration:** Instantaneous
  - **Saving Throw:** See text
  - **Spell Resistance:** Yes

A magical shard of ice springs from your hand and speeds to its target. You must succeed at a normal ranged attack to hit. For every two caster levels, you gain a +2 modifier on the ranged attack roll. The shard deals 1d8 points of piercing damage, plus 1d8 points of cold damage and 2 points of cold Dexterity damage. Creatures that are immune to cold damage take no Dexterity damage. A successful Fortitude save reduces the cold damage by half and negates the Dexterity damage.

Arcane Material Component: A drop of water or piece of ice.

**Ice Storm**

- **Evocation [Cold]**
  - **Level:** Sor/Wiz 1
  - **Components:** V, S
  - **Casting Time:** 1 action
  - **Range:** Long (500 ft. +50 ft./level)
  - **Effect:** A 100-ft.-radius burst centered where the shard lands.
  - **Duration:** 1 round (D)
  - **Saving Throw:** Reflex half
  - **Spell Resistance:** Yes

A magical shard of ice springs from your hand and speeds to its target. You must succeed at a normal ranged attack to hit. For every two caster levels, you gain a +2 modifier on the ranged attack roll. The shard deals 1d8 points of piercing damage, plus 1d8 points of cold damage and 2 points of cold Dexterity damage. Creatures that are immune to cold damage take no Dexterity damage. A successful Fortitude save reduces the cold damage by half and negates the Dexterity damage.

A miss creates a shower of ice crystals in a 10-foot-radius burst centered where the shard lands. A creature who fails its saving throw is encumbered and has a penalty of -2 to its saving throws. A creature who fails its saving throw does not remember that you enspelled it.
Great hailstones pound down, dealing 5d6 points of damage to creatures in their path; the damage is 3d6 impact plus 2d6 cold.

*Illusory Script*

Spells: 3
Components: V, S, M
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

The illusion script is read magic or comprehend languages spell. The hidden message of the illusion script spell is 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 illusion 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 a message you wish 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**

Spells: 2
Components: V, S
Duration: Instantaneous
Saving Throw: None
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 Familiar with Spell Ability**

Spells: 3
Components: V, S, M
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You transfer some of your currently prepared spells, and the ability to cast them, to your familiar. If you are a sorcerer, you imbue your familiar with spells you know how to cast.

You can imbue a maximum of one spell per three levels. The maximum level of the spells to be imbued is one-third of your level, rounded down (maximum 5th level). Multiple castings of the spell do not increase these limits.

The transferred spell's variable characteristics (range, duration, area, and so on) function according to your level.

Once you cast imbue familiar with spell ability on your familiar, you cannot prepare a new 6th-level spell to replace it until the familiar uses the transferred spell or is slain. (If you are a sorcerer, you simply cannot cast imbue familiar with spell ability again until the familiar uses the imbued spells). In either case, the spell slots you transfer are not available to you until the familiar uses them.

If the transferred spells require focuses or material components, the familiar must have them to use the spells. Any XP costs from a transferred spell are deducted from your total when the familiar casts the spell.

**Imbue with Spell Ability**

Spells: 3
Components: V, S
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric
abjurations, divinations, or conjuration (healing) spells can be transferred. The number and level of spells that the subject can be granted depends on her HD; even multiple castings of imbue with spell ability can’t exceed this limit. If your limit of 4th-level spell decreases, and it drops below the current number of active imbue with spell ability spells, the more recently cast imbued spells are dispelled.

<table>
<thead>
<tr>
<th>HD of Recipient</th>
<th>Spells</th>
<th>Imbued</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>One 1st-level spell</td>
<td></td>
</tr>
<tr>
<td>3-4</td>
<td>Up to two 1st-level spells</td>
<td></td>
</tr>
<tr>
<td>5+</td>
<td>Up to two 1st- and one 2nd-level spell</td>
<td></td>
</tr>
</tbody>
</table>

The transferred spell’s variable characteristics (range, duration, area, etc.) function according to your level, not the level of the recipient.

Once you cast imbue with spell ability on another character, you cannot prepare a new 4th-level spell to replace it until the recipient uses the transferred spells or is slain. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put.

To cast a spell with a verbal component, the recipient must be able to speak. To cast a spell with a somatic component, she must have humanlike hands. To cast a spell with a material component or focus, she must have the materials or focus.

**Implosion**

**Evocation**

**Level:** Clr 9, Destruction 9  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Targets:** One corporeal creature/round  
**Duration:** Concentration (up to 4 rounds)  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

You create a destructive resonance in a corporeal creature’s body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

**Imprisonment**

**Abjuration**

**Level:** Sor/Wiz 9  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes

When you cast imprisonment and touch an opponent, he 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 Bull’s Strength**

**Transmutation**

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

As bull’s strength, but the recipient gains 1d8+2 temporary points of Strength.

**Improved Cat’s Grace**

**Transmutation**

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

As cat’s grace, but the recipient gains 1d8+2 temporary points of Dexterity.

**Improved Eagle’s Splendor**

**Transmutation**

**Level:** Brd 4, Hrp 4, Sor/Wiz 4

As eagle’s splendor, but the recipient gains 1d8+2 temporary points of Charisma.

**Improved Endurance**

**Transmutation**

**Level:** Clr 4, Sor/Wiz 4

As endurance, but the recipient gains 1d8+2 temporary points of Constitution.

**Improved Fox’s Cunning**

**Transmutation**

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

As fox’s cunning, but the recipient gains 1d8+2 temporary points of Intelligence.

**Improved Invisibility**

**Illusion (Glamer)**

**Level:** Brd 4, Sor/Wiz 4  
**Components:** V, S  
**Target:** You 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.

**Improved Owl’s Wisdom**

**Transmutation**

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

As owl’s wisdom, but the recipient gains 1d8+2 temporary points of Wisdom.

**Improved Portal Alarm**

**Abjuration**

**Level:** Brd 4, Sor/Wiz 4  
**Components:** V, S, F  
**Casting Time:** 1 action  
**Range:** Close (25 ft. +5 ft./2 levels)  
**Targets:** One interplanar gate  
**Duration:** 8 hours/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No

As the portal alarm spell, with the following additions:
* You may designate the alarm set off by the improved portal alarm to be mental, audible, or both.
* If a mental alarm is chosen, you receive a mental picture of all creatures that passed through the portal and which direction they passed through. The mental image provides information as if you were standing 10 feet away from the portal.
* You may enable another creature to receive the mental alarm instead of yourself. You must touch the creature, which receives a Will saving throw to negate the effect if applicable.

**Focus:** A small leather pouch containing three brass bells.

### 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/2 levels

**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 double spell, the smoke moves away from you 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 you were when you cast the spell. By concentrating, you 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 your 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.

### Indifference

**Enchantment [Mind-Affecting]**

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates (see text)

**Spell Resistance:** Yes

This spell drains emotion from the creature touched. The subject becomes immune to fear and compulsion effects of 2nd level or lower and gains a +4 circumstance modifier on saving throws against fear or compulsion effects of 3rd level or higher. Furthermore, morale bonuses or penalties do not affect the subject while the spell lasts. However, the subject's lack of emotion imposes a -4 circumstance penalty on Charisma checks.

If the subject already is under a fear or compulsion effect when receiving this spell, a failed saving throw ends that effect and leaves the subject dazed for 1 round.

**Material Component:** A small stone.

### Inferno

**Transmutation [Fire]**

**Level:** Drd 5

**Components:** V, S, M

**Casting Time:** 1 action

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

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You cause one creature to burst into flames. The subject's clothing, items, hair and flesh burn with ferocity. The fire deals 2d6 points of damage per round until the spell ends or the subject manages to extinguish the flames. Flammable, nonmagical items carried by the target automatically fail their saves to resist this damage. Against creatures lacking flammable flesh, hair, clothing, and items, the spell has no effect.

After the first round, the target can take a full-round action to attempt to extinguish the flames before taking additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground allows the character a +2 bonus. Leaping into a lake or magically extinguishing the flames automatically smothers the flames.

**Material Component:** A gob of beeswax.

### Infernus' Flaming Claw

**Evocation [Fire, Force]**

**Level:** Sor/Wiz 9

**Components:** V, S, F

**Effect:** 10-ft. flaming claw

As Bigby's forceful hand, except as noted above and the hand is engulfed in flames which do 2d6 points of damage to anything it touches. This effect can catch flammable objects on fire if exposed for more than one round (see page 86 of the Dungeon Master's Guide).

**Focus:** A claw from a creature of the fire subtype.

### Infernus' Incredible Explosion

**Abjuration [Force]**

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Personal

**Target:** You

**Duration:** 1 day/level or until discharged

You surround yourself in an invisible aura of force. This aura provides a +8 armor bonus to AC. Unlike mundane armor, this aura entails no armor check penalty, arcane spell failure chance, or speed reduction. Since the aura is made of force, incorporeal creatures can't bypass it the way they do normal armor. In addition this aura counts as heavy fortified armor (see page 181 of the Dungeon Master's Guide).

The aura may also be used in two other ways. The first is it can be discharged to form a wall of force adjacent to you. The second is that it can be discharged as a free action to count as a counterspell fueled by greater dispelling.

**Material Component:** A small piece of meteoric iron.

### Infestation of Maggots

**Necromancy**

**Level:** Drd 3

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/2 levels

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

With a successful melee touch attack, you infest a target with maggotlike creatures. They deal 1d4 points of temporary Constitution damage each round. The spell ends if the target succeeds at its saving throw.

The infestation can be removed with a cure disease or heal spell.

**Material Component:** A handful of dead, dried flies.
Inflict Critical Wounds

Necromancy

**Level:** Clr 4, Destruction 4

As inflict light wounds, except you deal 4d8 points of damage +1 point per caster level (maximum +20).

Inflict Light Wounds

Necromancy

**Level:** Clr 1, Destruction 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level (up to +5).

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Inflict Minor Wounds

Necromancy

**Level:** Clr 0

As inflict light wounds, except you deal 1 point of damage.

Inflict Moderate Wounds

Necromancy

**Level:** Clr 2

As inflict light wounds, except you deal 2d8 points of damage +1 point per caster level (maximum +10).

Inflict Serious Wounds

Necromancy

**Level:** Clr 3

As inflict light wounds, except you deal 3d8 points of damage +1 point per caster level (maximum +15).

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.

Insect Plague

Conjuration (Summoning) [see text]

**Level:** Clr 5, Drd 5

**Components:** V, S, DF

**Casting Time:** 1 full round

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

**Effect:** Cloud of insects 180 ft. wide and up to 60 ft. high

**Duration:** 1 minute/level

**Saving Throw:** See text

**Spell Resistance:** No

A horde of creeping, hopping, and flying insects swarm in a thick cloud when you cast this spell. The insects limit vision to 10 feet, and spellcasting within the cloud is impossible. Creatures inside the insect plague, regardless of Armor Class, sustain 1 point of damage at the end of each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, though a Will save negates this effect. (This urge to flee is an extraordinary fear effect.)

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a wall of fire in a ring shape keeps a subsequently cast insect plague outside its confines, but a fireball spell simply clears insects from its blast area for 1 round. A single torch is ineffective against this vast horde of insects. Lightning, cold, and ice are likewise ineffective, while a strong wind (21+ mph) that covers the entire plague area disperses the insects and ends the spell.

Interplanar Message

Evocation [Language-Dependent]

**Level:** Clr 3

**Components:** V, S

**Casting Time:** 1 action

**Range:** See text

**Targets:** One creature

**Duration:** 1 round (see text)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell allows you to send a limited message of 25 words or less to the targeted creature, who may be on another plane when the message is received. The spell is usually used as a safety device to warn a friend that you have fallen into some trap or plane you cannot escape without help. It can also be used for other purposes, such as signaling that the coast is clear to others to join your planar journey.

Casting the spell takes one action, during which you touch the creature you intend to communicate with. That creature should be able to understand your language (otherwise, when the magic is activated, the creature knows that you sent the message, but has no idea what the message is). At any time afterward, you may send a short interplanar message to that creature.

The interplanar message pops into the target's mind, awake or asleep, and the target is aware that the message has been delivered. If the message arrives when the target is asleep, it may appear as a vivid dream that the target remembers upon awakening.

This spell does not obligate nor force the creature you communicate with to act. The target cannot reply to tell you its plans or intentions. The message reaches its target through the Astral Plane, so the spell cannot reach planes separate from (not coterminous to or coexistent with) the Astral Plane.

The creature set to receive the interplanar message radiates a dim magical aura. The spell may be cast on an unwilling creature, and in this case a successful Will saving throw negates it.

Invisibility

Illusion (Glamer)

**Level:** Brd 2, Sor/ Wiz 2, Trickery 2

**Components:** V, S, M/ DF

**Casting Time:** 1 action

**Range:** Personal or touch

**Target:** You 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 you cast the spell on someone else, neither you nor your allies can see the subject; unless you can normally see invisible things or employ 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.

See Table 8.8: Attack Roll Modifiers, page 132, of the Player’s Handbook for the effects of invisibility on combat.

A arcane M atrial Components: An eyelash encased in a bit of gum arabic.

Invisibility Purge

Evocation

Level: C1r 3
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area. Only creatures with no visible form, such as an invisible stalkers, remain invisible.

Invisibility Sphere

Illusion (Glamer)

Level: Bdrd 3, S or/Wiz 3
Components: V, S, M
Area: 10-ft. radius sphere around the creature or object touched

As invisibility, except this spell confines 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.

Invisibility to Animals

Abjuration

Level: Cdrd 1
Components: S, DF
Casting Time: 1 action
Range: Touch
Targets: One touched creature/level
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes

Animals cannot perceive the warded creatures. They act as though the warded creatures are not there. Warded creatures could stand before the hungriest of lions and not be molested or even noticed. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Note: Beasts (such as owlbears), magical beasts (such as blink dogs), and vermin (such as giant scorpions) are not animals, as defined by the spell; see the Monster Manual.

Invisibility to Undead

Abjuration

Level: C1r 1
Components: V, S, DF

Level: Earth 8, S or/Wiz 8
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction 50% + 3. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you suffer a -6 Dexterity penalty as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can’t use potions) or play wind instruments.

Your unarmed attacks deal 1d6 points of lethal damage, and you are considered armed. When making unarmed attacks (a Small caster deals 1d4 points of damage, not 1d6).

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell expires.

A arcane M atrial Components: A small piece of iron that was once part of an iron golem, a hero’s armor, or a war machine.

Iron Body

Transmutation

Level: Earth 8, Sor/Wiz 8
Components: V, S, M/DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)

You gain damage reduction 50% + 3. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you suffer a -6 Dexterity penalty as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can’t use potions) or play wind instruments.

Your unarmed attacks deal 1d6 points of lethal damage, and you are considered armed. When making unarmed attacks (a Small caster deals 1d4 points of damage, not 1d6).

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell expires.

A arcane M atrial Components: A small piece of iron that was once part of an iron golem, a hero’s armor, or a war machine.

Iron Bones

Abjuration

Level: Sor/Wiz 4, C1r 4
Components: S, DF
Casting Time: 1 action
Range: Touch
Targets: One touched creature/level
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes

As stone bones, except the target creature’s skeleton changes to iron. The creature gains a +4 natural armor bonus to AC.

Focus: A miniature skull made out of iron or steel.

Iron Gut

Abjuration

Level: Sor/Wiz 1
Components: S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

You make a creature more able to fight the effects of poison. The target gains a +4 circumstance bonus on Fortitude saves against all kinds of poisons, whether injury, contact, ingestion, or inhalation is the source of the poison.
Ironwood

Transmutation
Level: Drd 6
Components: V, S
Casting Time: 1 minute/ lb. transformed
Range: Touch
Target: 5 lb. of touched wood/ level
Duration: 1 day/ level (D)
Saving Throw: None
Spell Resistance: No

Ironwood is a magical substance created by druids from normal wood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron (such as heat metal) do not function on ironwood. Spells that affect wood (such as wood shape) do affect ironwood, although ironwood does not burn. Using this spell with wood shape or a wood-related Craft check, you can fashion wooden items that function as steel items. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal, steel counterparts. These items are freely usable by druids.

Further, if you make only half as much ironwood as the spell would normally allow, any weapon, shield, or suit of armor so transmuted is treated as +1 magic item.

Jaws of the Wolf

Transmutation
Level: Drd 4
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more created wolves
Duration: 1 round/ level (D)
Saving Throw: None
Spell Resistance: No

You turn small wooden carvings into wolves (one for every two caster levels) that appear between you and your opponents. The wolves act on their own but obey your mental commands. The wolves are normal in all respects except that they have spell resistance 13 and the special ability of frightful presence (see the Monster Manual). At the end of the spell, the wolves become carvings again.

Focus: One carving of a wolf for each that you create.

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 you break when the spell is cast.

Kaupaer's Skittish Nerves

Transmutation
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/ level

Saving Throw: None (harmless)
Spell Resistance: Yes

You enhance the target's reactions in combat, granting him a +5 bonus on initiative checks.

Keen Edge

Transmutation
Level: Drd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Duration: 1 round/ level
Saving Throw: None (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 on a particular projectile ends after one use, whether or not the missile strikes its intended target.

Khelben's Suspended Silence

Illusion (Glamer)
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: 10 ft. + 5 ft./2 levels
Duration: Permanent or until discharged; 6 rounds (see text)
Saving Throw: None (object)
Spell Resistance: No (object)

You imbue the touched object with a magical effect. When you touch the object and give the command word you designate, the object becomes the target of a silence spell. The effects of the silence spell moves with the object and lasts exactly 6 rounds.

Material Component: A feather and a handful of gem dust worth 50 gp.

Kiss of the Vampire

Necromancy
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/ level

You draw upon the powers of unhke to give yourself abilities similar to those of a vampire. You become gaunt and pale with feral red eyes, and you gain the following supernatural abilities.

* e nervous (as a melee touch attack)
* vampiric touch (as a melee touch attack)
* charm person
* gaseous form (self only)
* damage reduction 10' +1

When using this spell, inflict spells heal you and cure spells hurt you. You are treated as if you were undead for the purpose of all spells and effects. A successful turn (or rebuke) attempt against an undead of your Hit Dice requires you to make a Will saving throw (DC 10 + cleric's Charisma modifier) or be panicked (or cowering) for 10 rounds. A turn attempt that would destroy (or command) undead of your Hit Dice requires you to make a Will save (DC 15 +
extreme of the range

Area:

Range:

Casting Time:

Components:

Level:

A black onyx worth at least 50 gp that has been carved with the image of a fang-mouthed face.

Knife Spray

Evocation

Level: Clr 2

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

You cause moisture in the air to sparkle, coalesce, then spray away from your fingertips, driving into all creatures in the cone of effect. Each creature in the area takes 1d6 points of damage, plus 1 additional point per caster level to a maximum of +5. A Reflex save is allowed for half damage.

Knock

Transmutation

Level: Sor/Wiz 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 a 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 becomes 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.

Know Direction

Divination

Level: Drd 0

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which north exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but note that you can get lost again within moments if you don’t find some external reference point to help you keep track of direction.

Know Greatest Enemy

Divination

Level: Blk 3, Pal 3 (Savras)

Components: V, DF

Casting Time: 1 action

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

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

Duration: Concentration, up to 1 round/level

Saving Throw: None (see text)

Spell Resistance: Yes

This spell evaluates the creatures in the area and determines the relative power level of each. Creatures are evaluated as follows:

CR   Strength
4 or less  Weak
5-10   Moderate
11-15  Strong
16+   Overwhelming

Among creatures within the same category, you know which is the most powerful, but not why. For example, among a group of ogres (CR 2), you would know one of them (an ogre with 2 levels of barbarian, CR 4) was the most powerful, but not if it was because the ogre had class levels, because of a template (such as half-fiendish), or for other reasons.

Any spell of 3rd level or higher that prevents scrying attempts on a creature (such as nondetection) or area (such as false vision) thwarts this spell’s ability to evaluate that creature or creatures within that area.

Know Protections

Divination

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You learn many of the unusual defenses the target creature has. The spell tells you the creature’s damage reduction, spell resistance, and any resistances or immunities to energy attacks.

For example, if cast upon a vampire, you learn that it has damage reduction 15’/+1, and cold and electricity resistance 20, you do not learn about its fast healing or turn resistance. If cast upon a pit fiend, you learn that it has damage reduction 25’/+2, spell resistance 28, is immune to fire, and has acid and cold resistance 20; it does not tell you any of its other defenses, such as fast healing or immunity to poison.

Know Vulnerabilities

Divination

Level: Brd 4, Clr 4

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You learn any vulnerabilities and resistances the target creature has. Vulnerabilities include anything that causes the creature more than the normal amount of damage (such as a creature with the cold subtype taking double damage from fire or a crystalline creature's vulnerability to the shatter spell). Resistances include any effects that reduce or negate damage the creature takes and immunities to particular attacks. The spell identifies resistances and vulnerabilities granted by spell effects.

For example, if cast upon an iron golem, you learn that it has all the construct defenses, damage reduction 50’/+3, is slowed instead of damaged by electricity, is healed instead of damaged by fire, and is vulnerable to rust attacks. If cast upon a balor, you learn that it has damage reduction 30’/+3, spell resistance 28, is immune to poison and electricity, has acid, cold, and fire resistance 20, and does not have any particular vulnerabilities.

Laeral’s Cutting Hand

Transmutation

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You can, however, speak to anyone who accompanied you. You can no longer constricts you enough that you cannot cast spells with somatic components. You can breathe in the other (for instance, in a ring of hands). You may bring one additional creature per caster level with you into the womb. All creatures to be brought into the land womb must be touching each other (for instance, in a ring of hands). You can breathe in the land womb through stone or rock, only through tillable soil.

You descend into a protective bubble in the earth below where you were standing. Spectators around you see you descend into the ground as if the earth opened up and swallowed you. You cannot enter the land womb return to the spot where they stood before the spell took effect.

Lance of Disruption

Evocation [Force]
Level: Sor/ Wiz 3
Components: V, S
Casting Time: 1 action
Range: 0
Area: 5 ft. by 60 ft. cylinder
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You create a beam of concussive, disrupting force that lashes out from your hand. Anything caught in the beam takes 1d8 points of damage. See below for the exact statistics of the force. If the target is a movable object such as a door, the caster can make a Strength check (using the Strength of the land of disruption) to attempt to open the door.

<table>
<thead>
<tr>
<th>Caster Level</th>
<th>Effective Size</th>
<th>Effective Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>5th-6th</td>
<td>Large</td>
<td>26</td>
</tr>
<tr>
<td>7th-8th</td>
<td>Large</td>
<td>28</td>
</tr>
<tr>
<td>9th-10th</td>
<td>Huge</td>
<td>30</td>
</tr>
<tr>
<td>11th-12th</td>
<td>Huge</td>
<td>32</td>
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<td>13th-14th</td>
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<td>17th-18th</td>
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<td>38</td>
</tr>
<tr>
<td>19th-20th</td>
<td>Colossal</td>
<td>40</td>
</tr>
</tbody>
</table>

Land Womb

Abjuration
Level: Drd 4, Hth 4, Rgr 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: You and one other creature/ level
Duration: 10 minutes/ level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You alter the structure of your hand so that it becomes as hard and sharp as a blade. Your hand gains a +2 enhancement bonus to attack and damage when making unarmed attacks, and you inflict normal damage instead of subdual damage. You are considered armed with this hand. You cannot use that hand to cast spells, but can otherwise use the hand normally. Your hand’s enhancement bonus does not apply to melee touch attacks.

Lava Blast

Evocation [Fire]
Level: Drd 9, Sor/ Wiz 9
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./ level)
Effect: 20 ft. x 60 ft. Cylinder
Duration: Instantaneous (see text)
Saving Throw: Reflex half
Spell Resistance: Yes

You cause a large cache of lava to build up under the ground and explode in a volcanic eruption. The initial explosion of lava does 2d6 to anyone in the area of effect (a successful Reflex save reduces this to half). Anyone failing their save is covered in lava and continues to suffer 2d6 points of damage per 1d3 additional rounds (there is no save for this damage). Half of the damage from the initial eruption is damage from the force of the explosion. After the initial explosion the magma pours out of a 60 ft. radius and remains for an additional 2d10 rounds until it finally cools (this time may be shortened if the effect occurs in a cold climate, under water, or subjected to a Cold spell, etc). The reduction in time is up to the DM, but usually it never occurs immediately). Anything in the area of the lava takes 2d6 points of damage per round.

This spell also causes combustion of flammable materials (see page 86 of the Dungeon Master’s Guide) if they are exposed to the lava.

Launch Bolt

Transmutation
Level: Sor/ Wiz 0
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./ level)
Target: One crossbow bolt in your possession
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You cast this spell on a crossbow bolt, causing it to fly at a target of your choice as if you had fired it from a light crossbow. Any properties of the bolt (such as magical abilities, masterwork quality, and so on) or feats you possess (such as Point Blank Shot, Weapon Focus [light crossbow], and so on) apply.

Launch Item

Transmutation
Level: Sor/ Wiz 1
Components: S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./ level)
Target: One Fine item in your possession, weighing up to 10 lb.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You cause a Fine item in your possession to fly at great speed to a target or location you specify. The spell protects the item from any damage caused by this launching (for example, an egg would not crack from being hurled by the spell, a flask of alchemist’s fire would not break from the sudden acceleration) but does not protect it from damage caused by striking the target.

This spell is normally used to launch dangerous items (flasks of acid, thunderstones, and so on) farther than you could normally throw them. Even strange magical effects (such as the glowing bead from a delayed blast fireball spell) can be safely launched by this spell.
Legend Lore

Divination

Level: Brd 4, Kn 3, Kg 7, Sor/Wiz 6
Components: V, S, M, F
Casting Time: See text
Range: Personal
Target: You
Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 x 10 minutes. If you have 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 you find the person, place, or thing, thus allowing a better legend lore next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, etc. When completed, the divination brings legends (if any) about the person, place, or things to your 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, you gain 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.

Examples of legend lore results:

A divination about a mysterious magic axe you have at hand: “Woe to the evildoer whose hands touch the axe, for even the haft chops the hand of the evil ones. Only a true Son or Daughter of Stone, one who loves Moradin and whom Moradin loves, may awaken the true powers of the axe, and only with the sacred word “Rudnog” on the lips.”

A divination about a legendary paladin about whom you know many details: “Vanashon has been denied the glory of death and the duty of life. He awaits patiently beneath the Forbidden Mountain.” (The paladin has been turned to stone in the caverns beneath the mountain.)

A divination about ancient ruins about which you have only a passing reference in a partially damaged tome: “The sorcerer who called herself Ryth built a library without words and a temple without gods. Those who read and those who pray to it in a night and a day.” (These clues may be enough for you to find out more and get the details you need to craft a better legend lore.)

Material Component: Incense worth at least 250 gp.
Focus: Four strips of ivory (worth 50 gp each) formed into a rectangle.

Legend Lore

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

You hide 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, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master craftsmen. 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, you 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.) You can have but one pair of these chests at any given time—even wishes 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, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need 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 Secret Chest

Leomund’s Secure Shelter

Conjuration (Creation)

Level: Brd 4, Sor/Wiz 4
Components: V, S, M, DF (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

You conjure 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 you 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 alarm 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 your location
Duration: 2 hours/ level (D)
Saving Throw: None
Spell Resistance: No

You create an unmoving, opaque sphere of force of any color you desire around yourself. 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 you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70°F if the exterior temperature is between 0°F and 100°F. An exterior temperature below 0°F or above 100°F lowers or raises, respectively, the interior temperature on a 1-degree-for-1 basis (thus, if it’s -20°F outside, inside it’ll be 50°F). 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. You 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).

Matrial Component: A small crystal bead that shatters when the spell duration expires or the hut is dispelled.

**Leomund’s Trap**

Illusion (Glamour)  
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. You place 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.

Matrial Component: 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 Acid Orb**

Evocation [Acid]  
Level: Sor/Wiz 1  
Components: V, S  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart.  
Duration: Instantaneous  
Saving Throw: Fortitude half  
Spell Resistance: Yes

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you can use at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

**Lesser Geas**

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]  
Level: Brd 3, Sor/Wiz 4  
Components: V  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: Any living creature 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 you. The creature must have 7 or fewer HD and be able to understand you. 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 you order the recipient to protect you from all harm, it might place you 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 Ironguard**

Abjuration  
Level: Sor/Wiz 5  
Components: V, S, M  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 1 round/level  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

You or a creature you touch becomes immune to nonmagical metal. Metal items (including metal weapons) simply pass through you, and you can walk through metal barriers such as iron bars. Magic metal affects you normally, as do spells, spell-like abilities, and supernatural effects. Attacks delivered by metal items (such as poison on a dagger) affect you normally. If the spell expires while metal is inside you, the metal object is shunted out of your body (or you away from the metal, if it is an immovable object such as a set of iron bars). You and the object each take 1d6 points of damage as a result (ignoring the object’s hardness for determining damage to it).
Because you pass through metal, you may ignore armor bonuses from metal armor on opponents you attack with unarmed attacks.

Matrial Component: A tiny shield of wood, glass, or crystal.

**Lesser Planar Ally**

Conjuration (Calling) [see text]

- **Level:** Clr 4
- **Components:** V, S, DF
- **Casting Time:** 10 minutes
- **Range:** Close (25 ft. + 5 ft. / 2 levels) [see text]
- **Effect:** One summoned elemental or outsider of up to 8 HD
- **Duration:** Instantaneous
- **Saving Throw:** None
- **Spell Resistance:** No

By casting this spell, you request your deity to send you an elemental or outsider (of up to 8 HD) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task for you, and the creature may request some service in return. The more demanding your request, the greater return favor the creature asks for. This bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. If you agree to the service, the creature performs the task you requested, reports back to you afterward (if possible), and returns to your home plane. You are honor bound to perform the return favor.

A creature may accept some form of payment, such as a magic item, in return for its service. The creature may keep it or may deliver the item to another member of your religion somewhere else, where it can help the religion's cause.

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, lesser planar ally is a fire spell when it calls a fire elemental.

**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]
- **Effect:** 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, you 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 (DC 15 + 1 / 2 its level + its Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A dimensional anchor cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see Calling, page 157 of the Player's Handbook) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you desire. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature'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 you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions (such as "Watch 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 you use 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 you cast it to call a water elemental.

**Lesser Restoration**

Conjuration (Healing)

- **Level:** Clr 2, Drd 2
- **Components:** V, S
- **Casting Time:** 3 rounds
- **Range:** Touch
- **Target:** Creature touched
- **Duration:** Instantaneous
- **Saving Throw:** Will negates (harmless)
- **Spell Resistance:** Yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores (such as ray of enfeeblement) or cures 1d4 points of temporary ability damage to one of the subject's ability scores (such as from a shadow's touch or poison). It does not restore permanent ability drain (such as from a wraith's touch).

**Lesser Sonic Orb**

Evocation [Sonic]

- **Level:** Sor/Wiz 1

A lesser acid orb, except lesser sonic orb deals sonic damage.

**Lesser Telepathic Bond**

Divination [Mind-Affecting]

- **Level:** Clr 3, Mind 3
- **Components:** V, S
- **Casting Time:** 1 action
- **Range:** 30 ft.
- **Targets:** You and one willing creature within 30 ft.
- **Duration:** 10 minutes / level (D)
- **Saving Throw:** None
- **Spell Resistance:** No

You forge a telepathic bond with another creature with an Intelligence score of 6 or higher. The bond can be established only with a willing subject. You 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).

**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:** You 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 you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the
recipient to move up or down as much as 20 feet each round; doing so is a move-equivalent action. You 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 basespeed).

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.

**Life Bolt**

*Necromancy*

**Level:** Sor/Wiz 2  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** One ray/ 2 levels  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes

You draw forth some of your own life force to create a beam of positive energy that harms undead. You must make a ranged touch attack to hit, and if it hits an undead creature, it deals 2d4 points of damage to it. Creating the beam deals you 1 hit point of damage.

For every two levels of experience past 1 st, you can create an additional ray, up to a maximum of five rays at 5 th level. If you shoot multiple rays, you can have them strike a single creature or several creatures. You must designate targets before you roll spell resistance or damage. All rays must be aimed at enemies that are all within 30 feet of each other.

**Light**

*Evocation [Light]*  
**Level:** Brd 0, Cfr 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 you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

A **r**ac **n**e **M**aterial Component: A firefly or a piece of phosphorescent moss.

**Lightning Bolt**

*Evocation [Electricity]*  
**Level:** 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

You release 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 your 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 interfering 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.

M **a**terial Components: A bit of fur and an amber, crystal, or glass rod.

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### 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 you 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 you.
- Duplicate any other spell of 5th level or lower, provided the spell is not from a school prohibited to you.
- 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 asgeas/quast 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, you 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, you must provide that component.

**XP Cost:** 300 XP or more (see above).

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### Liveoak

*Transmutation*

**Level:** Drd 6  
**Components:** V, S  
**Casting Time:** 10 minutes  
**Range:** Touch  
**Target:** Tree touched  
**Duration:** 1 day/ level (D)  
**Saving Throw:** None  
**Spell Resistance:** No

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while liveoak is in effect, you can’t cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

Liveoak must be cast on a healthy, huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. For instance, “Attack any persons who come near without first saying ‘sacred mistletoe.’” is an eleven-word trigger phrase that you could use at 11th level or higher. The liveoak spell triggers the tree into animating as a treant. Statistics for a treant can be found in the *Monster Manual*. (At the DM’s option, you can extrapolate stats for a smaller tree from the treant statistics if you cast liveoak on a smaller oak.)

If liveoak is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, it tries to return to its original location before taking root.

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### Living Prints

*Divination*

**Level:** Hrp 3, Rgr 3  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/ level

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You perceive tracks as if they had just been made. You must notice the prints normally with a successful Search or Wilderness Lore check, but this spell eliminates any penalties to your tracking due to the passage of time or any rainfall since the making of the trail. This spell has no effect on tracks more than thirty days old.

Locate Creature

**Divination**

**Level:** Brd 4, Sor/ Wiz 4  
**Components:** V, S, M  
**Duration:** 10 minutes/ level

**Components:** V, S, M  
**Duration:** 10 minutes/ level

As locate object, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided the creature is within range. You also know 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 you. It cannot find a creature of a general type (such as humanoid or beast). To find a type of creature, you 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, Cir 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 you, with a radius of 400 ft. + 40 ft./ level

**Saving Throw:** None

**Spell Resistance:** No

You sense 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. You can search for general items such as a stairway, a sword, or a jewel, in which case you locate 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. You cannot specify a unique object (such as “Baron Vulden’s” signet ring.) unless you have 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.

Low-Light Vision

**Transmutation**

**Level:** Asn 1, Hrp 1, Hth 1, Rgr 1, Sor/ Wiz 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/ level (D)

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

You give the subject creature low-light vision, the ability to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. The subject retains the ability to distinguish color and detail under these conditions.

**Arcane Material Component:** A small candle.

Loyal Vassal

**Abjuration [Lawful]**

**Level:** Pal 3 (Siamorphe)

**Components:** V, S, DF

You protect the target against mind-affecting effects, giving all affected creatures a +3 sacred bonus on saving throws against such attacks. The spell also prevents them from being magically compelled to harm you or anyone else affected by this spell. Any attempt to make a subject do so (whether the originating effect occurred before or after this spell was cast) counts as a suicidal order, triggering appropriate responses and possibly ending the controlling spell. If a subject willingly attempts to harm you, the spell is broken for that creature immediately.

The subjects gain the benefits of a bless spell as long as you are in sight of them.

Lutzean’s Frequent Jaunt

**Transmutation [Teleportation]**

**Level:** Sor/ Wiz 5

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

**Target:** You and one other creature/ level

**Duration:** 1 round/ 2 levels

As dimension door, except as noted above and that you can transfer yourself once per round as a move-equivalent action that does not provoke an attack of opportunity.

Mace of Odo

**Evocation [Force]**

**Level:** Cir 3 (Helm)

**Components:** V, S, DF

**Casting Time:** 1 full round

**Range:** 0 ft.

**Effect:** Mace of force

**Duration:** 1 round/ level

**Saving Throw:** Fortitude negates (see text)

**Spell Resistance:** Yes

You create a glowing mace of force that appears in your hand. When used against a creature, you must make a melee touch attack against the target. If it hits, the mace deals 2d6 points of force damage per caster level (maximum 10d6). Undead creatures take an additional +1 point of damage per caster level (maximum +10). A creature struck by the mace must make a Fortitude save or be paralyzed for 1 round.

While you are holding the mace, if you are targeted with a spell, you may choose to have the mace absorb that spell.

The mace occupies your hand but (unlike holding the charge for a touch spell) does not disappear if you cast another spell.

When the mace strikes a creature, is used to absorb a spell, or is removed from your grasp, it vanishes. The point in space where it vanished from glows them.

Maddening Scream

**Conjuration (Creation)**

**Level:** Maddness 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 cannot keep himself from screaming, gibbering, and leaping about as though completely mad. This spell makes it impossible for the victim to do anything other than race about caterwauling, worsens the Armor Class of the subject by -4, makes Reflex saving throws impossible except on a roll of 20, and makes it impossible to use a shield.
Maelstrom

Conjuration (Creation)

**Level:** Ocean 8

**Components:** V, S, DF

**Casting Time:** 1 full round

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

**Effect:** A whirlpool 120 ft. wide and 60 ft. deep

**Duration:** 1 round/level

**Saving Throw:** Reflex negates (and see text)

**Spell Resistance:** No

Maelstrom causes a deadly vortex to form in water. A body of water at least 120 feet wide and 60 feet deep must be present, or the spell is wasted.

Waterborne creatures or objects within 50 feet of the vortex (below and on all sides) must make successful Reflex saves or be sucked in. Trained swimmers can attempt Swim checks instead if their skill modifier is higher than their Reflex save bonus. Waterborne vessels avoid being sucked in if their operators make Profession (sailor) checks against the same DC as the spell’s saving throw. These creatures take 3d8 points of damage upon being sucked in.

Once inside, creatures and objects take 3d8 points of battering damage each round. They remain trapped for 2d4 rounds. Subjects of Large or smaller size are ejected from the bottom of the vortex. Larger subjects are ejected from the top.

Majic 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 magic armor, providing a +4 armor bonus to AC. Unlike mundane armor, magic armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since magic armor is made of force, incorporeal creatures can’t bypass it the way they do normal armor.

Focus: A piece of cured 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

You point your finger at an object and can lift it and move it at will from a distance. As a move-equivalent action, you can move the object up to 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell’s range.

Magic Circle against Chaos

Abjuration [Chaotic]

**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.

Unlike protection from evil, this spell has a special function that you 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. (See Summoning, page 157 of the Player’s Handbook for more information on using this spell in conjunction with summoning spells.)

You 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 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 you return to your body

**Saving Throw:** Will negates (see text)

**Spell Resistance:** Yes

By casting magic jar, you place your own soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body (leaving the receptacle empty).

To cast the spell, the magic jar must be within spell range and you must know where it is, though you do not need line of sight or effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.
While in the magic jar, you can sense and attack any life force within 10 feet per caster level (on the same plane). You do not need line of effect from the jar to the creatures. You, however, cannot determine the exact creature types or positions of these creatures. In a group of life forces, you 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.)

For example, if two 10th-level characters are attacking a hill giant (12 HD) and four ogres (4 HD), you could determine that there are three stronger and four weaker life forces within range, all with positive life energy. You could choose to take over either a stronger or a weaker creature, but which stronger or weaker creature you attempt to possess is determined randomly.

A creature's magic jar is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creature's soul into the magic jar unless the subject succeeds at a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds at further saving throws if you attempt to possess its body again.

If successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep most mental abilities and gain some physical abilities, as with polymorph other (except that you get the creature's actual physical abilities, not average ones).

As a standard action, you 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 you shift from the jar to your own body.

If the host body is slain, you return 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 you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the magic jar, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body or die, if it is out of range of your 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 your 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, you gain an additional missile. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you roll for SR or roll damage.

### Magic Mouth

**Illusion (Glimmer)**

**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

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 you 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 your 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, such as the following: “Speak only when a venerable female human carrying a sack sits cross-legged within one foot.” 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. An audible trigger can be keyed to general types of noises (footsteps, metal clanking) or to a specific noise or spoken word (when a pin drops, when anyone says “Boo”). Note that actions can serve as triggers if they are visible or audible. For example, “Speak when any creature touches the statue” is an acceptable command so long as the creature is visible. 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 Component: A small bit of honeycomb and jade dust worth 10 gp.

### Magic Stone

**Transmutation**

**Level:** C1r 1, Earth 1

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Targets:** Up to three pebbles touched

**Duration:** 30 minutes or until discharged

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You transmute up to three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus to attack and damage rolls. The creature using the stones makes a normal ranged attack to use amagic stone. Each magic stone that hits deals 1d6+1 points of damage (including the enhancement bonus). Against undead creatures, this damage is doubled (2d6+2 points).

### Magic Vestment

**Transmutation**

**Level:** C1r 3, Strength 3, War 3

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Armor or shield touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

You imbue a suit of armor or a shield that you touch with an enhancement bonus of +1 per three caster levels (maximum +5 at 15th level). An outfit of regular clothing counts as a suit of armor that grants no AC bonus for purposes of this spell.

Note: An enhancement bonus increases armor’s or a shield’s benefit to the wearer’s AC. A suit of armor cannot have more than +5 in total bonuses (even if some of its bonus is from other than enhancement).
Magic Weapon

**Transmutation**
**Level:** 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 you're 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.

**Focus:** The weapon.

Mindless Rage

**Enchantment (Compulsion) [Mind-Affecting]**
**Level:** Brd 2, Sor/ Wiz 2
**Components:** V, S, F
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Targets:** One person or creature
**Duration:** 1 round/ level
**Saving Throw:** Will negates
**Spell Resistance:** Yes

Creatures affected by the spell mindless rage become so filled with rage that they can do nothing but focus on engaging the caster in personal physical combat. The affected creature cannot use any spells, spell-like or supernatural abilities, or ranged weapons while attacking the caster. The subject's only thoughts are of killing the caster -- if not with bare hands, then with a hand-held melee weapon at best.

It's worth noting that the recipient of this spell, though overcome with rage, is by no means rendered an idiot or suicidal. For example, an affected creature will not charge off a cliff in an attempt to reach the target.

While under the effect of mindless rage, the subject can make use of all normal melee combat skills, abilities, and feats -- either offensive or defensive. However, the affected creature cannot use any ability that requires activation or concentration.

An interesting side effect of mindless rage occurs when the spell is cast upon any character capable of the rage ability (such as a barbarian). In these cases, the mindless rage episode counts as one of the character's uses of rage for that day.

Mindless rage is a fairly uncommon spell. It's believed to have been developed by dwarven fighter/ wizards who preferred to face their opponents in melee combat over magical conflicts. Of course, many of the stories tracing this spell's origins to the battle-mages also note that this dwarven method of ensuring melee combat against spellcasters backfired when the group ran afoul of a band of sorcerer/ barbarians.

**Arcane Focus:** Successful casting of mindless rage requires the caster to utilize a scarlet handkerchief or similar piece of cloth, which is waved in the target's direction while the caster vocalizes the verbal component.

Make Manifest

**Transmutation**
**Level:** Clr 4, Sor/ Wiz 6
**Components:** V, S
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One creature
**Duration:** 1 round/ level
**Saving Throw:** Will negates
**Spell Resistance:** Yes

You can cause one creature on a coterminous or coexistent plane, along with its personal belongings, to suddenly appear on your plane of existence. For example, the make manifest spell allows you to cause a target on the Ethereal Plane to suddenly appear on the Material Plane, and vice versa. You do not gain the ability to detect creatures on these coterminous planes with this spell.

For the duration of the spell, the target creature retains all its abilities except for those that allow it to enter other planes. For example, a ghost brought in from the Ethereal Plane would remain incorporeal, but a wizard using ethereal jaunt could be attacked normally. At the end of the spell's duration, the target creature returns to whatever plane it was on before it was targeted by the spell, even if it has moved beyond the range of make manifest.

Make Whole

**Transmutation**
**Level:** Clr 2
**Casting Time:** 1 action
**Range:** Close (25 ft. + 5 ft./2 levels)
**Target:** One object of up to 10 cu. ft/ level

As mending, except make whole completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staffs, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized.

Major Creation

**Conjuration (Creation)**
**Level:** Sor/ Wiz 5
**Casting Time:** 10 minutes
**Range:** Close (25 ft. + 5 ft./2 levels)
**Duration:** See text

As minor creation, except you 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:

<table>
<thead>
<tr>
<th>Hardness and Rarity Examples</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vegetable matter</td>
<td>2 hours/ level</td>
</tr>
<tr>
<td>Stone, crystal, base metals</td>
<td>1 hour/ level</td>
</tr>
</tbody>
</table>

**Magnetism**

**Transmutation**
**Level:** Sor/ Wiz 6
**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./ level)
**Target:** One stone or metal object no larger than a 10 ft. cube.
**Duration:** 1 round/ level
**Saving Throw:** None (see text)
**Spell Resistance:** No
You cause one object (or area, such as a section of floor or wall) of stone, earth, or metal to exert powerful magnetic force, either attractive or repulsive force against objects of ferrous metal. The strength of the magnetism varies depending on proximity of the metal objects to the center of magnetism, as shown below:

<table>
<thead>
<tr>
<th>Distance to Center</th>
<th>Movement Rate Per Round</th>
<th>Effective Strength</th>
<th>Effective Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>In Feet</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>40 feet</td>
<td>26</td>
<td>Gargantuan</td>
</tr>
<tr>
<td>20</td>
<td>20 feet</td>
<td>24</td>
<td>Huge</td>
</tr>
<tr>
<td>30</td>
<td>10 feet</td>
<td>18</td>
<td>Large</td>
</tr>
<tr>
<td>40</td>
<td>5 feet</td>
<td>14</td>
<td>Medium</td>
</tr>
<tr>
<td>50</td>
<td>2 feet</td>
<td>10</td>
<td>Small</td>
</tr>
<tr>
<td>60</td>
<td>1 foot</td>
<td>4</td>
<td>Tiny</td>
</tr>
</tbody>
</table>

The movement rate represents how fast objects are drawn to or repelled from the center of magnetism, if an affected object or creature is larger than the magnetised item then the magnetised item moves instead. The effective strength is the equivalent “pull” of the magnetism at that range. A character or creature carrying loose metal items or objects such as weapons, shields, helms, buttons, and so on must win an opposed grapple check with the effective strength in order to keep his possessions from being wrenched out of his grasp. This likewise applies to characters wearing metal armor or creatures composed of metal, however, if the check is failed in this situation the creature loses its footing and flies toward the center at the movement rate shown above.

An armored character who is stuck to a surface or object loses any Dexterity bonuses to AC and cannot make any physical attacks. He can try to wriggle out of his armor and free himself with an Escape Artist check (DC 15), or cut himself loose of his armor, which requires a Strength check (DC 18). Characters caught in this way may still employ magical items or use innate abilities.

A creature must succeed in a grapple check for each metal item it wears or holds. If the creature succeeds then it may move its normal rate away from the center of magnetism if it wishes.

Magnetism also affects the passage of ferrous missile, such as a steel-headed arrow or a thrown dagger. Any missile that passes through the zone of influence suffers an attack penalty equal to the Strength modifier for the effective strength.

Material Component: A small bar-magnet, bent into a U-shape and coated with mithral.

### Mark of Justice

**Transmutation**

**Level:** Clr 5

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent (see text)

**Saving Throw:** None

**Spell Resistance:** Yes

When moral suasion fails to win a criminal over to right conduct, you can use mark of justice to encourage the criminal to walk the straight and narrow path.

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark cures the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast only it on someone who is willing or restrained.

Like bestow curse, mark of justice cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Remove curse, however, works only if the caster is at least as high level as your mark of justice. These restrictions apply regardless of whether the mark has activated.

### Mass Camouflage

**Transmutation**

**Level:** Drd 4, Hrp 4, Rgr 4

**Components:** V, S

**Casting Time:** 1 action

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

**Target:** Any number of creatures, no two of which can be more than 60 ft. apart

**Duration:** 10 minutes/level

As camouflage, except the effect is mobile with the group. The spell is broken for any individual who moves more than 60 feet from the nearest other member of the group. If only two individuals are affected, the one moving away from the other one loses its camouflage. If both are moving away from each other, they both become visible when the distance between them exceeds 60 feet.

### Mass Darkvision

**Illusion (Glamer)**

**Level:** 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 darkvision, except that all creatures in the area at the time of casting receive the spell’s benefits.

### Mass Fly

**Transmutation**

**Level:** Sor/Wiz 5

**Components:** V, S, F

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

As fly, except this spell covers the power of flight upon all targeted creatures. Once a creature receives the spell, it must remain within 30 feet of at least one other recipient, or the spell is broken for that creature. (If only two individuals are affected, the one moving away from the other loses the ability to fly. If both are moving away from each other, they both become unable to fly when the distance between them exceeds 30 feet.)

### Mass Haste

**Transmutation**

**Level:** Brd 6, Sor/Wiz 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 Heal

**Conjuration (Healing)**

**Level:** Clr 8, Drd 9, Healing 8

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

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

As heal, except as noted above.

### 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.)

Matter Component: An eyelash and a bit of gum arabic, the former encased in the latter.

Mass Manifest

<table>
<thead>
<tr>
<th>Transmutation</th>
<th>Level: Clr 6, Sor/ Wiz 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components: V, S, M</td>
<td></td>
</tr>
<tr>
<td>Casting Time: 1 action</td>
<td></td>
</tr>
<tr>
<td>Range: Close (25 ft. + 5 ft. / 2 levels)</td>
<td></td>
</tr>
<tr>
<td>Area: 25-ft.-radius emanation centered on a point in space</td>
<td></td>
</tr>
<tr>
<td>Duration: 1 round/ level</td>
<td></td>
</tr>
<tr>
<td>Saving Throw: None</td>
<td></td>
</tr>
<tr>
<td>Spell Resistance: Yes</td>
<td></td>
</tr>
</tbody>
</table>

All creatures and unattended objects on coterminous and coexistent planes within the area of mass manifest are instantly brought onto your plane.

For the duration of the spell, the target creature retains all its abilities except for those that allow it to enter other planes. At the end of mass manifest’s duration, objects and creatures return to their plane of origin, even if they have left the spell’s area.

Matter Component: A handful of copper dust, cast in the air.

Mass Resist Elements

<table>
<thead>
<tr>
<th>Abjuration</th>
<th>Level: Clr 3, Drd 3, Sor/ Wiz 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Targets: One creature/ level, no two of which can be more than 30 ft. apart</td>
<td></td>
</tr>
</tbody>
</table>

As resist elements, except that it affects multiple creatures.

Mass Suggestion

<table>
<thead>
<tr>
<th>Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]</th>
<th>Level: Brd 6, Sor/ Wiz 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components: V, S, M</td>
<td></td>
</tr>
<tr>
<td>Casting Time: 1 action</td>
<td></td>
</tr>
<tr>
<td>Range: Medium (100 ft. +10 ft./ level)</td>
<td></td>
</tr>
<tr>
<td>Targets: One creature/ level, no two of which can be more than 30 ft. apart</td>
<td></td>
</tr>
</tbody>
</table>

As suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

Mass Teleport

<table>
<thead>
<tr>
<th>Transmutation [Teleportation]</th>
<th>Level: Sor/ Wiz 7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components: V, S</td>
<td></td>
</tr>
<tr>
<td>Casting Time: 1 full round</td>
<td></td>
</tr>
<tr>
<td>Target: Touched objects or touched willing creatures weighing up to 100 lb./ lv</td>
<td></td>
</tr>
</tbody>
</table>

As teleport, except as noted above. You do not have to teleport yourself when you cast a mass teleport spell.

Para-normal

<table>
<thead>
<tr>
<th>Abjuration [Chaotic]</th>
<th>Level: Sor/ Wiz 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components: V, S, M</td>
<td></td>
</tr>
</tbody>
</table>

You sprout a pair of insubstantial feathery or batlike (your choice) wings. You can fly at a speed of 90 feet (60 feet if you’re wearing medium or heavy armor). You can ascend at half speed and descend at double speed. You have a maneuverability of Good. Using master air requires as much concentration as walking, so you can attack or cast spells normally. You can charge but not run, and you cannot carry aloft more weight than your maximum load (see Carrying Capacity, page 141 of the Player’s Handbook), plus any armor you wear.

Should the spell duration expire while you are still aloft, the magic fails slowly. You drop 60 feet per round for 1d6 rounds. If you reach the ground in that amount of time, you land safely. If not, you fall the rest of the distance, taking falling damage of 1d6 per 10 feet of fall. Since dispelling a spell effectively ends it, you also fall in this way if the master air spell is dispelled.

Focus: A wing feather from any bird or the wing bone of any bat.

Master Earth

<table>
<thead>
<tr>
<th>Transmutation</th>
<th>Level: Drg 7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components: V, S, F</td>
<td></td>
</tr>
<tr>
<td>Casting Time: 1 action</td>
<td></td>
</tr>
<tr>
<td>Range: Personal</td>
<td></td>
</tr>
<tr>
<td>Target: You</td>
<td></td>
</tr>
<tr>
<td>Duration: Instantaneous</td>
<td></td>
</tr>
</tbody>
</table>

You travel straight through the earth itself to a destination you choose.

The movement is instantaneous and has no distance limitations (though the location must be on the same world). You need only think of where you want to go.

If you don’t think of an exact location, the earth carries you to the periphery of the general area you imagine. For example, if you want to go to the Shining Plains but you can’t remember any specific landmarks, the earth brings you back on the surface at the nearest edge of the Shining Plains.

The earth never leaves you stranded inside it. It always puts you back on the surface even if it cannot deliver you to your chosen destination. It takes you as far as it can. Underground, creature-built structures don’t hinder you as long as you can move around them.

This spell only functions on the Material Plane. Focus: The fossil of any animal.

Master’s Touch

<table>
<thead>
<tr>
<th>Divination</th>
<th>Level: Brd 1, Sor/ Wiz 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components: V, S, F</td>
<td></td>
</tr>
<tr>
<td>Casting Time: 1 action</td>
<td></td>
</tr>
<tr>
<td>Range: Self</td>
<td></td>
</tr>
<tr>
<td>Targets: Self</td>
<td></td>
</tr>
<tr>
<td>Duration: 1 minute per level</td>
<td></td>
</tr>
<tr>
<td>Saving Throw: None</td>
<td></td>
</tr>
<tr>
<td>Spell Resistance: No</td>
<td></td>
</tr>
</tbody>
</table>

Master’s touch is a spell often found in the repertoire of the adventurers that specialize in casting arcane spells. It grants casters the knowledge and experience to claim proficiency in whatever single weapon or shield they hold in their hands when the spell is cast. The lack of a somatic component means the spell may be cast in the midst of a fight while keeping ready whatever items stand between the caster and danger.

Proficiency is granted for only a single, specific item, although multiple castings allow for multiple proficiencies. For example, a sorcerer holding a short sword and rapier, with a buckler strapped to his off hand, could cast the spell three times, once for each weapon and shield.

Note that this spell does not grant proficiency for a class of item, but only for the one specific item held in the hand at the time the spell is cast. Should the caster set that item down or otherwise lose his or her grip on it, proficiency does not fade away; the proficiency is due to knowledge gained, not due to any transmutation of the caster or the item. The caster may therefore recover that specific item and continue to use it with proficiency until the spell’s effect runs out.

Focus: The item in whose use the caster wishes to be proficient.

Maw of Chaos

<table>
<thead>
<tr>
<th>Abjuration [Chaotic]</th>
<th>Level: Sor/ Wiz 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components: V, S, M</td>
<td></td>
</tr>
</tbody>
</table>
You create a yawning area of roiling purple energy resembling a great mouth. This field of energy has the following effects on anything that touches or enters it.

First, all creatures except you take 1 point of force damage per caster level. Spell resistance applies to the damage (but not the other effects of the spell). Those affected by the spell make a Will saving throw every round. A successful saving throw halves the damage that round.

Second, the chaotic energy makes it difficult to concentrate. Any activity that requires concentration (such as casting a spell or using a spell-like ability) requires a Concentration check (DC 25 + spell level) to succeed.

Creatures with the chaotic subtype take no damage from this spell, although its other effects affect them normally.

Material Component: A jawbone with teeth.

**Maw of Stone**

**Transmutation**

**Level:** Cavern 7

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Effect:** One cave mouth or natural chamber up to 15 ft. high and wide

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You cause a single natural opening or natural chamber to become animated. The opening or chamber cannot move, but it can attack. You can order it to attack any creature, or a specific type of creature. You can also order it to attack under a specific circumstance, such as when creatures try to leave or when they touch something.

An animated opening or chamber can only attack creatures that try to move through it. An animated chamber can attack every creature inside. Only one maw of stone can be in effect on a particular opening or chamber at a time.

The animated opening or chamber has a Strength score of 30 and an attack bonus equal to your level + your Wisdom modifier + 7 for its Strength. It has any single dimension (height, length, or width) of 8 feet or more, it has a -1 size penalty on attack rolls for being Large.

An animated opening can make one grapple attack each round against a creature passing through it. If it succeeds with its grab attempt, it makes a grapple check and deals 2d6+10 points of normal damage with a successful hold. A Large opening gains a +4 size modifier and deals 2d8+10 points of damage.

An animated chamber works the same way, except that it can make a separate attack against every creature inside.

The animated stone has an Armor Class of 15, or 14 if Large (-1 size), and a hardness of 8. An opening has 40 hit points (60 if Large). A chamber has 60 hit points (90 if Large).

**Maze**

**Conjuration (Creation) [Force]**

**Level:** 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

You conjure 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:

<table>
<thead>
<tr>
<th>Intelligence Score</th>
<th>Time Trapped in Maze</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 3</td>
<td>2d4 minutes</td>
</tr>
<tr>
<td>3</td>
<td>1d6 minutes</td>
</tr>
<tr>
<td>4-5</td>
<td>1d4 minutes</td>
</tr>
<tr>
<td>6-8</td>
<td>5d4 rounds</td>
</tr>
<tr>
<td>9-12</td>
<td>4d4 rounds</td>
</tr>
<tr>
<td>13-15</td>
<td>3d4 rounds</td>
</tr>
<tr>
<td>16-17</td>
<td>2d4 rounds</td>
</tr>
<tr>
<td>18+</td>
<td>1d4 rounds</td>
</tr>
</tbody>
</table>

If the subject doesn’t attempt to escape, the maze disappears after 10 minutes, forcing the subject to leave.

On 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 dimension door, do not help a creature escape a maze spell, although aplane 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 your hand and speeds to its target. You must succeed at a ranged touch attack to hit your 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
Focus: A dart.

**Memory Rot**

*Evocation*

**Level**: Drd 5  
**Components**: V, S  
**Casting Time**: 1 action  
**Range**: Close (25 ft. + 5 ft./2 levels)  
**Target**: One living creature  
**Duration**: Instantaneous  
**Saving Throw**: Fortitude negates  
**Spell Resistance**: Yes

You create a cloud of spores that infects the brain of the subject creature, gradually destroying the creature’s mind. The spores permanently drain 1d6 points of Intelligence immediately. Each round thereafter, the spores gradually eat away at the subject’s brain, permanently draining 1 additional point of Intelligence. The subject may roll a Fortitude save each round to combat the effects of the spores. A successful save ends the spores’ advance and halts any further loss of Intelligence.

**Mending**

*Transmutation*

**Level**: 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, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by mending. The spell can repair a magic item, but the item’s magical abilities are not restored. (For restoring a broken magic item’s abilities, see the item creation feats in Chapter 5: Feats of the Player’s Handbook.) The spell cannot mend broken magic rods, staffs, or wands.

**Message**

*Evocation* [*Language-Dependent]*

**Level**: Brd 1, Clr 1, Drd 0, 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

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature to be included in the spell effect. When you whisper, 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 you 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 you hear. The spell transmits sound, not meaning. It doesn’t transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing trained rogues the opportunity to read your lips.  
**Focus**: A short piece of copper wire.

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**Mestil’s Acid Breath**

*Conjuration (Creation) [Acid]*

**Level**: Sor/ Wiz 3  
**Components**: V, S, M  
**Casting Time**: 1 action  
**Range**: Close (25 ft. + 5 ft./2 levels)  
**Area**: Cone  
**Duration**: Instantaneous  
**Saving Throw**: Reflex half  
**Spell Resistance**: Yes

You breathe forth a cone of acidic droplets. The cone inflicts 1d6 points of acid damage per caster level (maximum 10d6).  
**Material Component**: A handful of fire ants (alive or dead).

**Mestil’s Acid Sheath**

*Conjuration (Creation) [Acid]*

**Level**: Sor/ Wiz 5  
**Components**: V, S, M, F  
**Casting Time**: 1 action  
**Range**: Personal  
**Target**: You  
**Duration**: 1 round/ level (D)

You enclose yourself in a fluid sheath of acid that does not harm you. You can breathe normally and cast spells while the acid sheath is present. Any creature striking you with its body deals normal damage, but at the same time the attacker takes 1d6 points +2 points per caster level of acid damage. Weapons with exceptional reach, such as longspear, do not endanger their users in this way. The acid sheath does not protect you against other attack forms, such as fire.

Any creature you are riding automatically takes damage every round as if you were touching it with a corrosive grasp. The mount tries to remove the source of pain, requiring a Ride check (DC 30) each round for you to remain mounted.

You may make melee touch attacks as if you were using a corrosive grasp spell. A creature that swallows you does not take damage from this spell if its stomach inflicts acid damage.  
**Material Component**: A handful of fire ants (alive or dead).  
**Focus**: A glass sculpture of a humanoid.

**Meteor Swarm**

*Conjuration (Creation) [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

A meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When you cast it, either four large spheres (2-foot-diameter) or eight small spheres (1-foot-diameter) spring from your outstretched hand and streak in a straight line to the spot you select. 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 2d4 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 you designate 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-foot-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 you 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 of the spell’s effect.

Creatures caught in a blast can attempt Reflex saves for half damage. Creatures struck by multiple blasts save against each blast separately.

Mind Blank

Abjuration

Level: Protection 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, 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.

Minor Creation

Conjuration (Creation)

Level: 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

You create 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. You 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 you plan to create with minor creation - a bit of twisted hemp to create rope, and so forth.

Minor Disguise

Abjuration

Level: Brd 0

Components: V, S

Casting Time: 1 action

Range: Personal

Duration: 1 hour

You use magic to make minor, cosmetic changes in your appearance. The spell does not change the actual structure of either your features or body. It can add color to hair paint wrinkles on your face, give you a scar, or darken your teeth. This spell gives you a +2 competence bonus on a single Disguise check made during its duration, and the bonus ends at the end of the spell’s duration if not already used. This bonus does not stack with the bonus from either alter self or change self.

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 you

Duration: 1 round/ level

Saving Throw: None

Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds you 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. You 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, Sor/Wiz 2

Duration: Concentration +2 rounds

As silent image except this spell includes some minor sounds but not understandable speech.

Miracle

Evocation

Level: Clr 9, Luck 9

Components: V, S, XP (see text)

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

You don’t so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede. The DM then determines the particular effect of the miracle.
A miracle can do any of the following:

- Duplicate any cleric spell of up to 8th level (including spells to which you have access because of your domains).
- Duplicate any other spell of up to 7th level.
- Undo the harmful effects of certain spells, such as feeblemind or insanity.
- Have any effect whose power level is in line with the above effects.

If the miracle has any of the above effects, casting it carries no experience point cost. Alternatively, the cleric can make a very powerful request. Casting such a miracle costs the cleric 5,000 XP because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include:

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting until the end of the battle.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and SR as normal (but save DCs are for a 9th-level spell). When a miracle duplicates a spell that has an XP cost, you must pay that cost. When a miracle duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

XP Cost: 5,000 XP (for some uses of the miracle spell; see above).

**Mirror Arcana**

* Illusion (Glamer)*  
  **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 you 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:** Brd 2, Sor/Wiz 2  
  **Components:** V, S  
  **Casting Time:** 1 action  
  **Range:** Personal (see text)  
  **Target:** You  
  **Duration:** 1 minute/level

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck. A mirror image creates 1d4 images plus one image per three caster levels (maximum eight images). These images separate from you and remain in a cluster, each within 5 feet of at least one other image or you. You can move into and through a mirror image. When you and the mirror image separate, observers can't use vision or hearing to tell which one is you and which the image. The images may also move through each other. The images mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you 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, you can merge with and split off from figments so that enemies who have learned which image is real are again confused.

An attacker must be able to see the images to be fooled. If you are 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, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

**Mirror Move**

* Transmutation*  
  **Level:** Brd 2, Sor/Wiz 2  
  **Components:** V, S, M  
  **Casting Time:** 1 action  
  **Range:** Personal  
  **Target:** You  
  **Duration:** 1 minute/level

A mirror move allows you to reproduce any general feat with an obvious physical effect that you observed another perform within the past 10 rounds, providing you meet the prerequisites for that feat.

For example, Mialee is proficient with the shortbow but does not possess the Point Blank Shot feat. However, she can watch Soveliss perform the feat, then, using mirror move she can mimic his Point Blank Shot feat to better attack an orc advancing on her. When the spell dissipates, Mialee can no longer access this feat (unless she later acquires it herself or recasts mirror move for the same effect).

With a single casting, you may mirror move a number of feats equal to your Intelligence bonus, but always at least one. That is, a caster with an Intelligence of 10 can mirror one feat, while a caster with 18 Intelligence can mirror up to four feats with a single use of the spell. The effects of multiple castings of mirror move do not stack. Each new casting wipes out the previous one.

You can mirror move the following feats:

- Ambidexterity
- Combat Casting
- Combat Reflexes
- Dodge
- Mobility
- Spring Attack
- Exotic Weapon Proficiency
- Expertise
- Improved Disarm
- Improved Trip
- Whirlwind Attack
- Improved Critical
- Improved Initiative
- Improved Unarmed Strike
- Deflect Arrows
- Stunning Fist
- Lightning Reflexes
- Martial Weapon Proficiency
- Mounted Combat
- Mounted Archery
- Trample
- Ride-By Attack
- Spirited Charge
- Point Blank Shot
- Far Shot
- Precise Shot
- Rapid Shot
- Shot on the Run
- Power Attack
- Cleave
- Improved Bull Rush
- Sunder
• Great Cleave
• Quick Draw
• Run
• Shield Proficiency
• Simple Weapon Proficiency
• Two-Weapon Fighting
• Improved Two-Weapon Fighting
• Weapon Finesse
• Weapon Focus

The DM may allow mirroring of feats from sources other than the Player’s Handbook, as long as they are feats with observable physical effects. Spellcasters who do not meet the prerequisite(s) for the feat they wish to mirror can sometimes find clever ways around this limitation. For example, Mialee has the Improved Unarmed Strike feat but a Dexterity of only 11. She casts cat’s grace on herself, receiving 2 additional Dexterity points for a 13. She then casts mirror move, adopting Ember’s Deflect Arrows feat. When mirror move dissipates, Mialee retains her heightened Dexterity until her cat’s grace spell ends but she loses access to Deflect Arrows. If she somehow lost the effects of cat’s grace before the end of mirror move’s duration, she would lose access to the Deflect Arrows feat.

One interesting note about mirror move is that the spell conveys all the nuances of the mirrored character’s style. Using the previous example, Mialee not only gains the ability to Deflect Arrows but the arcane power results in her deflecting arrows exactly as Ember would do it. Although Ember may not be with Mialee when she casts the mirror move spell, anyone familiar with Ember’s style (for instance, a lifelong enemy of former trainer) may recognize that Mialee’s arrow deflection is actually borrowed from Ember. Anyone familiar with Ember’s defensive style should be allowed a Spot check (DC 15) to recognize the similarities.

It’s worth noting that Item Creation Feats and Special Feats can not be duplicated by mirror move. Likewise, Metamagic Feats are too subtle and/ or complex to be mirrored.

Mastral Component: Any reflective surface, including highly polished shields or armor and even surfaces of water, can be used for this spell. Many spellcasters carry small mirrors with them for material components.

Misdirection

Illusion (Glamer)

Level: 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, you misdirect the information from divination spells that reveal auras (including detect evil, detect magic, discern lies, etc.). On casting the spell, you choose 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 the detection succeeds at his save. For instance, you could make yourself detect 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: You/ one illusionary double
Duration: 1 round/ level (D)
Saving Throw: None/ Will disbelief (if interacted with)
Spell Resistance: No

An illusionary double of you (a figment) appears, and at the same time, you become invisible (as improved invisibility, a glamer). You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves according to your intent at the time of casting. You can make the figment appear superimposed perfectly over your own body so that observers don’t notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your 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.

Modify Memory

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4
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

You reach into the subject’s mind and modify 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, you proceed with the spell by spending up to 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your 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 muddied by too much wine. More useful applications of modify memory include implanting memories of friendly encounters with you (including the subject to act favorably toward you), changing the details of orders given to the subject by a superior, or causing the subject to forget that she ever saw you or your party. The DM reserves the right to decide whether a modified memory is too nonsensical to significantly affect the subject.

Monstrous Regeneration

Conjuration (Healing)

Level: Clr 5
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1 round/ 2 levels
Saving Throw: Will half (harmless)
Spell Resistance: Yes (harmless)

You give the target the regeneration ability that some monsters possess. Attacks against the creature except fire and acid inflict subdual damage instead of lethal damage. It heals subdual damage at a rate of 4 points per round.

A regenerating creature that has been rendered unconscious through subdual damage can be killed with a coup de grace. The attack has to inflict fire or acid damage.

Attack forms that don’t inflict hit point damage (for example, most poisons and disintegration) ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation.
A regenerating creature can regrow lost portions of its body (although the spell duration is usually not long enough to allow this except for very small portions such as fingers) and can reattach severed limbs as a move-equivalent action. Severed parts that are not reattached wither and die normally.

When the spell ends, all the creature’s subdual damage is converted to normal damage.

**Monstrous Thrall**

*Enchantment (Compulsion) [Mind-Affecting]*

**Level:** Domination 9  
**Components:** V, S, XP  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One creature  
**Duration:** Instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

As true domination, except the subject can be any creature and is permanently dominated if it fails its initial Will saving throw. A subject ordered to take an action against its nature receives a saving throw with a -4 penalty to resist taking that particular action. If the save succeeds, the subject still remains your thrall despite its minor mutiny. Once a subject of thrall makes a successful saving throw to resist a specific order, it makes all future saving throws to resist taking that specific action without a penalty.

XP Cost: 500 XP per Hit Die or level of the subject.

**Moon Blade**

*Evocation*

**Level:** Hth 3, Moon 3  
**Components:** V, S, M, DF  
**Casting Time:** 1 action  
**Range:** 0 ft.  
**Effect:** A swordlike beam  
**Duration:** 1 minute/level (D)  
**Saving Throw:** None  
**Spell Resistance:** Yes

A 3-foot-long, blazing beam of moonlight springs forth from your hand. Anyone who can cast moon blade can wield the beam with proficiency. However, if you are proficient with any type of sword, you can wield the beam as if it were any type of sword and thus gain the benefits of any special sword skill you might have, such as Weapon Focus.

Attacks with the moon blade are melee touch attacks. Its strike saps vitality or life force, causing no visible wounds but dealing 1d8 points of damage plus 1 point per two caster levels (to a maximum of +15) to any type of creature except undead. Undead are visibly wounded by a moon blade. Their substance boils away from its touch, and they take 2d8 points of damage plus 1 point per caster level (to a maximum of +30) per blow. The blade is immaterial, and your Strength modifier does not apply to the damage.

A successful moon blade strike temporarily scrambles magic. On the target’s next turn after a hit from a moon blade, the creature must make a Concentration check to use any spell or spell-like ability. The DC is 10 + points of damage dealt per level (an opponent hit by a moon blade while casting a spell must make the usual Concentration check to avoid ruining the spell in addition to the check on its next turn.)

The moon blade spell has no connection with the magic items known as moonblades borne and made by some elves.

Arcane Material Component: A white hankkerchief.

**Moonbeam**

*Evocation [Light]*

**Level:** Hth 2, Moon 2  
**Components:** V, S, M, DF  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** Cone  
**Duration:** 1 minute/level (D)  
**Saving Throw:** None or Will negates (see text)  
**Spell Resistance:** No

A cone of pale moonlight springs from your hand. On your turn each round, you can change the direction the cone points. Light from a moonbeam does not adversely affect creatures that are sensitive to light, but lycanthropes in humanoid form caught in the moonbeam must make Will saves to avoid involuntarily transforming into their animal form. Lycanthropes in animal form can change out of it on their next turn (spending a round in animal form). However, if they are still in the area of the spell, they must succeed at a Will save to do so. Once a lycanthrope successfully saves against moonbeam, it is not affected by any more of your moonbeam spells for 24 hours.

Arcane Material Component: A pinch of white powder.

**Moonfire**

*Evocation [Force]*

**Level:** Hth 5, Moon 5  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** A variable width, glowing white stair or bridge of translucent force up to 15 ft./level long (see text)  
**Duration:** 1 minute/level (D)  
**Saving Throw:** None (see text)  

A cone of fiery white moonlight springs from your hand. Living creatures in the area feel an unnatural chill and take 1d8 points of damage per two caster levels, to a maximum of 100B. Undead and shapechangers take double damage. This application of the spell allows a Reflex save for half damage.

**Moon Path**

*Evocation [Force]*

**Level:** Hth 3, Moon 3  
**Components:** V, S, M, DF  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** A variable width, glowing white stair or bridge of translucent force up to 15 ft./level long (see text)  
**Duration:** 1 minute/level (D)  
**Saving Throw:** None (see text)  

A variable-width, glowing white stair or bridge of translucent force up to 0 ft. in length. You can make a Moon Path in any line or curve you wish, but it must be straight, continuous, and unbroken when formed. If its surface is broken by any object or creature, the spell fails. The bridge version of the spell must be created flat. The stair version cannot rise or descend any more sharply than 45 degrees.

Arcane Material Component: A white hankkerchief.
All magical auras within the cone glow with a faint blue light for 1 round per caster level. Disguised, shapechanged, or polymorphed creatures and objects in the spell's area at the time the spell is cast must make Will saves or immediately return to their normal forms. Even if the save succeeds, they remain covered in ghostly white outlines that show their true forms for 1 round per caster level.

The entire area covered by the cone glows silver white for 1 round per caster level. This radiance is as bright as the light of a full moon and negates electricity for 1 round per caster level unless the creature generating it makes a caster level check against a DC equal to the caster’s level. If an electricity effect is generated outside the glowing cone, the cone blocks the electricity effect if the caster level check fails. If an electricity effect is generated inside the glowing cone, the cone completely negates the electricity effect if the caster level check fails.

### Mordenkainen’s Disjunction

**Abjuration**

**Level:** 9th, 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 you carry or touch, 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.

You also have 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, you must succeed at a Will save (DC 25) or permanently lose all spell-casting 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.

### Mordenkainen’s Faithful Hound

**Conjuration (Creation)**

**Level:** 7th, 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 per caster level or until discharged, then 1 round per caster level

**Saving Throw:** None

**Spell Resistance:** No

You conjure up a phantom watchdog that is invisible to everyone but yourself. 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 you are ever more than 100 feet distant from the watchdog, the spell ends.

**Materia! Component:** A tiny silver whistle, a piece of bone, and a thread.

### Mordenkainen’s Force Missiles

**Evocation [Force]**

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

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

**Targets:** Up to seven creatures, no two of which can be more than 35 ft. apart

**Duration:** Instantaneous

**Saving Throw:** None and Reflex negates

**Spell Resistance:** Yes

Brilliant globes of magical energy streak forth from your hand to unerringly strike their targets. The globes deal 2d4+1 level (maximum +20) damage.

The globes strike 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 may be targeted and damaged by the spell.

The spell creates two globes, for every two levels of experience past 7th, you gain an additional missile. You have three at 9th level, four at 11th level, five at 13th level, six at 15th level, and the maximum of seven globes at 17th level or higher. When you shoot multiple globes, you can have them strike a single creature or several creatures. A single missile can strike only one creature, but each globe bursts in a concussive blast. The 2d4 damage affects only the initial target, but the additional damage affects all targets within a 3-foot radius. All targets affected may make Reflex saves to avoid the concussive blast, but the initial impact offers no save. You must designate targets before you roll for SR or roll damage.

### Mordenkainen’s Lucubration

**Transmutation**

**Level:** Wiz 6

**Components:** V, S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

You instantly recall any one spell of up to 5th level that you have used during the past 24 hours. The spell must have been actually cast during that time period. The recalled spell is stored in your mind as through prepared in the normal fashion. If the recalled spell requires material components, you must provide these. The recovered spell is usable until the material components are available.

### Mordenkainen’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

You conjure 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 you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your 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.

You can create any floor plan you desire 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.

Mordenkainen’s Private Sanctum

Abjuration
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Area: 30-ft. cube/level (S)
Duration: 24 hours
Saving Throw: None
Spell Resistance: No

This spell insures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Magical scrying or divination attempts, such as detect thoughts, clairaudience/clairvoyance, or scrying, cannot penetrate the protected area, and an arcane eye cannot get inside. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other sorts of communication, such as sending or messagespells, or empathic communication between a master and a familiar. Nor does it prevent creatures or objects from moving into and out of the area.

Material Components: A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

Mordenkainen’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

You bring into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting the round that you cast the spell. The sword attacks its designated target once each round. Its attack bonus is your level + your Intelligence bonus or your 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 of 19-20 and a crit of x2.

The sword always strikes from your direction. It does not get a flanking bonus or help a combatant get one. If the sword goes beyond the spell range from you, it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do 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, a sphere of annihilation, 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 the 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.

Mount

Evocation [Summoning]
Level: 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

You summon a light horse or a pony (your choice) to serve you 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 horse hair.

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-foot 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.

Murderous Mist

Evocation
Level: Drd 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Cloud that spreads in 30-ft. radius, 20 ft. high
Duration: 1 round/level
Saving Throw: Reflex half (see text)
Spell Resistance: Yes

You create a cloud of scalding hot steam that moves in a straight line, away from you, at a speed of 10 feet. Anyone within the cloud suffers 2d6 points of damage and is permanently blinded. If a creature within the area makes a successful Reflex saving throw, it takes only half damage and is not blinded.

Creatures remaining within the cloud suffer 1d6 points of damage in each subsequent round of exposure. Creatures may attempt saving throws each round they are within the cloud to avoid its effects.

Any creature within the cloud has one-quarter concealment. Winds do not affect the cloud’s direction or speed. However, a moderate wind (11+ mph) disperses the cloud in 4 rounds, and a strong wind (21+) disperses it in 1 round.

Mystic Lash

Evocation [Electricity, Evil]
Level: Clr 3 (Bane)
Components: V, S, DF
Casting Time: 1 action
Range: 0 ft.
Effect: Electric whip
Negative Energy Burst

Necromancy
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 20-ft.-radius burst, centered on you
Duration: Instantaneous
Saving Throw: Will negates (see text)
Spell Resistance: Yes

You release a silent burst of negative energy from a point you indicate. The burst deals 1d8 points of damage to living creatures in the area +1 point per caster level (maximum +5). A successful Will save reduces damage by half.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Nature’s Balance

Transmutation
Level: Drd 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You lend some of your ability score points to your target.
You suffer a penalty of 1d4+1 points to any single ability score of your choice, and your target gains as equal enhancement bonus to the same ability score. (You don’t get a saving throw to avoid the loss.)

If you cast this spell a second time within 1 hour, you suffer 2d10 points of damage.

Naturewatch

Necromancy
Level: Drd 0, Hth 0, Rgr 1
Components: S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Quarter circle emanating from you to the extreme of the range
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

This is identical with deathwatch, but only functions on animals and plants. In addition, it also allows you to determine a variety of other mundane information about the animals and plants (are the plants underwatered, are the animals malnourished, and so forth).

Negative Energy Ray

Abjuration
Level: C1r 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A ray of negative energy projects from your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of damage to a living creature.

For every two extra levels of experience past 1st, you deal an extra 1d6 points of damage. You deal 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and a maximum of 5d6 points of damage at 9th level or higher.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

Matter Component: A mirror, which you break.

Negative Energy Protection

Abjuration
Level: C1r 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The warded creature gains partial protection from undead creatures who use negative energy (such as shadows, wights, wraiths, spectres, or vampires) and certain weapons and spells that drain energy levels. The negative energy protection spell uses positive energy, which can offset the effects of a negative energy attack. Each time the warded creature is struck by a negative energy attack that drains levels or ability scores, it rolls 1d20 + caster level against a DC of 11 + the attacker’s HD.

If the warded creature succeeds, the energies cancel with a bright flash of light and a thunderclap. The warded creature takes only hit point damage from the attack and does not suffer any drain of experience levels or ability scores, regardless of the number of levels or ability score points the attack would have drained. An attacking undead creature takes 2d6 points of damage from the positive energy. An attacking caster or weapon receives no damage.

If the warded creature does not succeed, the negative energy attack deals its normal damage. An attacking undead creature in such a situation does not take any negative energy damage.

Negative Energy Wave

Necromancy
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: 50 ft.
Effect: 50-ft.-radius burst, centered on you
Duration: Instantaneous (see text)
Saving Throw: Will negates (see text)
Spell Resistance: Yes

You release a silent burst of negative energy from your body.
You can affect up to 1d6 HD worth of undead creatures per level (maximum 15d6). Those closest to you are affected first; among equidistant undead creatures, weaker ones are affected first. The spell can have one of two effects, which you select when you cast it.
Rebuked: The undead creatures cower as if in awe. (Treat them as stunned.)
Bolstered: Undead creatures gain turn resistance of 1d4 + your Charisma modifier (minimum +1). The effect lasts 10 rounds.

The effect lasts 10 rounds.

Material Component: A mirror, which you break.
Net of Shadows
Illusion (Shadow) [Darkness]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to one creature/level, no two of which can be more than 25 ft. apart
Duration: 3 rounds
Saving Throw: Will negates
Spell Resistance: Yes

You cause ordinary shadows to fly toward the creatures in the area, forming dark nets that cover and enfold the target or targets. The net does not hamper movement, but a creature enfolded in a net cannot see beyond 5 feet, even with darkvision.

The folds of a net hide the creature within it, giving the creature nine-tenths concealment (attacks suffer a 40% miss chance). The net also hampers the enfolded subject's own attacks, granting nine-tenths concealment to creatures within 5 feet and total concealment to creatures more than 5 feet away.

Neutralize Poison
Conjuration (Healing)
Level: Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3
Components: V, S, M/D
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)

You detoxify 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. For example, if a poison has dealt 3 points of temporary Constitution damage to a character and threatens to deal more damage later, this spell prevents the future damage but does not reverse the damage already done.

This spell also neutralizes the poison in a poisonous creature or object. A poisonous creature, such as a wyvern, replenishes its poison at its normal rate. An arcane material component: A bit of charcoal.

Nightmare
Illusion (Phantasm) [Mind-Affecting, Evil]
Level: Brd 5, 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

You send a hideous and unsettling phantasmal vision to a specific creature whom you name or otherwise specifically designate. 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.

Dispel evil cast on the subject while you are casting the spell dispels the nightmare and stuns you for 10 minutes per caster level of the dispel evil. While you are stunned, you can't act, you lose any Dexterity bonus to AC, and attackers get a +2 bonus against you.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Creatures who don't sleep or dream (such as elves, but not half-elves) are immune to this spell.

Nightmare Lullaby
Enchantment (Compulsion) [Mind-Affecting, Sonic]
Level: Brd 2
Components: V, S
Casting Time: 1 full round
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Duration: Concentration + 2 rounds
Saving Throw: Will negates
Spell Resistance: Yes

You put your target into a surreal, sleepwalking state. The target must make a Will saving throw or become confused, thinking she has entered a nightmare.

Nondetection
Abjuration
Level: 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 you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your 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.

Nybor's Gentle Reminder
Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 1 (Red Wizard)
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 2 rounds
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell was quite popular with slave overseers and those wishing to make their servants work a little faster. The Red Wizards now employ it mainly as a combat spell. The subject receives a sharp, agonizing pain, which makes him dazed (no actions, but can defend against attacks normally) for 1 round. The subject suffers a –1 penalty on attacks, saving throws, and most checks while the spell lasts; however, the subject also receives a +2 circumstance bonus to Strength.

Focus: A stick at least 1 foot long.

Nybor's Mild Admonishment
Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 3 (Red Wizard)
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

This improvement on Nybor’s gentle reminder causes intense pain in the subject. The subject is dazed for 1d4 rounds and suffers a –2 penalty on attacks, saving throws, and most checks while the spell lasts; however, the subject also receives a +2 circumstance bonus to Strength.

Focus: A pointed stick at least 1 foot long.

Nybor’s Stern Reproof
Enchantment (Compulsion) [Mind-Affected]
Level: Sor/ Wiz 7 (Red Wizard)
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./ 2 levels)
Target: One living creature
Duration: 1 round/ level (D)
Saving Throw: See text
Spell Resistance: Yes

This spell causes stabbing pains even greater than those of Nybor’s gentle reminder and Nybor’s mild admonishment. The target creature must make a Fortitude save or die instantly. A surviving creature receives a Will save to avoid further effects. Subjects failing the Will save are dazed for 1d4 rounds and suffer suffers a –2 penalty on attacks, saving throws, and most checks while the spell lasts; however, the subject also receives a +2 circumstance bonus to Strength.

Focus: A pointed metal rod at least 1 foot long.

Nybor’s Wrathful Castigation
Enchantment (Compulsion) [Mind-Affected]
Level: Sor/ Wiz 8 (Red Wizard)
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./ 2 levels)
Target: One living creature
Duration: 1 round/ level (D)
Saving Throw: See text
Spell Resistance: Yes

Nybor’s wrathful castigation is an even more potent version of Nybor’s stern reproof. It causes wracking pain and violent convulsions. The target creature must make a Fortitude save or die instantly. A surviving creature receives a Will save to avoid further effects. Subjects failing the Will save are dazed and suffer a –4 penalty on saving throws for the duration of the spell.

Focus: A whip.

Nystul’s Magic Aura
Illusion (Glamer)
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

You make an item’s aura register to detection spells (and similar spells) as though it were either a magic item of the type that you specify or the subject of a spell that you specify. You 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 (Glamer)
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 you 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.

Obscure Object
Abjuration
Level: Brd 2, Clr 3, Sor/ Wiz 2
Components: V, S, F, 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: Air 1, Clr 1, Drd 1, Sor/ Wiz 1, Water 1
Components: V, S
Casting Time: 1 action
Range: 30 ft.
Effect: Cloud centered on you spreads 30 ft. and is 20 ft. high
Duration: 1 minute/ level
Saving Throw: None
Spell Resistance: No

A misty vapor arises around you. 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.

One with the Land
Transmutation
Level: Drd 2, Hth 2, Rgr 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/ level

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You forge a strong link with nature that gives you greater insight into your environment. You gain a +2 competence bonus on Animal Empathy, Move Silently, Search, Hide, Intuit Direction, Wilderness Lore, and Handle Animal checks.

**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)

You 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 (see Table 7.7: Goods and Services, page 108, and Table 7.8: Containers and Carriers, page 110 of the *Player’s Handbook*).

The lid of a big chest or an oversized door is beyond the spell’s capability.

**Focus:** A brass key.

**Order’s Wrath**

**Evocation [Lawful]**  
**Level:** Law 4  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** Nonlawful creatures within a burst that fills a 30-ft. cube  
**Duration:** Instantaneous (1 round)  
**Saving Throw:** Reflex partial (see text)  
**Spell Resistance:** Yes

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per caster level (maximum 5d8) to chaotic creatures and dazes them for 1 round. A dazed creature can take no actions but suffers no penalties when attacked. A successful Reflex save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Reflex save.

**Otiluke’s Freezing Sphere**

**Evocation [Cold]**  
**Level:** Sor/ Wiz 6  
**Components:** V, S, F  
**Casting Time:** 1 action  
**Range:** See text  
**Target, Effect, or Area:** See text  
**Duration:** See text  
**Saving Throw:** See text  
**Spell Resistance:** Yes

Otiluke’s freezing sphere is a multipurpose spell. You can cast any one of the following three versions:

**Frigid Sphere:** A tiny sphere of freezing matter steaks from your fingertips to up to long range (400 feet + 40 feet/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. The 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 (DC 25) to do so.

A close Focus: A thin sheet of crystal about 1 inch square.

**Cold Ray:** A ray of cold springs from your hand to close range (25 ft. + 5 ft./level). You must succeed at a ranged touch attack to hit your target. The ray instantaneously deals 1d6 points of cold damage per caster level (maximum 20d6).

A close Focus: A small, white ceramic cone or prism.

**Globe of Cold:** You create 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 instantly to all targets within a 10-foot radius. Affected creatures can attempt Reflex saves for half damage. If you do not hurl the globe, it bursts on its own after 1 round per caster level. You can command the globe to burst sooner if you wish, but the time cannot be changed once set (though it still bursts on impact after being hurled).

**Focus:** A small crystal sphere.

**Otiluke’s Greater Dispelling Screen**

**Abjuration**  
**Level:** Sor/ Wiz 7

As Otiluke’s dispelling screen, except that the maximum bonus on the dispel check is +20 instead of +10.

**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 (D)  
**Saving Throw:** None  
**Spell Resistance:** No

You create an opaque, immobile, shimmering screen of violet energy. Any creature or unattended object passing through the screen is affected by a targeted dispel magic cast at your caster level (see page 196 of the *Player’s Handbook*).

You make 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 + spell’s caster level. The screen has no effect on any items a creature carries.

If an unattended magic item passes through the screen, you make a dispel check against the item’s caster level. If you succeed, all the item’s magical properties are suppressed for 1d4 rounds.
struggles of those within. (See Lifting and Dragging, page 142 of the Player's Handbook, for rules on pushing heavy objects.)

Matrial Components: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

Otyugh Swarm
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)

You create an otyugh swarm. Three or more otyughs, no two of which are more than 30 ft. apart, are ejected out the far exit if there is one or out the sole exit if there is only one. If someone dispels the otyugh swarm, the otyughs are created only for guard duty, the duration of the spell is seven months. In this case, the otyughs can only be ordered to guard a specific site or location. Otyughs summoned to guard duty cannot move outside the spell's range.

You must create the otyughs in an area containing at least 6,000 pounds of sewage, refuse, or offal. After you cast the spell, otyughs not summoned for guard duty may leave the area of offal at your command.

Owl's Insight
Evocation [Force]
Level: Drd 5
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You invest your target with a taste of the ancient wisdom inherent in nature. The target gains an enhancement bonus to his Wisdom score equal to half his level.

Owl's Wisdom
Transmutation
Level: Brd 2, Clr 2, Sor/ Wiz 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 transmuted creature becomes wiser. The spell grants an enhancement modifier to Wisdom of 1d4+1 points, adding the usual benefits to Wisdom-related skills. Clerics, druids, paladins, and rangers who receive owl's wisdom do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

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. x 8 ft. opening, 1 ft./level deep
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You create 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 you dismiss 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.

Otlyugh Swarm
Conjuration (Creation)
Level: Pestilence 9
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Three or more otyughs, no two of which are more than 30 ft. apart
Duration: Seven days or seven months (D) (see text)
Saving Throw: None
Spell Resistance: No

Otyugh Swarm creates otyughs from a large collection of refuse and filth, such as a sewer or cesspool. You can choose to create 3d4 ordinary otyughs or 1d3+1 Hugh otyughs with 15 HD (see page 14 of the Monster Manual). The otyughs willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. They remain with you for seven days unless you dismiss them. If the otyughs are created only for guard duty, the duration of the spell is seven months. In this case, the otyughs can only be ordered to guard a specific site or location. Otyughs summoned to guard duty cannot move outside the spell's range.

You must create the otyughs in an area containing at least 6,000 pounds of sewage, refuse, or offal. After you cast the spell, otyughs not summoned for guard duty may leave the area of offal at your command.

Otto's Irresistible Dance
Enchantment (Compulsion) [Mind-Affecting]
Level: 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 an undeniable 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, worsens the Armor Class of the creature by -4, makes Reflex saves impossible except on a roll of 20, and makes it impossible to use a shield.

Owl's Insight
Evocation [Force]
Level: Drd 5
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You invest your target with a taste of the ancient wisdom inherent in nature. The target gains an enhancement bonus to his Wisdom score equal to half his level.

Owl's Wisdom
Transmutation
Level: Brd 2, Clr 2, Sor/ Wiz 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 transmuted creature becomes wiser. The spell grants an enhancement modifier to Wisdom of 1d4+1 points, adding the usual benefits to Wisdom-related skills. Clerics, druids, paladins, and rangers who receive owl's wisdom do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

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. x 8 ft. opening, 1 ft./level deep
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You create 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 you dismiss 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.

Otto's Irresistible Dance
Enchantment (Compulsion) [Mind-Affecting]
Level: 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 an undeniable 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, worsens the Armor Class of the creature by -4, makes Reflex saves impossible except on a roll of 20, and makes it impossible to use a shield.

Otyugh Swarm
Conjuration (Creation)
Level: Pestilence 9
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Three or more otyughs, no two of which are more than 30 ft. apart
Duration: Seven days or seven months (D) (see text)
Saving Throw: None
Spell Resistance: No

Otyugh Swarm creates otyughs from a large collection of refuse and filth, such as a sewer or cesspool. You can choose to create 3d4 ordinary otyughs or 1d3+1 Hugh otyughs with 15 HD (see page 14 of the Monster Manual). The otyughs willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. They remain with you for seven days unless you dismiss them. If the otyughs are created only for guard duty, the duration of the spell is seven months. In this case, the otyughs can only be ordered to guard a specific site or location. Otyughs summoned to guard duty cannot move outside the spell's range.

You must create the otyughs in an area containing at least 6,000 pounds of sewage, refuse, or offal. After you cast the spell, otyughs not summoned for guard duty may leave the area of offal at your command.
Prismatic sphere
Otiluke’s greater dispelling
Otiluke’s dispelling screen
Sanctum
Mordenkainen’s private
Magic mouth
Ghost sound
Familiar pocket
Dimensional lock
Dancing lights
Alarm
Solid fog
Spiritwall
Stinking cloud
Symbol
Teleportation circle
Wall of fire
Wall of force
Web

Spell | Level | XP Cost
--- | --- | ---
Alarm | 9th | 500 XP
Dancing lights | 9th | 500 XP
Dimensional lock | 16th | 4,000 XP
Familiar pocket | 10th | 1,000 XP
Ghost sound | 9th | 500 XP
Gust of wind | 11th | 1,500 XP
Invisibility | 10th | 1,000 XP
Magic mouth | 10th | 1,000 XP
Mordenkainen’s private sanctum | 13th | 2,500 XP
Otiluke’s dispelling screen | 12th | 2,000 XP
Otiluke’s greater dispelling screen | 15th | 3,500 XP
Phase door | 15th | 3,500 XP
Prismatic sphere | 17th | 4,500 XP
Shrink item | 11th | 1,500 XP

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to dispel magic as normal. The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell (see the Dungeon Master’s Guide). If the DM has already determined that the application is not possible, the research automatically fails. Note that you never learn what is possible except by the success or failure of your research.

XP Cost: See tables above.

### 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:** Yes (harmless)

This spell makes certain other spells permanent. Depending on the spell, you must be at least a minimum level and must expend a number of XP. You can make these spells permanent in regard to yourself:

<table>
<thead>
<tr>
<th>Spell</th>
<th>Level</th>
<th>XP Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arcane sight</td>
<td>11th</td>
<td>1,500 XP</td>
</tr>
<tr>
<td>Comprehend languages</td>
<td>9th</td>
<td>500 XP</td>
</tr>
<tr>
<td>Darkvision</td>
<td>10th</td>
<td>1,000 XP</td>
</tr>
<tr>
<td>Detect magic</td>
<td>9th</td>
<td>500 XP</td>
</tr>
<tr>
<td>Protection from arrows</td>
<td>11th</td>
<td>1,500 XP</td>
</tr>
<tr>
<td>Read magic</td>
<td>9th</td>
<td>500 XP</td>
</tr>
<tr>
<td>See invisibility</td>
<td>10th</td>
<td>1,000 XP</td>
</tr>
<tr>
<td>Tongues</td>
<td>11th</td>
<td>1,500 XP</td>
</tr>
</tbody>
</table>

You cast the desired spell and then follow it with the permanency spell. You cannot cast these spells on other creatures. This application of permanency can be dispelled only by a caster of greater level than you were when you cast the spell.

In addition to personal use, permanency can be used to make the following spells permanent on another creature, another object, or an object (as appropriate):

<table>
<thead>
<tr>
<th>Spell</th>
<th>Level</th>
<th>XP Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enhance familiar</td>
<td>11th</td>
<td>1,500 XP</td>
</tr>
<tr>
<td>Enlarge</td>
<td>9th</td>
<td>500 XP</td>
</tr>
<tr>
<td>Fortify familiar</td>
<td>12th</td>
<td>2,000 XP</td>
</tr>
<tr>
<td>Magic Fang</td>
<td>9th</td>
<td>500 XP</td>
</tr>
<tr>
<td>Resistance</td>
<td>9th</td>
<td>250 XP</td>
</tr>
</tbody>
</table>

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

<table>
<thead>
<tr>
<th>Spell</th>
<th>Level</th>
<th>XP Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>See invisibility</td>
<td>11th</td>
<td>1,500 XP</td>
</tr>
<tr>
<td>Magic mouth</td>
<td>10th</td>
<td>1,000 XP</td>
</tr>
<tr>
<td>Mordenkainen’s private sanctum</td>
<td>13th</td>
<td>2,500 XP</td>
</tr>
<tr>
<td>Otiluke’s dispelling screen</td>
<td>12th</td>
<td>2,000 XP</td>
</tr>
<tr>
<td>Otiluke’s greater dispelling screen</td>
<td>15th</td>
<td>3,500 XP</td>
</tr>
<tr>
<td>Phase door</td>
<td>15th</td>
<td>3,500 XP</td>
</tr>
<tr>
<td>Prismatic sphere</td>
<td>17th</td>
<td>4,500 XP</td>
</tr>
<tr>
<td>Shrink item</td>
<td>11th</td>
<td>1,500 XP</td>
</tr>
</tbody>
</table>

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to dispel magic as normal. The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell (see the Dungeon Master’s Guide). If the DM has already determined that the application is not possible, the research automatically fails. Note that you never learn what is possible except by the success or failure of your research.

XP Cost: See tables above.

### 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, you can move the image within the limits of the range, but it is static while you are not concentrating.

**Material Component:** A bit of fleece plus powdered jade worth 100 gp.

### Persistence

**Evocation**

**Level:** Sor/Wiz 7

**Components:** V, S, M, XP

**Casting Time:** 10 minutes (see text)

**Range:** Personal

**Target:** You

**Duration:** 1 day/level

This spell allows you to suspend a spell of 6th level or lower, halting both its effect and duration. Persistence can be applied to either a spell that affects you such as fly or jump or a spell with an instantaneous duration. You must first cast persistence then on the round after persistence is cast the girded spell must be cast, otherwise the persistence is wasted.

For personal spells you can essentially activate or deactivate the spell as a free action. For example, a 10th level wizard could cast persistence and then improved invisibility (which would normally have a duration of 10 minutes) and activate the spell for 5 minutes, deactivate it, then two days later he could reactivate it for another 2 minutes, deactivate it, and finally three more days later activate it for another 3 minutes. The spell will remain girded for the duration of persistence and may be “turned off” or “on” as you see fit.

The other method a persistence may be used is to hold a spell with an instantaneous duration, such as fireball, teleport, or dimension door. When discharged, the spell functions as if just cast. Discharging the spell counts as a free action.

When cast you lose a spell slot of 7th level and one appropriate to the level of the spell girded, until the duration of persistence is over. You may only have one persistence active at any one time. If the persistence spell is dispelled then the stored or girded spell is also lost.

**Material Component:** A crystal chalice of master workmanship worth at least 2,000 gp.

XP Cost: 250 XP.

### 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 you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish. For instance, you 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: 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

You create the phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject’s subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell’s subject can see the phantasmal killer. You see only a shadowy 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 aphantasmal killer attack succeeds in disbelieving and he is wearing a helm of teleportation, the beast can be turned upon you. You must then disbelieve it or suffer its deadly fear attack.

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

You conjure a quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you 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-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. 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. x 8 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 you, and only you can use the passage. You disappear when you enter the phase door and appear when you exit. If you desire, you 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 you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. Gems of true seeing and similar magic reveal the presence of a phase door but do not allow its use.

A 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.

A phase door can be made permanent with a permanency spell. You 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 you desire. 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 do not qualify.

Plague of Rats

Conjuration (Summoning)
Level: Pestilence 5
Components: V, S, DF
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Effect: Swarm of dire rats in a 20-ft. spread
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes (see text)

A swarm of dire rats viciously attacks all other creatures within a 20-foot spread, inflicting damage and spreading filth fever (see page 74 of the Dungeon Master’s Guide). A creature in the swarm that takes no action other than fighting off the rats takes 1d4 points of damage on its turn and makes a Fortitude saving throw against DC 15 + your Intelligence bonus to avoid contracting filth fever. A creature in the warm who takes any other action, including leaving the swarm, takes 1d4 points of damage per caster level, and must save at a -4 penalty to avoid contracting the disease.

A swarm can be made permanent with a permanency spell. You can allow other creatures to use the swarm by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. 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 do not qualify.

Planar Ally

Conjuration (Calling) [see text]
Level: Clr 6
Effect: Up to 16 HD worth of summoned elementals and outsiders, no two of which can be more than 30 ft. apart when they appear

As lesser planar ally, except you may call a single creature of up to 16 HD or a number of creatures whose HD total no more than 16. The creatures, as a group, agree to perform one task for you and request one favor in return.
Planar Binding
Conjuration (Summoning) [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 you may call a single creature of up to 16 HD or a
number of creatures 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 you.

Plane Shift
Transmutation
Level: Brd 6, Clr 5, 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

You move yourself 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 the 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, you can reach any other plane, though you appear 5 to 500 miles
(5d6%) from your 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.
Focus: A small, forked metal rod. The size and metal type dictates to which
plane of existence or alternate dimension the spell sends the affected creatures.
Forked rods keyed to certain planes may be difficult to come by, as decided by the
DM.

Plant Growth
Transmutation
Level: Drd 3, Plant 3, Rgr 3
Components: V, S, DF
Casting Time: 1 action
Range: See text
Target or Area: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Plant growth has different effects depending on the version chosen.

- Overgrowth: The first effect causes normal vegetation (grasses, briars,
bushes, creepers, thistles, trees, vines, etc.) within long range (400 feet + 40 feet per
level) to become thick and overgrown. The plants entwine to form a thicket
or jungle that creatures must hack or force a way through. Speed drops to 5 feet,
or 10 feet for Large or larger creatures. (The DM may allow faster movement for
very small or very large creatures.) The area must have brush and trees in it for
this spell to take effect.

At your option, the area can be a circle with a radius of 100 feet, a
semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet.
You may also designate areas within the area that are not affected.

- Enrichment: The second effect targets plants within a range of one-half
mile, raising their potential productivity over the course of the next year to one-
third above normal.

In many farming communities, clerics or druids cast this spell at planting
time as part of the spring festivals.

Plant growth counters diminish plants.

Poison
Necromancy
Level: Clr 4, Drd 3
Components: V, S, DF
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.

A arcane Material Components: Mercury, gum arabic, and smoke.

Polymorph Other

**Transmutation**

**Level:** 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 (and see text)

**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, and can have no more Hit Dice than you have, or that the subject has (whichever is greater), and in any case the assumed form cannot have more than 15 Hit Dice. You cannot change subjects into constructs, elementals, outsiders, or undead unless they already are one of these types.

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, sweep, and rake; and constrict; 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 extraordinary or magical ability, so they are not granted by this spell. (In general, these abilities include nonflying speeds greater than 60 feet and flying speeds greater than 120 feet.) 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. You cannot, for example, turn someone into a mighty weight lifter to give the subject great Strength. Likewise, you cannot change the subject into a bigger or more powerful version of a creature (or a smaller, weaker version). Nor can you turn the subject into a variant form of the creature. For example, you can turn the subject into an ogre, but not a half-dragon ogre.

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 save bonuses. (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 does not gain the supernatural abilities (such as breath weapon and gaze attacks) or the extraordinary abilities of the new creature.

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.

When the polymorph occurs, the creature's equipment, if any, transforms to match the new form. If the new form is a creature that does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooz, 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.

You 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 your 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.

The subject is effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

Incorporeal or gaseous beings cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed. A natural shape shifter (a lycanthrope, doppelganger, experienced druid, etc.) can take its natural form as a standard action.

Material Component: An empty cocoon.

Polymorph Self

**Transmutation**

**Level:** Rgr 4, Sor/Wiz 4

**Components:** V, S, M

** Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

As polymorph other, except that you assume the form of a different creature.

You can change your form as often as desired for the duration of the spell simply by willing it so. Each change is a full-round action.

You regain hit points as if having rested for a day only from the initial transformation, however.

**Portal Alarm**

**Abjuration**

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

**Components:** V, S, M

** Casting Time:** 1 action

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

**Target:** One interplanar portal

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

Portal alarm sounds a mental or audible alarm each time a creature of Tiny or larger size passes through the magic portal the spell is cast upon. You decide at the time of casting whether the portal alarm will be mental or audible.

**M ental Alarm:** A mental alarm alerts you (and only you) as long as you remain within one mile of the warded area and on the same plane. You notice a mental tremor that would awaken you from a normal sleep but does not otherwise disturb concentration (it would not interfere with spellcasting). A silence spell has no effect on a mental alarm.

**Audible Alarm:** An audible portal alarm produces the sound of a hand bell, buzzer, or other similar repeating sound that can be heard quite clearly up to 60 feet away, and it pierces closed doors and extends onto other planes. The ringing may be heard faintly up to 180 feet away and lasts for 1 round. Creatures within the area of a silence spell cannot hear the ringing, and if the portal itself is within the area of a silence spell, no alarm is sounded.

Ethereal and astral creatures trigger the portal alarm if they pass through the portal.
You may set the portal alarm with a password, determined at the time of the casting, and this password may be discerned with the analyze portal spell. Those speaking the password before passing through the portal do not set off the alarm.

Material Component: A tiny bell.

---

**Portal Beacon**

- **Transmutation**
- **Level:** Clr 1, Sor/Wiz 1
- **Components:** V, S
- **Casting Time:** 1 action
- **Range:** Close (25 ft. + 5 ft./2 levels)
- **Target:** One interplanar portal
- **Duration:** 1 hour/level
- **Saving Throw:** None
- **Spell Resistance:** No

You may alter a magic portal so it sends out a mental beacon for up to six creatures, including yourself if you choose. These individuals must be known to you, but need not be present at the time of casting. Once you cast portal beacon, these creatures always know the direction and distance to the targeted portal.

Moving to a plane other than the two connected by the portal's end portal beacon for that creature but leaves it intact for others. You may have any number of portal beacons tuned to you without impairing other abilities or actions.

---

**Positive Energy Protection**

- **Abjuration**
- **Level:** Clr 3
- **Components:** V, S
- **Casting Time:** 1 action
- **Range:** Touch
- **Target:** Creature touched
- **Duration:** 1 round/level
- **Saving Throw:** Will negates (harmless)
- **Spell Resistance:** Yes

The creature warded by this spell gains partial protection from the effects of positive energy, including magical healing and regeneration. It may be cast upon undead to offer additional protection against the turning abilities of clerics.

The positive energy protection spell uses negative energy to offset the effects of positive energy. Each time the warded creature is struck by a positive energy effect, it rolls 1d20 + caster level against a DC of 11 + the HD of the originator of the effect. For example, the DC for the level check would be 19 if an 8th-level cleric were trying to turn someone with positive energy protection.

If the warded creature succeeds, the positive and negative energies cancel each other with a rolling ball of darkness and a thunderclap. The spell or effect does not function, and if the source of the positive energy effect was touching the warded creature, the source takes 2d6 points of damage. If the warded creature fails the level check, then the positive energy effect occurs normally.

This spell may be placed on undead creatures, effectively allowing them a better chance to avoid the effects of a good cleric's turning ability. First, determine how many creatures would be turned normally. Those who are potentially turned get level checks to avoid the effect.

This spell offers protection from the blinding effect of the Positive Energy Plane, and warded creatures gain no temporary hit points while there.

---

**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:

<table>
<thead>
<tr>
<th>Hit Points</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>Up to 50</td>
<td>Permanent</td>
</tr>
<tr>
<td>51 to 100</td>
<td>1d4+1 minutes</td>
</tr>
<tr>
<td>101 to 200</td>
<td>1d4+1 rounds</td>
</tr>
</tbody>
</table>

---

**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, you 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 your 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 +2 bonuses to attack it.

---

**Prayer**

- **Conjuration (Creation)**
- **Level:** Clr 3, Pal 3
- **Components:** V, S, DF
- **Casting Time:** 1 action
- **Range:** 30 ft.
- **Area:** All allies and foes within a 30-ft.-radius burst centered on you
- **Duration:** 1 round/level
- **Saving Throw:** None
- **Spell Resistance:** Yes

You bring special favor upon your allies (and possibly yourself) and bring disfavor to your enemies. You and your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while foes suffer a -1 penalty on such rolls.

---

**Prestidigitation**

- **Universal**
- **Level:** Brd 0, Sor/Wiz 0
Prismatic Eye

Evocation

Level: Sor/Wiz 8

Components: V, S, F

Casting Time: 1 action

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

Effect: Magical eye

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

You create a visible orb that can fire various ray effects. The eye can be moved up to your speed as a move-equivalent action but cannot go beyond the spell’s range. Starting on the round it appears, you can command the eye to fire a ray as a free action once per round. The ray is a ranged touch attack with a +6 attack bonus and a range of 50 feet.

If struck, the target suffers the effect of one of the beams of aprismatic spray spell (roll randomly, rerolling 8s). Once a particular color ray has been used, it is no longer available to the eye. Once all seven rays are used, the eye remains and you can pass through and remain near the wall without harm. However, the eye retains the power to duplicate any other spell effects. Any actual change to an object (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 your 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.

Prismatic Sphere

Abjuration

Level: Protection 9, Sor/Wiz 9, Sun 9

Components: V

Range: 10 ft.

Effect: 10-ft.-radius sphere centered on you

As aprismatic wall, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you 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 2d4 + 10 minutes.

You can pass into and out of the aprismatic sphere and remain near it without harm. However, when you’re inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures who attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a aprismatic wall.

Prismatic Spray

Evocation

Level: 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 sprout from your 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.

<table>
<thead>
<tr>
<th>Color</th>
<th>Id8 of Beam</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Red</td>
<td>20 points fire damage (Reflex half)</td>
<td></td>
</tr>
<tr>
<td>2 Orange</td>
<td>40 points acid damage (Reflex half)</td>
<td></td>
</tr>
<tr>
<td>3 Yellow</td>
<td>80 points electricity damage (Reflex half)</td>
<td></td>
</tr>
<tr>
<td>4 Green</td>
<td>Poison (Kills; Fortitude partial, take 20 points of damage instead)</td>
<td></td>
</tr>
<tr>
<td>5 Blue</td>
<td>Turned to stone (Fortitude negates)</td>
<td></td>
</tr>
<tr>
<td>6 Indigo</td>
<td>Insane, as insanity spell (Will negates)</td>
<td></td>
</tr>
<tr>
<td>7 Violet</td>
<td>Sent to another plane (Will negates)</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Struck by two rays; roll again twice, ignoring any “8” results.</td>
<td></td>
</tr>
</tbody>
</table>

Prismatic Wall

Abjuration

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 action

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

Effect: Wall 4 ft./level wide x 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 you 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 you can pass through and remain near the wall without harm. However, any other creature with fewer than 8 HD that is within 20 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 you 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 mordenkainen’s disjunction spell destroys aprismatic 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.

Probes

Divination [Mind-Affecting]

Level: Mind 6, Wiz/ Sor 6

Components: V, S

Casting Time: 1 minute

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

Target: One living creature
Duration: Concentration
Saving Throw: Fortitude negates (and see text)
Spell Resistance: Yes

All the subject's memories and knowledge are accessible to you, ranging from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You can also probe a sleeping subject, though the subject may make a Will save against the DC of the probe thoughts spell to wake after each question. Subjects who do not wish to be probed can attempt to move to beyond the power's range, unless somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

**Programmed Image**

Evocation [Telepathy]
Level: Drd 1, Pal 1
Components: V, S
Casting Time: 1 action
Range: Touch
Effect: Visual image that can 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.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general as 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 specifically 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 Component: 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

You create a shadow duplicate of yourself; it looks, sounds, and smells like you but is intangible. The shadow mimics your actions (including speech) unless you concentrate on making it act differently. You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn in a round you can switch from seeing through its eyes to seeing normally, or back again. If you desire, any spell you cast whose range is touch or greater can originate from the shadow instead of from you. (The shadow is quasi-real, just real enough to cast spells that you originate.) The shadow can cast spells on itself only if those spells affect shadows.

You must maintain line of effect to the shadow at all times. If your line of effect is obstructed, the spell ends. If you use dimension door, teleport, plane shift, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

Material Component: A small replica of you (a doll).

**Protection from Arrows**

Evocation [Fire]
Level: Drd 1, Law 1, Sor/Wiz 1
Components: V, S
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 ranged weapons. 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. Since 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 a turtle.

**Protection from Chaos**

Evocation [Evil]
Level: Drd 1, Sor/Wiz 3
Components: V, S, DF
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)

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**

Evocation [Abjuration]
Level: Clr 3, Drd 3, Luck 3, Protection 3, Rgr 2, Sor/Wiz 3
Components: V, S, DF
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)

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**

Evocation [Good]
Level: Drd 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 (see the Monster Manual). 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.

A rancid Material Component: A little powdered silver with which you trace a 3-foot-diameter circle on the floor (or ground) around the creature to be warded.

**Protection from Good**

**Abjuration [Evil]**

**Level:** Brd 1, Clr 1, Evl 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:** 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:** A diamond of at least 500 gp value, which must be crushed and sprinkled over the spell recipients.

**Focus:** One 1,000 gp diamond 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:** 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

You create ten or more semitransparent, visible magical orbs (called eyes) that move out, scout around, and return as you direct them when casting the spell. When an eye returns, it relays what it has seen to you 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, has AC 18 (+6 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and a +16 skill modifier on Hide checks. The eyes are subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want the eyes to follow in a command of up to twenty-five words. Any knowledge you possess is known by the eyes as well, so if you know, for example, what a typical merchant looks like, the eyes do as well. Sample commands might include:

"Surround me at a range of four hundred feet and return if you spot any dangerous creatures." The phrase "Surround me" directs the eyes to form an equally spaced, horizontal ring at whatever range you indicate, and then move with you. As eyes return or are destroyed, the rest automatically space themselves to compensate. In the case of this sample command, an eye returns only if it spots a creature whom you would regard as dangerous. A "peasant" that is actually a shapechanged dragon wouldn't trigger an eye's return. Ten eyes can form a ring with a radius of 400 feet and among themselves see everything that crosses the ring.

"Spread out and search the town for Anweth. Follow him for three minutes, staying out of sight, and then return." The phrase "Spread out" directs the eyes to move away from you in all directions. In this case, each eye would separately follow Anweth for three minutes once it spots him.

Other commands that might be useful include having the eyes form a line in a certain manner, making them move at random within a certain range, or have them follow a certain type of creature. The DM is the final judge of the suitability of your directions.

In order to report their findings, the eyes must return to your hand. Each replay in your 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 you, it instantly ceases to exist. However, your link with the eye is such that you 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 you. 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, then it's very possible that it could hit a wall or similar obstacle and destroy itself.

**Material Component:** A handful of crystal marbles.

**Puppeteer**

**Enchantment (Compulsion)**

**Level:** Brd 3

**Components:** V, S

**Casting Time:** 1 action

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

**Target:** One creature

**Duration:** 1 round/ level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You force your subject to mimic your actions. Your subject matches your motions exactly, though she suffers a -4 penalty to Dexterity and Strength. She looks awkward, and her actions aren't as effective as if she were actually doing them herself. You can make the subject commit a suicidal act, but she receives another Will save to break the spell. If successful, she collapses, helpless in a comatose state, for 1d4 rounds.

Controlling the subject requires concentration. If your concentration is ever interrupted, you may resume control of the subject as a free action on your turn. Any one observing the subject of this spell can determine that the subject's actions are being controlled with a Sense Motive check (DC 15, or DC 10 if the controlling bard is also visible).
This spell doesn't grant the subject extraordinary, supernatural, spell-like abilities, or spellcasting abilities, even if you have and use such abilities during the spell's duration.

**Purify Food and Drink**

Universal

**Level:** Clr 0, Drd 0

**Components:** V, S

**Casting Time:** 1 action

**Range:** 20 ft.

**Target:** 1 cu. ft./level of contaminated food and water

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

**Pyrotechnics**

Transmutation

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

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Long (400 ft. + 10 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

**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 you choose.

**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.

**Quench**

Transmutation

**Level:** Drd 4

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Area or Target:** One 20-ft. cube/level (S) or one fire-based magical item

**Duration:** Instantaneous

**Saving Throw:** None or Will negates (object)

**Spell Resistance:** No or Yes (object)

Quench is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels fire spells in the area, though you must succeed at a dispel check of 1d20 +1 per caster level (maximum +15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell. Fire-based creatures within the area take 1d6 points of damage per caster level from the spell (maximum 15d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame, such as an orb of fireball or a flame tongue sword. The item loses all its fire-based magical abilities permanently unless it succeeds at a Will save. (Artifacts are immune to this effect.)

**Quillfire**

**Level:** Drd 3

**Components:** V, S

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round

Your hand sprouts poisonous quills that you can use in melee or as a ranged attack.

The quills inflict 1d8 points of damage +1 point/2 levels (maximum +5). They may be thrown as a group using a single ranged attack roll (range increment 10 feet). The quills are poisonous (Injury DC 18, 1d6 Str/1d6 Str).

**Rainbow Pattern**

Illusion (Pattern) [Mind-Affecting]

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

**Components:** (V), S, M, F (see text)

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

A glowing, rainbow-hued pattern of interweaving colors captivates those within it. Rainbow pattern captivates 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), you 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.
Ram's Might

Transmutation

Level: Drd 0, Rgr 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level

You add extra power to your unarmed attacks.

Your hands harden until they are similar to a ram's horn in texture and hardness. Your unarmed attacks inflict normal (not subdual) damage. You are considered armed. The hardness has no other effect, you can cast spells and manipulate objects normally.

Random Action

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round

Note: Nonintelligent creatures are immune to mind-affecting spells.

Rary's Mnemonic Enhancer

Transmutation

Level: Wiz 4
Components: V, S, M, F
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Instantaneous

You prepare or retain 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: You prepare 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. You prepare and cast these spells normally.

* Retain: You retain any spell up to 3rd level that you had cast up to 1 round before you started casting the mnemonic enhancer. This restores the previously cast spell to your 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
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

You forge 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.
Ray of Depletion

Necromancy
Level: Sor/Wiz 2, Brd 3
Component: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

A shimmering ray springs from your hand to disrupt the mental fabric of psionically empowered beings, causing them a loss of power points. You must succeed at a ranged touch attack to strike a target. The ray of depletion affects only targets possessing psionic power points. Non-psionic beings hit by a ray register some momentary unpleasant sensory awareness, but not so much as to disrupt an action or concentration.

Affected targets suffer a temporary loss of a number of psionic power points equal to 1 + half the attacker’s caster level (round down). Thus a 10th-level caster would deplete 6 points. The victim’s available psionic power point total can never drop below 0. Lost psionic power points are regained through normal means.

Ray of Enfeeblement

Necromancy
Level: Sor/Wiz 1
Component: 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 your hand. You must succeed at a ranged touch attack to strike a target. 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
Component: 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 your pointing finger. You must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic

Universal
Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
Component: V, S, F
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level

By means of read magic, you 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 you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a successful Spellcraft check against DC 13 or a symbol with a successful Spellcraft check against DC 19.

Focus: A clear crystal or mineral prism.

Reality Maelstrom

Evocation
Level: Sor/Wiz 7
Component: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 5-ft.-radius/level emanation, centered on a point in space, and 10-ft.-radius/level burst centered on the same point
Duration: 1 round/level
Saving Throw: Will negates, Reflex negates
Spell Resistance: Yes

You tear a temporary hole in reality itself that sucks all loose material and living creatures into it, sending them to a random plane (see below). Everything sucked into the reality maelstrom goes to the same plane.

Reality maelstrom has a primary and secondary area of effect. The primary area is the hole itself: a sphere with a 5-foot radius per level of the caster. Within that area, all unattended objects weighing 100 pounds or less are sucked into the reality maelstrom, as are all individuals who fail a Will saving throw.

The rip also creates a windstorm of air rushing into the tear. All unattended objects weighing 30 pounds or less within a 10-foot radius per level of the caster are drawn into the primary area of effect of the reality maelstrom. Individuals within the secondary area of effect must make a Reflex saving throw. Those who fail are sucked into the primary area of effect and must make a Will saving throw to avoid being drawn into the maelstrom.

Individuals who make either saving throw may move and attack as normal but must make additional saving throws every round they remain within the primary or secondary areas of effect.

A reality maelstrom is a one-way portal, so nothing ever emerges from the hole the spell makes.

Material Component: A golden hoop no less than 1 inch across.

Random Planar Destinations

Spells such as prismatic spray, reality maelstrom, and items such as amulet of the planes and staff of power may send an individual to a random plane. The list of available planes varies according to the cosmology you’ve chosen. An example using the D&D cosmology is presented below.

Transitive Planes such as the Ethereal Plane, the Astral Plane, and the Plane of Shadow should not be considered for such random destinations.

<table>
<thead>
<tr>
<th>d%</th>
<th>Plane</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-05</td>
<td>Heroic Domains of Ysgard</td>
</tr>
<tr>
<td>06-10</td>
<td>Ever-Changing Chaos of Limbo</td>
</tr>
<tr>
<td>11-15</td>
<td>Windswept Depths of Pandemonium</td>
</tr>
<tr>
<td>16-20</td>
<td>Infinite Layers of the Abyss</td>
</tr>
<tr>
<td>21-25</td>
<td>Tarterian Depths of Carceri</td>
</tr>
<tr>
<td>26-30</td>
<td>Gray Waste of Hades</td>
</tr>
<tr>
<td>31-35</td>
<td>Bleak Eternity of Gehenna</td>
</tr>
<tr>
<td>36-40</td>
<td>Nine Hells of Baator</td>
</tr>
<tr>
<td>41-45</td>
<td>Infernal Battlefield of Acheron</td>
</tr>
<tr>
<td>46-50</td>
<td>Clockwork Nirvana of Mechanus</td>
</tr>
<tr>
<td>51-55</td>
<td>Peaceable Kindoms of Arcadia</td>
</tr>
<tr>
<td>56-60</td>
<td>Seven Mounting Heavens of Celestia</td>
</tr>
<tr>
<td>61-65</td>
<td>Twin Paradises of Bytopia</td>
</tr>
<tr>
<td>66-70</td>
<td>Blessed Fields of Elysium</td>
</tr>
<tr>
<td>71-75</td>
<td>Wilderness of the Beastlands</td>
</tr>
<tr>
<td>76-80</td>
<td>Olympian Glades of Arborea</td>
</tr>
<tr>
<td>81-89</td>
<td>Concordant Domains of the Outlands</td>
</tr>
<tr>
<td>90-91</td>
<td>Elemental Plane of Fire</td>
</tr>
<tr>
<td>92-93</td>
<td>Elemental Plane of Earth</td>
</tr>
</tbody>
</table>
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.

---

**Transmutation (Teleportation)**

**Level:** Cdr 4, Sor/ Wiz 1

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** 60 ft.

**Area:** All allies and foes within a 60-ft.-radius burst centered on you

**Duration:** 1 round/ level

**Saving Throw:** None

**Spell Resistance:** Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

---

**Recitation**

**Conjuration (Creation)**

**Level:** Cdr 4

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** 60 ft.

**Area:** All allies and foes within a 60-ft.-radius burst centered on you

**Duration:** 1 round/ level

**Saving Throw:** None

**Spell Resistance:** Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

---

**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:

<table>
<thead>
<tr>
<th>Height Decrease</th>
<th>Weight Decrease</th>
</tr>
</thead>
<tbody>
<tr>
<td>.10% (x 0.9)</td>
<td>.30% (x 0.7)</td>
</tr>
<tr>
<td>.20% (x 0.8)</td>
<td>.50% (x 0.5)</td>
</tr>
<tr>
<td>.30% (x 0.7)</td>
<td>.60% (x 0.4)</td>
</tr>
<tr>
<td>.40% (x 0.6)</td>
<td>.80% (x 0.2)</td>
</tr>
<tr>
<td>.50% (x 0.5)</td>
<td>.90% (x 0.1)</td>
</tr>
</tbody>
</table>

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.

---

**Regenerate**

**Conjuration (Healing)**

**Level:** Cdr 7, Healing 7

**Components:** V, S, DF

**Casting Time:** 3 full rounds

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Regenerate also cures 1d8 points of damage +1 point per caster level (up to +20).

---

**Reincarnate**

**Transmutation**

**Level:** Drd 4

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Dead creature touched

**Duration:** Instantaneous

**Saving Throw:** None (see text)

**Spell Resistance:** Yes (harmless)

With this spell, you bring back a dead creature in another body, provided death occurred no more than 1 week before the casting of the spell and the subject's soul is free and willing to return (see Bringing Back the Dead, page 153 of the Player's Handbook). If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no saving throw. Since the dead creature is returning in a new body, all physical ills and afflictions are...
The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process requires 1 hour to complete. When the body is ready, the subject is reincarnated.

A character reincarnated recalls the majority of his former life and form. He retains his Intelligence, Wisdom, and Charisma scores, as well as any class abilities or skills he formerly possessed. His class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on his new body. First eliminate the character's racial adjustments (since he is no longer of his previous race) and then apply the adjustments found below. The character’s level is reduced by 1. (If the character was 1st level, his new Constitution score is reduced by 1.)

It’s quite possible for the change in the character’s ability scores to make it difficult for him to pursue his previous character class. If this happens, the character is well advised to become a multiclass character.

The new incarnation is determined on the following table or by DM choice.

<table>
<thead>
<tr>
<th>d%</th>
<th>Incarnation</th>
<th>Str</th>
<th>Dex</th>
<th>Con</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-03</td>
<td>Badger</td>
<td>+4</td>
<td>+8</td>
<td>+4</td>
</tr>
<tr>
<td>04-09</td>
<td>Bear, black</td>
<td>+8</td>
<td>+2</td>
<td>+4</td>
</tr>
<tr>
<td>10-13</td>
<td>Bear, brown</td>
<td>+15</td>
<td>+2</td>
<td>+8</td>
</tr>
<tr>
<td>14-17</td>
<td>Boar</td>
<td>+4</td>
<td>0</td>
<td>+6</td>
</tr>
<tr>
<td>18-25</td>
<td>Centaur</td>
<td>+8</td>
<td>+4</td>
<td>+4</td>
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<tr>
<td>26-28</td>
<td>Dryad</td>
<td>0</td>
<td>+4</td>
<td>0</td>
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<td>29-32</td>
<td>Eagle</td>
<td>0</td>
<td>+4</td>
<td>+2</td>
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<td>33-42</td>
<td>Elf</td>
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<td>+2</td>
<td>-2</td>
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<td>43-46</td>
<td>Gnome</td>
<td>-2</td>
<td>0</td>
<td>+2</td>
</tr>
<tr>
<td>47-48</td>
<td>Hawk</td>
<td>-4</td>
<td>+6</td>
<td>0</td>
</tr>
<tr>
<td>49-58</td>
<td>Halfling</td>
<td>-2</td>
<td>+2</td>
<td>0</td>
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<td>59-78</td>
<td>Human</td>
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<td>0</td>
<td>0</td>
</tr>
<tr>
<td>79-80</td>
<td>Leopard</td>
<td>+6</td>
<td>+8</td>
<td>+4</td>
</tr>
<tr>
<td>81-82</td>
<td>Owl</td>
<td>-4</td>
<td>+6</td>
<td>0</td>
</tr>
<tr>
<td>83-85</td>
<td>Pixie</td>
<td>-4</td>
<td>+8</td>
<td>0</td>
</tr>
<tr>
<td>86-88</td>
<td>Satyr</td>
<td>0</td>
<td>+2</td>
<td>+2</td>
</tr>
<tr>
<td>89-90</td>
<td>Sprite</td>
<td>-4</td>
<td>+6</td>
<td>0</td>
</tr>
<tr>
<td>91-96</td>
<td>Wolf</td>
<td>+2</td>
<td>+4</td>
<td>+4</td>
</tr>
<tr>
<td>97-99</td>
<td>Wolverine</td>
<td>+10</td>
<td>+8</td>
<td>+8</td>
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<tr>
<td>100</td>
<td>Other</td>
<td>?</td>
<td>?</td>
<td>(DM’s choice)</td>
</tr>
</tbody>
</table>

Some bodies may make it impossible for the reincarnated character to use some of his class abilities. For example, a caster reincarnated as a hawk can’t cast spells with somatic components because he doesn’t have hands. The reincarnated character does gain any powers or abilities associated with his new form, including forms of movement and speeds, natural armor, natural attacks, etc. Refer to the Monster Manual for exact figures. A humanoid reincarnated into an animal body can speak the languages it formerly knew and is a magical beast.

A wish spell can restore a reincarnated character to his original form.

**Remedy Moderate Wounds**

**Remove Blindness/Deafness**

Conjuration (Healing)

**Level:** C1r 3, Pal 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 blindness/ deafness cures blindness or deafness (caster’s choice), whether the effect is normal or magical. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels blindness/deafness.

**Remove Disease**

Abjuration

**Level:** B1rd 3, C1r 3, 1, Ddr 3, 3, 3, 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 that the subject is suffering from. 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.

**Remove Fear**

Abjuration

**Level:** C1r 1

**Components:** V, S

**Casting Time:** 1 action

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

**Targets:** One creature plus one additional creature/ four levels, no two of which can be more than 30 ft. apart

**Duration:** 10 minutes and see text

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You instill courage in the subject, granting the creature a +4 morale bonus against fear effects for 10 minutes. If the subject is suffering from a fear effect when receiving the spell, it gets a new save with a +4 morale bonus.

Remove fear counters and dispels cause fear.

**Remove Paralysis**

Conjuration (Healing)
Spell Resistance: +1 point per caster level (up to +15).

Abjuration

Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to four creatures, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You can free one or more creatures from the effects of any temporary paralysis or from related magic, including a ghoul’s touch, hold spell, or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save against the effect that afflicts it with a +4 resistance bonus. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or loss.

**Repel Critical Damage**

Transmutation

Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: 10 ft.
Area: Up to 10-ft.-radius/level emanation centered on you
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes (harmless)

As repair light damage except critical damage repairs 4d8 points of damage +1 point per caster level (up to +20).

**Repel Light Damage**

Transmutation

Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Construct touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

When laying your hands upon a construct that has at least 1 hit point remaining, you transmute its structure to repair damage it has suffered. The spell repairs 1d8 points of damage +1 point per caster level (up to +9).

**Repel Minor Damage**

Transmutation

Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: 10 ft.
Area: 10-ft.-radius emanation centered on you
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

As repair light damage except repair minor damage repairs only 1 point of damage.

**Repel Moderate Damage**

Transmutation

Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Path 120 ft. wide and 10 ft. high, emanating from you
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

As repair light damage except repair moderate damage repairs 2d8 points of damage +1 point per caster level (up to +10).

**Repel Serious Damage**

Transmutation

Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Up to 10-ft.-radius/level emanation centered on you
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

As repair light damage except repair serious damage repairs 3d8 points of damage +1 point per caster level (up to +15).

**Repel Metal or Stone**

Abjuration

Level: Drd 8
Components: V, S
Casting Time: 1 action
Range: Up to 10 ft./level
Area: Up to 10-ft.-radius/level emanation centered on you
Duration: 1 round/level (D)
Saving Throw: Will negates

Like repel wood, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, etc. are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an antimagic field blocks the effects.

The waves of energy continue to sweep down the set path for the spell’s duration. After casting the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell’s power.

**Repel Vermin**

Abjuration

Level: Animal 4, Clr 4, Drd 4
Components: V, S, DF
Casting Time: 1 action
Range: 10 ft.
Area: 10-ft.-radius emanation centered on you
Duration: 10 minutes/level
Saving Throw: None or Will negates (see text)
Spell Resistance: Yes

An invisible barrier holds back vermin. A vermin with less than one-third your level in HD cannot penetrate the barrier. A vermin with at least one-third your level in HD can penetrate the barrier if it succeeds at a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters less aggressive vermin.

**Repel Wood**

Transmutation

Level: Drd 6, Plant 6
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Path 120 ft. wide and 10 ft. high, emanating from you
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

Waves of energy roll forth from you, moving in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects (barrels, siege towers, etc.) are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can unlimber it as a move-equivalent action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an antimagic field blocks the effects.

The waves of energy continue to sweep down the set path for the spell’s duration. After casting the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell’s power.

**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 you
Duration: 1 round/level (D)
Saving Throw: Will negates

Like repel wood, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, etc. are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an antimagic field blocks the effects.

The waves of energy continue to sweep down the set path for the spell’s duration. After casting the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell’s power.
Spell Resistance: Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (up to the limit your level allows). Creatures within or entering the field must attempt saves. If they fail, they become unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

A mundane 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)

You imbue the subject with magical energy that protects her from harm, granting her a +1 resistance bonus on saves. A mundane component: A miniature cloak.

Resist Elements

Abjuration
Level: 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 element overlaps (and does not stack with) endure elements and protect 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.

Restoration

Conjuration (Healing)
Level: Clr 4
Components: V, S, M

As lesser restoration, except the spell also dispels negative energy levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than 1 day per caster level. Thus, if a 10th-level character has been struck by a wight and drained to 9th level, restoration brings the character up to exactly the minimum number of experience points necessary to restore her to 10th level (45,000 XP), gaining her an additional HD and level functions accordingly. Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (caster’s choice if more than one is drained). Restoration does not restore levels or Constitution points lost due to death. A mundane component: A sprinkle of holy water and a diamond worth at least 500 gp.

As raise dead, except you are able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by disintegrate spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level (or 1 point of Constitution if the subject was 1st level). You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot revive someone who has died of old age.

A mundane component: A sprinkle of holy water and a diamond worth at least 500 gp.

Rebecle

Necromancy [Language-Dependent, Sonic]
Level: Brd 3
Components: V, S
Casting Time: 1 round/ level
Range: Touch
Target: One recently dead creature
Duration: 1 round/ level
Saving Throw: None
Spell Resistance: No

You cause a recently dead creature (within three days of its death) to reveal information about events that led up to its death. The corpse speaks tersely in its native language, using no more than a dozen words or so in a round. In the first round, it describes the last thing it saw. In the second, it describes its dying wish. In the third, it describes the wounding that killed it. In the fourth, it tells who killed it. In the fifth, it tells why it believes it was killed. In the sixth and all rounds following, it answers one question to the best of its ability (as speak with dead). The corpse has no more knowledge than it had when alive, nor does it retain any memory of events that occurred after its death.

All restrictions placed on the use of speak with dead (differing alignments allow a saving throw, no repeat uses of this spell or speak with dead within seven days, intact body required, and undead creatures are immune) apply to this spell as well.

Revenance

Conjuration (Healing)
Level: Brd 5, Clr 4 (Jergal), Pal 4
Components: V, S, M, DF
Casting Time: 1 round/ level
Range: Touch
Target: Dead ally touched
Duration: 1 minute/ level
Saving Throw: None (see text)
Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore the character to life so he may continue to fight. The target can have been dead for up to 1 round/ caster level. He functions as if a raised dead spell had been cast upon him, except that she does not lose a level and has half of his normal hit points. He is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, he is not affected by resurrection or raise dead. The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed him. A mundane component: A sprinkle of holy water and a diamond worth at least 500 gp.

Reverse Arrows

Conjuration (Healing)
Level: Clr 7
Casting Time: 10 minutes

You touch a recently slain ally and temporarily restore the character to life so he may continue to fight. The target can have been dead for up to 1 round/ caster level. He functions as if a raised dead spell had been cast upon him, except that she does not lose a level and has half of his normal hit points. He is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, he is not affected by resurrection or raise dead. The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed him. A mundane component: A sprinkle of holy water and a diamond worth at least 500 gp.
**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.

**Revive Outsider**

Conjuration (Healing)  
**Level:** Clr 6  
**Components:** V, S, M, DF  
**Casting Time:** 1 minute  
**Range:** Touch  
**Target:** Dead outsider touched  
**Duration:** Instantaneous  
**Saving Throw:** None (see text)  
**Spell Resistance:** Yes (harmless)

You restore life to a dead outsider as with the raise dead spell. You may restore to life any creature of the outsider type of up to your level in Hit Dice, and the creature may have been dead for any length of time.

_Material Components:_ A bit of soil, water, or other unworked, natural material from the outsider’s native plane, and a diamond worth at least 500 gp.

**Righteous Fury**

Transmutation  
**Level:** Pal 3  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/ level

Summoning the power of your deity, you charge yourself with positive energy. This gives you 1d4 temporary hit points per caster level (maximum 10d4), a +2 natural armor bonus, a +2 enhancement bonus to Strength, a +2 enhancement bonus to Dexterity, and a +2 sacred bonus on Fortitude saves. Any undead creature striking you with its body deals you normal damage, but at the same time the attacker takes 1 point of damage from the positive energy, as if from a cure minor wounds spell.

**Righteous Might**

Transmutation  
**Level:** Clr 5, Strength 5  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/ level

You grow to double your height, and your gear grows proportionally. This increase has the following effects:

* You gain a +4 enlargement bonus to Strength.
* Your size becomes one step larger. That alters your size modifier for AC and attacks (reducing each by 1 if you were originally Tiny, Small, Medium-size, or Large).
* Mass increases by a factor of eight.
* Weapons increase in size one step, increasing their damage as shown below.

<table>
<thead>
<tr>
<th>Old Damage</th>
<th>New Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>1d2</td>
<td>1d3</td>
</tr>
<tr>
<td>1d3</td>
<td>1d4</td>
</tr>
<tr>
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<td>1d10</td>
<td>2d6</td>
</tr>
<tr>
<td>1d12</td>
<td>2d8</td>
</tr>
</tbody>
</table>

For example, Jozan, a human, casts righteous might. He becomes Large, loses 1 from his AC and base attack bonus, and gains +4 to his Strength score (from 12 to 16), for an additional +2 ability bonus on melee attacks and damage. Additionally, his morningstar is now Large, and it deals 2d6 points of damage instead of 1d8 (plus whatever magical bonuses may apply).

Magical properties of magic items that get bigger do not change.

**Righteous Wrath of the Faithful**

Enchantment (Compulsion) [Mind-Affecting]  
**Level:** Clr 7  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** 30 ft.  
**Targets:** All allies within 30-ft.-radius burst centered on you  
**Duration:** 1 round/ level  
**Saving Throw:** None  
**Spell Resistance:** Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on your side are affected as if they had received an aid spell, gaining a +1 morale bonus on attack rolls and saving throws against fear effects, plus 1d8 temporary hit points for the duration of the spell.

Allies who worship the same deity as you are infused with the righteous wrath. They gain one additional melee attack each round, at their highest attack bonus, and a +2 morale bonus on attack and damage rolls and saving throws. They gain an additional 1d8 temporary hit points (for a total of 2d8) and a +3 morale bonus on saving throws against mind-affecting spells or effects.

When the spell duration expires, any allies who were affected by the full righteous wrath are fatigued (-2 to Strength, -2 to Dexterity, can’t charge or run) for 10 minutes.

**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, 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"). You and up to seven others can climb up the rope and disappear into this place of safety where no creature can find you. Climbing the rope counts as climbing a knotted rope, which requires a Climb check against DC 5 (see the skill description, page 64). The rope can be taken into the extradimensional space if fewer than eight persons have climbed it; otherwise, it simply stays hanging in the air. Pulling the rope free requires succeeding at a Strength check (DC 30).

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-foot-by-5-foot window were centered on the rope. 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.

M aterial: Components: Powdered corn extract and a twisted loop of parchment.

Rosemantle

Abjuration
Level: Clr 1 (Lathander)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/ level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You cause the target to glow with a soft, faint, rosy radiance equal to candlelight. This glow protects the target against effects that work by directly causing pain (such as Nybor’s gentle reminder), nausea, and fear effects by granting a +1 sacred bonus per caster level (up to +10) on saving throws against those spells and effects. The target also becomes temporarily immune to poison (as the delay poison spell). This spell only suppresses these effects, not negates them, so the effects resume when this spell expires.

Rusting Grasp

Transmutation
Level: Drd 4, Wiz/Sor 6
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature
Duration: See text
Saving Throw: None
Spell Resistance: No

You corrode iron and iron alloys at a touch. Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius (a large iron door or a wall of iron), a 3-foot-radius volume of the metal is rusted and destroyed. Magical metal items are immune to this spell.

You may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (up to the maximum amount of protection the armor offered) through corrosion. For example, full plate armor (AC 18) could be reduced to +7 or as low as +2 in protection, depending on the die roll.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed at a melee touch attack against the weapon. (See Strike a Weapon, page 136 of the Player’s Handbook.) A metal weapon that is hit is instantaneously destroyed. Note: Striking at an opponent’s weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against ferrous creatures, rusting grasp instantaneously deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

Safe Clearing

Abjuration
Level: Rgr 3
Components: V, S
Casting Time: 1 full round
Range: Touch
Area: 30-ft. radius spread
Duration: 1 hour/ level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (object)

You make an area safe from attacks. This spell functions much like the sanctuary spell. Anyone attempting to strike or otherwise directly attack anyone within the safe clearing, or anyone attempting to enter the area, must make a Will save. Those in the extradimensional space may act normally and is not affected by this casting of the spell. Failure means the creature may act normally and is not affected by this casting of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent creatures in the warded area from being attacked or affected by area effect spells.

The safe clearing (even those unaffected by the spell) cannot attack without breaking the spell, but may use nonattack spells or otherwise act. Once the spell is cast, the area protected by safe clearing is immobile.

Safety

Abjuration
Level: Clr 3
Components: V, S
Casting Time: 1 action
Range: Personal or touch
Target: You or creature touched
Duration: 10 minutes/ level
Saving Throw: None or Will negates (harmless)
Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct direction to a place of safety, with safety being defined as a location where the individual is not taking immediate damage from the environment, and immediate damage is not imminent. It does not provide the means for the subject to move in that direction.

The safety spell points out the shortest distance out of a poisonous cloud, or the direction one should dig to reach the surface if entombed in earth. It does not function against the maze spell, for that spell does not present challenges. Nor does it have knowledge of or protect against the creatures that inhabit those safe places.

In D&D cosmology, safety has the following effects on specific planes:
- Elemental Plane of Shadow: Shortest route out of darklands.
- Elemental Plane of Air: Nearest windproof shelter, shortest route out of smoke bank.
- Elemental Plane of Earth: Nearest air pocket or open cavern.
- Elemental Plane of Fire: Shortest route out of magma pools or other unusually hot places.
- Elemental Plane of Water: Nearest pocket of breathable air; shortest route out of hot spot, ice pocket, or red tide.
- Negative Energy Plane: Nearest doldrum area with the minor negative-dominant trait.

Positive Energy Plane: Nearest edge zone with the minor positive-dominant trait.
- Limbo: Nearest area of stabilized Limbo.
- Pandemonium: Nearest shelter from a windstorm.
- Carceri: Shortest route out of Minethys sandstorm.
- Gehenna: Nearest flat ledge, nearest shelter from Mungoth’s acidic snow.
- Nine Hells: Nearest shelter from fireballs on Avernus, rocksides on Malbolge, or cold on Cenia.
- Acheron: Nearest shelter from Ocanthus bladestorms.

On planes you create yourself, safety may provide other information.
This spell is mostly used in hostile environments such as the Inner Planes to locate the nearest pocket of habitable space.

If safety is cast and then followed by a plane shift spell, the plane shift sends the caster to a place of relative safety on that plane. The caster is transported to a pocket of air on the Elemental Plane of Water, for example, or a cool spot on the Elemental Plane of Fire.

**Sanctuary**

**Abjuration**

**Level:** Clr 1, Protection 1

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can’t follow through with the attack, that part of the attacker’s action is lost, and the attacker can’t directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells (fireball, summon monster IV, etc.). While protected by this spell, the subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. This allows a warded cleric to heal wounds, for example, or to bless, perform an augury, summon summoned creatures, cast a light spell in the area, and so on.

**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, ghoul, ghast, or mummy.

**Scatterspray**

**Transmutation**

**Level:** Hrp 1, Hth 1, Sor/ Wiz 1

**Components:** V, S

**Casting Time:** 1 action

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

**Targets:** Six or more Diminutive or Fine objects, all within 1 ft. of each other, whose total weight does not exceed 25 lb.

**Duration:** Instantaneous

**Saving Throw:** None (see text)

**Spell Resistance:** No

You can point to a collection of little, unsecured items and cause them to fly off in all directions simultaneously. The spray of items makes a burst with a 10-foot radius. If the items are fairly hard or sharp (such as stones, slings bullets, coins, or the like), creatures in the burst take 1d8 points of damage. A successful Reflex save negates this damage. Eggs, fruit, and other soft objects can be used, but the damage then dealt is subdual damage.

**Scent**

**Transmutation**

**Level:** Drd 2, Rgr 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:** Yes

You give the target an enhanced sense of smell, equivalent to the scent ability of some monsters. This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet of sense of smell. If the opponent is underway, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglobolyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed - only its presence somewhere within range. The creature can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry’s odor, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

A crane M atrial Component: A sprinkle of mustard and pepper, and a drop of sweat.

**Scintillating Sphere**

**Evocation [Electricity]**

**Level:** Sor/ Wiz 3 (Halruaa)

**Components:** V, S, M

**Casting Time:** 1 action

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

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

As fireball, except as noted above and that the spell deals electricity damage.

**Material Component:** A glass marble and a pinch of iron oxide.

**Scourge**

**Necromancy**

**Level:** Pestilence 7

**Components:** V, S, F, DF

**Casting Time:** 1 action

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

**Target:** One living creature/ level, no two of which can be more than 50 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This nasty spell causes a major disease and weakness in those who fail their saving throws. Afflicted creatures are immediately stricken with a sickening scourge that quickly spreads to cover their entire bodies. The blackened boils, magenta blotches, violet lesions, seeping abscesses, and malignant cysts are excruciatingly painful and highly debilitating.

The disease deals 1d3 points of temporary Strength and Dexterity damage per day, unless the creature makes a successful Fortitude save on a particular day. As with mummy rot, successful saves do not allow the creature to recover. The symptoms persist until the creature finds some magical means to cure the disease (such as remove disease, heal, or restoration).

**Focus:** A black whip or riding crop, which is cracked in the direction of the intended victims during the casting of the spell.

**Scramble Portal**

**Transmutation**

**Level:**
You may randomize the destination of one interplanar portal for the duration of the spell. Anyone who passes through the portal from either side is sent to a random plane instead of the portal’s intended destination unless they make a Will save. All those who fail the save go to the same location on the same plane.

Material Component: A cracked mirror.

**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, you dictate what will and will not be observed in the spell’s area. The illusion created must be stated in general terms. Thus, you could specify the illusion of yourself and another character playing chess for the duration of the spell, but you could not have the illusory chess players take a break, make dinner, and then resume their game. You could have a crossroads appear quiet and empty while an army is actually passing through the area. You could specify that no one be seen (including passing strangers), that your troops be undetected, or even that every fifth person or unit should be visible. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. A band of people standing in a meadow could be concealed as an empty meadow with birds chirping, for instance.

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.

**Sculpt Sound**

**Transmutation**

**Level:** Brd 3

**Components:** V, S

**Casting Time:** 1 action

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

**Area:** One creature or object/level, no two of which can be more than 30 ft. apart

**Duration:** 1 hour/level (D)

**Saving Throw:** Yes (object)

**Spell Resistance:** No

You change the sounds that creatures or objects make. You 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, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. For instance, you can’t change your voice so that it sounds as though you are giving the command word to activate a magic item unless you know 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.

**Seal Portal**

**Abjuration**

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 action

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

**Target:** One interplanar portal or gate

**Duration:** Permanent (D)

**Saving Throw:** None

**Spell Resistance:** No

You may permanently seal an interplanar portal or gate. If cast on a portal, the spell prevents any activation of it, although seal portal may be dispelled by a dispel magic spell. A knock spell does not function on the sealed portal, but a chime of opening dispels seal portal if seal portal was cast by a spellcaster of lower than 15th level. In addition, the ability of the gatecrasher prestige class to open portals may be打破 through a sealed portal, but if the first attempt fails, the gatecrasher can’t try again.

Once the portal is opened, seal portal does not return and must be cast again.

**Material Component:** A silver bar worth 50 gp.
**Searing Light**

**Evocation**
- **Level:** Clr 3, Sun 3
- **Components:** V, S
- **Casting Time:** 1 minute
- **Range:** Medium (100 ft. + 10 ft./2 levels)
- **Effect:** Ray
- **Duration:** Instantaneous
- **Saving Throw:** None
- **Spell Resistance:** Yes

You improve your ability to turn undead. Your paladin level is treated as two levels higher for the purpose of turning or destroying undead.

**See Invisibility**

**Divination**
- **Level:** Brd 2, Sor/Wiz 2
- **Components:** V, S, M
- **Casting Time:** 1 minute
- **Range:** Touch
- **Target:** One touched book or written work
- **Duration:** 1 minute/level
- **Saving Throw:** None
- **Spell Resistance:** No

You see 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 you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

**Components:** A pinch of talc and a small sprinkling of powdered silver

**Seek Eternal Rest**

**Conjuration (Healing)**
- **Level:** Pal 4 (Jergal)

When you cast sepio snake sigil, a small symbol appears in the text of one written work such as a book, scroll, or map. When this symbol is read, the sepio snake springs into being and strikes at the nearest living creature (but does not attack you). The target is entitled to a save to evade the snake's strike. If it succeeds, the sepio snake dissipates in a flash of brown light accompanied by a puff of 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 your 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 a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. 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.

**Components:** A short piece of fine copper wire
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.

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. It is invisible on the Material Plane and a small disk on the Plane of Shadow. It is invisible on the Material Plane and a small disk on the Plane of Shadow. You can see the disk as a faint, indistinct, obscuring mist when it is used.


tag|illusions|shadow conjurations|
|---|---|
|illusion (shadow)|illusory spells of up to 5th level, and these conjurations are three-fifths (60%) as strong as the real things.

### Shadow Cache

**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); varies (see text)

**Spell Resistance:** No (see text)

You tap 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 you.) 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 saving throw, affected creatures are also allowed an ability to save the spell being simulated. However, the saving throw DC is reduced by one-fifth (20%) 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.

### Shadow Hand

**Illusion (Shadow)**

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 action

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

**Effect:** 5-ft. hand

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You can reach into the Plane of Shadow through the portal created by the plane. The spell only affects objects that are not invisible to the creature using the spell. If a character or object is invisible, it cannot be reached and retrieved through the shadow cache.

### 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

You use 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.

You use 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.

Shadow conjurations 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. 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 Hand

**Illusion (Shadow)**

**Level:** Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 action

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

**Effect:** 5-ft. hand

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

You can reach into the Plane of Shadow through the portal created by the plane. The spell only affects objects that are not invisible to the creature using the spell. If a character or object is invisible, it cannot be reached and retrieved through the shadow cache.
You create a floating Medium-size hand out of shadow material. The shadow hand is an opaque gray color, 5 feet long, and that wide with its fingers outstretched. It can give cover as a Bigby’s interposing hand spell (providing only one-half cover), carry materials as Tenser’s floating disk, strike opponents, or point or gesture as a normal hand does.

The hand is AC 18 (+6 natural, +2 deflection) and has half as many hit points as you have when undamaged. It can be damaged just as Bigby’s interposing hand can, and makes all saving Throws as if it were you.

Changing the hand’s task or target is a standard action, and it can move anywhere in range. If not given any commands, the hand follows you at your speed, maintaining the same distance from you. The spell ends if the hand ever exceeds its range.

If it is carrying items and commanded to do something else, the hand drops whatever it is holding in order to complete its task (you can order the hand to rid itself of items gently as a standard action). Unlike Tenser’s floating disk, it does not have to follow you at a fixed distance - you may direct where the hand goes.

If commanded to attack, the hand makes a slam attack at your base attack bonus (+4 for its 18 Strength), dealing 1d6+4 points of damage, attacking from your direction. It cannot perform any special combat actions such as bull rush, grapple, or trip.

**Illusion (Shadow)**

**Level:** Hrp 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

You cause a mask of shadows to form around your face. It does not impede your vision, cannot be physically removed, completely hides your features, and protects you against certain attacks. You receive a +4 bonus on saving throws against light or darkness spells and any spells that rely on bright light for damaging effects, such as the fire spell or the fireworks effect of pyrotechnics.

You also gain a 50% chance each round to avoid having to make a saving throw against gaze attacks, just as if you averted your eyes. If you avert your eyes while using shadow mask, you get to check twice to see if you avoid having to make the saving throw.

When the spell’s duration ends, the shadow mask fades over the course of 1d4 rounds (rather than immediately), giving you time to keep your face hidden via other means. A successful dispel magic cast against a shadow mask effectively ends the spell and causes the same slow fading.

**Material Component:** A mask of black cloth.

**Shadow Spray**

**Illusion (Shadow)**

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 action

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

**Area:** 5-foot radius burst

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates (see text)

**Spell Resistance:** Yes

You cause a multitude of ribbonlike shadows to instantaneously explode outward from the target point. Creatures in the area take 2 points of temporary Strength damage, are dazed for 1 round, and suffer a -2 morale penalty on saving throws against fear spells and effects. The fear penalty ends when the shadow spray spell does, but the temporary Strength damage is instantaneous.

**Material Component:** A handful of black ribbons.

**Shadow Walk**

**Illusion (Shadow)**

**Level:** Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 action

To use the shadow walk spell, you must be in an area of heavy shadows. You and any creature you touch 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. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you 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. You know where you 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 you when shadow walk is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow you, 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 you).

Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

**Shadow Well**

**Illusion (Shadow)**

**Level:** Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

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

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You cause the target’s shadow to become a temporary gateway to a pocket realm within the Plane of Shadow. The target must make a Will save or be pulled into the gateway; inside the pocket realm he sees a deserted, gloomy duplicate of the real world, while shadowy phantoms stalk and taunt him without causing actual harm. When the duration ends, the victim returns to the real world and suffers a secondary fear effect. The victim is frightened for 1d4 rounds and must flee.

On leaving the pocket realm, the subject reappears in the spot it had been in when the shadow well 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 shadow well spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell as normal (but the target is still frightened upon leaving).

**Shadowblast**

**Evocation**

**Level:** Clr 4, Drd 4

**Components:** V, S, M

**Casting Time:** 1 action

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

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell is particularly effective against creatures native to the Plane of Shadow and those that use shadow in spells or spell-like abilities. It clears the spell’s area of any portals or weak spots between the Plane of Shadow and other planes.
planes, and it prevents access with shadow-based spells. It appears as a flash of light in the area of effect.

Natives of the Plane of Shadow caught in a shadowblast are stunned for 3d6 minutes if they fail a Fortitude saving throw. Shadow natives that are also undead or vulnerable to light take an additional 2d10 points of damage if they fail a second Fortitude save. Creatures that fail either Fortitude save cannot use spell-like or supernatural abilities to open any portal to the Plane of Shadow for 3d6 minutes.

Shadowblast closes all portals, gates, and other openings to the Plane of Shadow, and any weak spots are strengthened. Creatures on the other side of a portal are unaffected by shadowblast.

Material Component: A handful of grave dirt, squeezed tightly and flung.

Shadowfade

Illusion (Shadow)
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Personal and touch
Target: You and up to one touched creature/level
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

You open a portal onto the Plane of Shadow, allowing yourself and creatures you touch to pass into that area. Unlike the shadow walk spell, this does not grant you the ability to open another such portal automatically, so the spell is often used as a temporary hiding place or a method of gaining access to the Plane of Shadow.

The portal remains for the duration of the spell, and other creatures may pass through it in either direction if they make a Will save. The portal is invisible from the Material Plane and looks like a white hole on the Plane of Shadow.

As with the shadow walk spell, you must be in a region of heavy shadows to cast shadowfade. The spell may only be cast on a plane coexistent with the Plane of Shadow, and it cannot be cast on the Plane of Shadow itself.

Shambler

Conjuration (Creation)
Level: Drd 9, Plant 9
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./2 levels)
Effect: Three or more shambler mounds, no two of which can be more than 30 ft. apart (see text)
Duration: Seven days or seven months (D) (see text)
Saving Throw: None
Spell Resistance: No

Shambler creates 1d4+2 shambler mounds of 11 HD. (See the M onster M anual for details about shambler mounds.) The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell’s range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambler mounds do only if the terrain is rainy, marshy, or damp.

Shapechange

Transmutation
Level: Animal 9, Drd 9, Sor/Wiz 9
Components: V, S, F
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level

As polymorph other, except this spell enables you 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. Unlike polymorph other, this spell allows incorporation of forms to be assumed.

Your new form works like a polymorph other form. You still do not gain the supernatural or spell-like abilities of your new form, though you do gain its extraordinary abilities while keeping your own. You also gain the type of the new form (for example, “dragon” or “magical beast”) in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms. Thus, a new form’s poison bite is effective.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. For example, you are in combat and assume the form of a will-o-wisp. When this form is no longer useful, you change into a stone golem and walk away. When pursued, you change into a flea, which hides on a horse until it can hop off. From there, you can become a dragon, an ant, or just about anything you are familiar with.

If you use this spell to create a disguise, you get +10 on your Disguise check.

Focus: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

Share Husk

Divination
Level: Drd 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Animal touched
Duration: Concentration
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

You sense through an animal’s senses, seeing through its eyes, smelling through its nose, and hearing through its ears. You use the animal’s Listen and Spot skill modifiers instead of your own. This spell gives you no special ability to understand what you sense.

You can switch your perceptions between the animal and your own on your turn as a free action. You and the animal must be on the same plane for the spell to function.

Material Component: An edible treat that would appeal to the animal (vegetable or meat).

Shatter

Evocation [Sonic]
Level: Brd 2, Chaos 2, Cler 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; sunders 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, jars, 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 your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you 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.

A cane M aterial Component: A chip of mica.

**Shield**

Abjuration
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Target: You
Duration: 1 minute/level (D)

Shield creates an invisible, mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you. 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 you attack, so it does not provide cover to opponents. The disk protects you only against magic missiles and attacks from one direction. You designate half the battlefield (with yourself on the dividing line) as being blocked by the shield. The other half is not. You can change the defensive direction of the shield (that is, rotate the dividing line) once as a free action on each of your turns.

**Shield of Faith**

Abjuration
Level: Clr 1
Components: V, S, M
Casting Time: 1 action
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus).

Material Component: A small parchment with a bit of holy text written upon it.

**Shield of Law**

Abjuration [Lawful]
Level: Clr 8, Law 8
Components: V, S, F
Casting Time: 1 action
Range: 20 ft.
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus to saves. Unlike protection from chaos, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, the warded creatures gain SR 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as protection from chaos does.

Finally, if a chaotic creature succeeds at a melee attack against a warded creature, the attacker is slowed (Will save negates, as the slow spell, but against shield of law’s save DC).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

**Shield Other**

Abjuration
Level: Clr 2, Pal 2, Protection 2
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 levels)
Target: One creature
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of the subject’s wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus to saves. Additionally, the subject takes only half damage from all wounds and attacks (including those inflicted by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and disintegration, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends.

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**Shatterfloor**

Evocation (Sonic)
Level: Sor/Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft. / level)
Area: 15-ft.-radius spread
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

You create a loud, thrumming vibration that builds to a painful crescendo before fading. Creatures and objects in the area take 1d4 points of sonic damage per caster level (maximum 10d4), and can make a Will saving throw for half damage. If the floor of the area is made of stone, wood, ice, or material any softer than those, the floor is pulverized to a depth of 6 inches, resulting in an area of soft dust, wood fragments, or loose crushed ice, as appropriate. Any creature moving across this surface is reduced to half speed.

Focus: A miniature hammer and bell.

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**Shelgarn’s Persistent Blade**

Evocation (Force)
Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / 2 levels)
Effect: One small blade
Duration: 1 round / 2 levels
Saving Throw: None
Spell Resistance: Yes

You bring into being a tiny blade of force. The blade flies at a speed of 40 feet and attacks any target within its range, as you desire, starting the round that you cast the spell. The blade attacks on your turn once each round, striking with an attack bonus equal to half your Charisma or Intelligence modifier (for sorcerers and wizards, respectively) and dealing damage as a dagger (including those inflicted by special abilities) that deal hit point damage. The blade is AC 14 (+2 size, +2 Dex) and has 1 hit point.

Each round after the first, you can use a standard action to switch the blade to a new target; otherwise it continues to attack the same target. If an attacked creature has spell resistance, the resistance is checked the first time Shelgarn’s persistent blade strikes. If the blade is successfully resisted, the spell is dispelled.

If not, the blade has its normal full effect on that creature for the duration of the spell.

Focus: A silvered dagger.
subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

**Shillelagh**

Transmutation

**Level:** Drd 1

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** One touched nonmagical oak club or quarterstaff

**Duration:** 1 minute/level

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

Your own oak cudgel or unshod quarterstaff becomes a weapon with a +1 enhancement bonus to attack and damage rolls that deals 1d10 points of damage (+1 point for the enhancement bonus) when you wield it. If you do not wield it, it behaves as if unaffected by this spell.

**Shocking Grasp**

Transmutation [Electricity]

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** Until discharged

**Saving Throw:** None

**Spell Resistance:** Yes (object)

This spell imbues your hand with a powerful electrical charge that you can use to damage an opponent. Your successful melee touch attack deals 1d8 points of electrical damage +1 point per caster level (maximum +20). When delivering the jolt, you gain a +3 attack bonus if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, etc.).

**Silence**

Evocation [Sonic]

**Level:** Brd 4, 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)

You emit 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). Crystaline 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 and 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

You are 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, you can also change its now-shrunken 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. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunk 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.

**Shroud of Undeath**

Necromancy

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

You shroud yourself with invisible negative energy so that nonintelligent undead perceive you as a fellow undead creature, ignoring you. Your appearance does not change, and while intelligent undead do not immediately recognize you as alive, they are likely to question whether you are actually undead. If used in conjunction with a disguise or an illusion to appear undead, this spell gives you a +5 bonus on your Disguise check.

If you attack an undead creature while this spell is in effect, the spell immediately ends.

When using this spell, inflict spells heal you and cure spells hurt you. You are treated as if you were undead for the purpose of all spells and effects. A successful turn (or rebuke) attempt against an undead of your Hit Dice requires you to make a Will saving throw (DC 10 + cleric's Charisma modifier) or be panicked (or cowering) for 10 rounds. A turn attempt that would destroy (or command) undead of your Hit Dice requires you to make a Will save (DC 15 + cleric's Charisma modifier) or be stunned (or charmed as with charm monster) for 10 rounds.

Material Component: Dust or bone fragments form any destroyed undead creature.

**Silent Image**

Illusion (Figment)

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

**Duration:** 1 day/level (see text)

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

Upon the casting of this spell, 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, and unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks, such as command, harpy song, a horn of blasting, etc.
The ability to maintain his previous shape. His Dexterity becomes 1, his speed
strange sort of oozelike creature. He immediately collapses into a heap, lacking
becomes Swim 10 ft., and he loses the ability to attack, speak, carry objects, or
You turn the bones and hard tissue of the subject to mush, making him a
You prepare a magical matrix that allows you to store up to four spells of up to
3rd level that you can cast individually as free actions. You cast Simbul’s spell
matrix, and each round thereafter cast one of the spells to be stored in the matrix
(m the matrix closes after the fourth round and no more spells can be added, even
if it is not full). Only spells that can be altered by the Quicken Spell feat can be
placed in the matrix. Each spell placed in the matrix deals 1d6 points of damage
to you, and this damage cannot be healed by any means while the matrix exists.
While the matrix spell is active, you can cast any of the spells stored in it
once as a free action. This counts as casting a quickened spell, so you cannot
activate a matrix spell and cast a nonmatrix quickened spell in the same round.
Once a spell is cast from the matrix, it is gone. Any spell in the matrix is treated
as a prepared spell for dealing with effects that affect prepared spells.
A dispel magic spell that successfully dispels the matrix dispels all the spells
in the matrix. An antimagic field suspends the matrix but does not cause the first
spell to fire (the matrix becomes active again when you are out of the
antimagic field). If you die, all the spells in the matrix dissipate harmlessly.
Focus: A piece of amber with a minimum value of 500 gp.
As Simbul’s spell matrix, except that spells of up to 5th level may be placed in
the matrix. In addition, you may decide to link two or more of the matrixed spells
into a spell sequence. Spells to be linked into a sequence must be of 2nd level or
lower. You may discharge all the spells linked into a single sequence with a free
action, just as if you were casting one spell out of the Simbul’s spell matrix.
Focus: A diamond with a minimum value of 1,000 gp.
As Simbul’s spell sequencer, except that the spells to be held in the matrix may be
as high as 7th level, and you may create a spell sequence of spells of 4th level or
less.
In addition, you may designate one spell or one spell sequence held in the
matrix to come into effect under a condition you dictate when casting Simbul’s
spell trigger. This function works much like a contingency spell. The spell (or
sequence of spells) to be brought into effect by the triggering condition must be
of a type that affect your person, such as feather fall or levitate. The conditions
needed to bring the matrix spells into effect must be clear, although they can be
general. In all cases, Simbul’s spell trigger immediately brings into effect the
designated spell (or sequence of spells), which are “cast” instantaneously when
the prescribed circumstances occur. You cannot choose to have the spell or
spells not come into effect when the triggering event occurs.
Focus: A diamond with a minimum value of 1,500 gp.
You turn the bones and hard tissue of the subject to mush, making him a
strange sort of oozelike creature. He immediately collapses into a heap, lacking
the ability to maintain his previous shape. His Dexterity becomes 1, his speed
becomes Swim 10 ft., and he loses the ability to attack, speak, carry objects, or
cast spells with somatic components. He can still use spell-like and supernatural
abilities. He cannot be flanked and is immune to critical hits. His equipment is
not affected.
This spell is normally used as a punishment or to disable opponents
without killing them.
Simbul’s Spell Matrix
Transmutation
Level: Sor/ Wiz 5
Components: V, S, F
Casting Time: 1 action
Range: Personal
Target: Up to four of your spells
Duration: 10 minutes/ level (D)
This spell creates the visual illusion of an object, creature, or force, as visualized
by you. The illusion does not create sound, smell, texture, or temperature. You
can move the image within the limits of the size of the effect.
Focus: A bit of fleece.
Simbul’s Synostodweomer
Transmutation
Level: Sor/ Wiz 7
Components: V, S, F
Casting Time: 1 action
Range: Personal
Target: One of your spells
Duration: 15 minutes/ level (D)
This simple cantrip negates the sound of opening and closing a single portal
(door, window, gate, drawer, chest lid, and so on). Even the squeakiest door
opens without a sound when under the effect of this spell. Silent portal covers
only normal means of opening and closing the targeted portal. Breaking a
window or kicking a door in still makes noise, but opening a door that is falling
down or kicking a door in still makes noise, but opening a door that is falling
off its hinges does not (since this is the normal way a door would open). Portals
composed of magical energy are not affected by this spell.
In the case of magic or even intelligent portals, spell resistance and a Will
save (DC 10 + caster’s ability score modifier + other modifiers as appropriate)
apply.
Silverbeard
Transmutation
Level: Pal 1 (Clangeddin Silverbeard)
Components: V, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/ level
Your beard grows and turns to pure and magically hardened silver, increasing
the armor bonus of your armor by +2. An outfit of regular clothing counts as
armor that grants an AC bonus for the purpose of this spell. If you do not have a
beard, you grow one for the duration of this spell (even if you are a creature that
cannot normally grow a beard, such as an elf or a female human). You get a +2
circumstance bonus on Diplomacy checks against dwarves.
Repeated uses of this spell eventually result in your beard turning a
natural silver color (if you cannot normally grow a beard, this secondary effect
does not occur).
Simbul’s Skeletal Deliquescence
Transmutation
Level: Sor/ Wiz 8
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 day/ level
Saving Throw: Fortitude negates
Spell Resistance: Yes
You turn the bones and hard tissue of the subject to mush, making him a
Simulacrum

You create an intangible image of a floating skull that trails black flames. The skull and its flames are obviously an illusion and cause no damage, nor can the skull be damaged by attacks. The skull flies at speed 40 feet (Perfect) but cannot move more than 20 feet from its point of origin. The skull floats about aimlessly but threateningly within its available range.

The triggering conditions can be the same for both effects, which would cause the skull to spit flame and speak its message at the same time. Once both triggering conditions have been met, the skull disappears. The skull can only do each effect one time, so if it has already spoken its message, it does not speak it again if the message trigger occurs a second time.

Slay Living

Sleep

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. For example, Mialee casts sleep at three kobolds (1/2 HD), two gnolls (2 HD), and an ogre (4 HD). The roll (2d4) result is 4. All three kobolds and one gnoll are affected (1/2 + 1/2 + 1/2 + 2 = 3 1/2 HD). The remaining 1/2 HD is not enough to affect the last gnoll or the ogre. Mialee can’t choose to have sleep affect the ogre or the two gnolls.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. A wakening 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.

A crane’s 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.

Acanth M atrial Component: A pinch of dust and a few drops of water.

Slime Wave

Conjuration (Summoning)
Level: C1r 7, Drd 7
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./ 2 levels)
Area: 15-ft.-radius spread
Duration: 1 round/ level
Saving Throw: Reflex negates
Spell Resistance: No

You create a wave of green slime that begins at the range you choose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling. Green slime devours flesh and organic materials on contact, and even dissolves metal. Each creature is covered with one patch of green slime to every 5 feet of its face.

A patch of green slime deals 1d6 points of temporary Constitution damage per round while it devours flesh. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a remove disease spell destroys the green slime. Unlike normal green slime, the slime created by this spell gradually evaporates, disappearing by the end of the duration.

Acanth M atrial Component: A few drops of stagnant pond water.

Slow

Transmutation
Level: Brd 3, Sor/ Wiz 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 slowed rate. Slowed creatures can take only a partial action each turn. Additionally, they suffer a -2 penalty to AC, melee attack rolls, melee damage rolls, and Reflex saves. Slowed creatures jump half as far as normal.

Material Component: A drop of molasses.

Smell of Fear

Transmutation
Level: Rgr 1
Components: V, S
Casting Time: 1 action

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast snare upon it, the cordlike object blends with its surroundings (DC 23 Search check for a rogue [only] to locate). One end of the snare is tied in a loop that contracts upon it, the cordlike object blends with its surroundings (DC 23 Search check for a rogue [only] to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. (Note that the head of a worm or a snake could be thus ensnared.)

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, causing no damage but tightly binding it.

A successful Dexterity check (DC 15) to escape the snare; the entangled character cannot move. Otherwise, he can move at half speed, but can’t run or charge. A character capable of spellcasting who is bound by this spell must succeed at a Concentration check (DC 15) to cast a spell.

The snare is magical. To escape, the trapped creature must succeed at an Escape Artist check (DC 23) or a Strength check (DC 23) that is a full-round action. The snare has 5 hit points and AC 7. A successful escape from the snare breaks the loop and ends the spell.

Snakebile

Transmutation
Level: Rgr 2, Drd 3
Components: V, S, DF
Casting Time: 3 rounds
Range: Touch
Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft.
Duration: Until triggered or broken
Saving Throw: None
Spell Resistance: No

One of your arms turns into a venomous snake with a fanged, biting mouth.

The bite does 1d3 points of damage and carries a toxic venom (1d6 Con/ 1d6 Con). Each instance of damage can be negated by a Fortitude save (DC 10 + one-half caster level + caster’s Wisdom modifier). If the victim fails either save, he must also make a Will save (DC as normal for spell) or be paralyzed for 1d4 rounds.

You can only be under the effect of one snakebite spell at any given time.

Snare

Transmutation
Level: Rgr 1
Components: V, S
Casting Time: 1 action

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast snare upon it, the cordlike object blends with its surroundings (DC 23 Search check for a rogue [only] to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. (Note that the head of a worm or a snake could be thus ensnared.)

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A successful Dexterity check (DC 15) to escape the snare; the entangled character cannot move. Otherwise, he can move at half speed, but can’t run or charge. A character capable of spellcasting who is bound by this spell must succeed at a Concentration check (DC 15) to cast a spell.

The snare is magical. To escape, the trapped creature must succeed at an Escape Artist check (DC 23) or a Strength check (DC 23) that is a full-round action. The snare has 5 hit points and AC 7. A successful escape from the snare breaks the loop and ends the spell.

Smilloc’s Snowball Swarm

Evocation [Cold]
A flurry of magic snowballs erupts from a point you select. The swarm of snowballs deals 2d6 points of cold damage to creatures and objects within the burst. For every two caster levels beyond 3rd, the snowballs deal an extra die of damage, to a maximum of 5d6 at 9th level or higher.

Material Component: A piece of ice or a small white rock chip.

Soften Earth and Stone

Transmutation

Level: Sor/Wiz 4
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft. square/level (see text)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

When this spell is cast, all natural, undressed earth or stone in the spell’s area is softened. Wet earth becomes thick mud; dry earth becomes loose sand or dirt; and stone becomes soft clay that is easily molded or chipped. You affect a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM’s option). Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

Creatures in mud must succeed at Reflex saves or be caught for 1d2 rounds and unable to move, attack, or cast spells. Creatures who succeed at their saves can move through the mud at half speed, and they can’t run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area are reduced to half their normal speed and can’t run or charge.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. For example, a party of adventurers trying to break out of a cavern might use this spell to soften a wall. While soft earth and stone does not affect dressed or worked stone, vertical surfaces such as cliff faces or cavern ceilings might use this spell to soften a wall. While casting spells with verbal components, the creature cannot make Listen checks. A successful Fortitude save reduces damage by half and negates the deafening effect.

Solid Fog

Evocation [Sonic]

Level: Brd 2, Clr 2
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 objects passes through reduces falling damage by 1d6.

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

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

Songbird

Divination

Level: Clr 2, Brd 2, Rgr 1
Components: V, S

You acquire an even greater Charisma when you perform. A nyone who hears or views your performance becomes favorably inclined toward you. This spell grants you a +1 competence bonus on your next Charisma check to influence an NPC’s attitude (for details, see NPC Attitudes, page 149 of the Dungeon Master’s Guide) or Charisma-based skill check against any one person who saw the performance. This effect lasts for the duration of the performance and up to 1 hour immediately following. You must begin the performance within 1 hour of casting the spell for it to have any effect.

Sonic Orb

Evocation [Sonic]

Level: Sor/Wiz 4

As acid orb, except sonic orb deals sonic damage. A creature struck directly takes the orb’s damage and is deafened for 1 round. A deafened creature cannot hear, suffers a -4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells with verbal components. The creature cannot make Listen checks. A successful Fortitude save reduces damage by half and negates the deafening effect.

Soul Bind

Necromancy

Level: Clr 9, Sor/Wiz 9
Components: V, S, F/DF
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: No

You draw the soul from a newly dead body and imprison it in a black sapphire 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 black sapphire 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. (While characters have no concept of level or Hit Dice 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.)

Sound Burst

Evocation [Sonic]

Level: Brd 2, Clr 2
Components: V, S, F/DF
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

You blast 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.

Speak with Animals

Divination

Level: Clr 2, Brd 2, Rgr 1
Components: V, S

You can communicate telepathically with one or more animals of your choice. You can choose up to five animals that you can speak with. This effect lasts for the duration of the performance and up to 1 hour immediately following. You must begin the performance within 1 hour of casting the spell for it to have any effect.
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/ level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make animals any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If the animal is friendly, it may do some favor or service for you (as determined by the DM).

Note: This spell does not work on beasts, magical beasts, or vermin.

Speak with Dead
Necromancy [Language-Dependent]
Level: Clr 3
Components: V, S, DF
Casting Time: 10 minutes
Range: 10 ft.
Target: One dead creature
Duration: 1 minute/ level
Saving Throw: Will negates (see text)
Spell Resistance: No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask up to one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to any corpse that has been turned into an undead creature can't be spoken to with speak with dead.

Speak with Plants
Divination
Level: Clr 3, Drd 3, Rgr 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/ level

You can comprehend and communicate with plants, including normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If the plant creature is friendly, it may do some favor or service for you (as determined by the DM).

Spectral Hand
Necromancy
Level: Sor/ Wiz 2
Components: V, S
Casting Time: 1 action

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. The hand goes beyond the spell range, goes out of your sight, or if you are not directing it, the hand returns to you 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), your save bonuses, and an AC of at least 22. Your 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 you lost in creating it.

Spectral Stag
Conjuration (Creation)
Level: Clr 2 (Malar)
Components: V, S, DF
Casting Time: 1 action
Range: 0 ft.
Target: One quasi-real staglike creature
Duration: 1 round/ level
Saving Throw: See text
Spell Resistance: Yes

You conjure a quasi-real, staglike creature. The creature can either be directed to attack a target or simply carry you on its back. When you cast the spell, you decide if you want the stag to appear next to you or form underneath you so you may ride it immediately.

The stag has a speed of 60 feet and can act as soon as it appears. It moves as you direct. Controlling the stag is a free action. The stag can ride in the air as if it were firm land, as a phantom steed spell cast by a 12th-level caster. It can bear its rider's weight plus up to 10 pounds per caster level.

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 spectral stag disappears.

If directed to attack a creature, the stag charges its target and initiates a bull rush. The stag is Large and has Strength 18 for this purpose. The stag cannot be attacked or damaged, but if you are riding it when it attempts a bull rush, the defender may use her attack of opportunity against you instead of against the stag. If the bull rush fails, the stag (and you, if riding it) moves 5 feet straight back to where it was before it moved into the target's space.

If the bull rush succeeds, the stag moves the defender the maximum distance possible. The defender also must make a Fortitude saving throw or be stunned for 1 round.

When the spell ends, the stag vanishes. If you were riding the stag, you land safely on the ground.

Speechlink
Divination
Level: Brd 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: You and one creature touched
Duration: 10 minutes/ level (D)
Saving Throw: None
Spell Resistance: No
Speed Swim

Abjuration

**Level:** Drd 1, Rgr 1, Sor/Wiz 1  
**Components:** V, S, F  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** 1 minute/level (D)  
**Saving Throw:** Yes (harmless)  
**Spell Resistance:** Yes (harmless)

You give the subject creature the ability to swim at speed 30 feet (ignoring the effects of armor and encumbrance) without having to make Swim checks. He gets a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10, even if rushed or threatened when swimming. He can use the run action while swimming, provided he swims in a straight line.

Focus: A miniature wooden paddle.

Spell Engine

Abjuration

**Level:** Sor/Wiz 8  
**Components:** V, S, M, XP  
**Casting Time:** 10 minutes  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** 5-ft.-radius magical wheel  
**Duration:** See text  
**Saving Throw:** None  
**Spell Resistance:** Yes (see text)

You create a disk of magical energy 10 feet in diameter and 2 feet thick. The disk is incorporeal and invisible when first created. Whenever a spell is cast or a spell-like ability is used within the 10-foot diameter of the spell engine, it activates, absorbs the magical energy, and begins to glow and spin, providing light as a torch. The spell engine similarly absorbs most spell effects targeted at it. It absorbs all these effects as if it were a rod of absorption (noncharged or single-use) magic item, it destroys the item and explodes for 1d6 points of force damage per caster level (maximum 20d6) to all creatures in range, destroying itself in the process.

Magic already in place when the spell engine is created (such as agllyph of wording) or carried into its area (such as an invisibility spell on a creature) are not absorbed unless they are somehow directed against the spell engine (such as an antimanic field pressed against it). A spell engine absorbs any dispel magic spell directed at it. A detect magic spell cast outside the spell engine’s range detects it normally. A disintegrate spell causes the spell engine to explode as if it had contacted a magic item.

Preparing spells within the light provided by a spell engine takes only half as long as normal.

Material Components: A disk of polished bone, one of your tears, and a silver wheel worth 1,000 gp.  
XP Cost: 250 XP.

Spell Enhancer

Transmutation

**Level:** Sor/Wiz 4  
**Components:** V  
**Casting Time:** See text  
**Range:** Personal  
**Effect:** One of your spells

Duration: 1 round

This spell enhances the next spell you cast, making it more difficult for targets to resist. Casting spell enhancer is a free action, allowing you to cast the spell to be enhanced in the same round as this spell. The saving throw DC of the enhanced spell is increased by +2.

Spell Immunity

Abjuration

**Level:** Clr 4, Protection 4, Strength 4  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbreakable SR regarding the specified spell or spells. Naturally, that spell immunity doesn’t protect a creature from spells for which SR doesn’t apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. Thus, a creature given immunity to lightning bolt is still vulnerable to shocking grasp or chain lightning.

A creature can have only one spell immunity spell in effect on it at a time.

Spellmantle

Abjuration

**Level:** Clr 6 (Mystra)  
**Components:** V, S  
**Casting Time:** 1 full round  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

You protect the subject with a magical aura that protects against one spell of every level you have. The spells must be of 4th level or lower and not spells delivered by a touch attack.

When the subject of the spellmantle is the target of or within the area of one of the spells it protects against, the mantle absorbs the spell’s energy completely. The subject can then direct this energy to one of two purposes:

Healing: The target immediately receives a cure spell of the level of the spell that was absorbed. The cure spell functions as if you had cast it upon the target.

Receive Spell: The energy can immediately trigger a spell upon the target. You designate the spell when you cast the spellmantle, and it must be a spell of 4th level or lower that you have prepared at the time of casting. This does not cause you to lose the prepared spell. If the level of the incoming spell is lower than that of your designated spell, the target cannot activate this affect. Your designated spell functions as if you had cast it upon the target. The duration of this triggered spell can outlast the spellmantle itself.

For example, you can designate lightning bolt as one of the spells the spellmantle absorbs and choose magic circle against evil to be the spell the subject receives, so every time she is in the area of a lightning bolt (or any of the other spells that you designate for this spell), she is immediately protected by magic circle against evil.

The spellmantle can absorb 1d4 spell levels +1 per four levels (maximum 1d4+5), after which it dissipates. If the spellmantle lacks sufficient capacity to absorb a spell, the spellmantle has no effect.

Spell Phylactery

Transmutation

You and a willing target can communicate no matter how much distance you put between yourselves on the same plane. Either participant may end the spell at any time. Speechlink allows each listener to hear only the other's vocalizations, though they may be of any volume. It does not transfer sounds from the other participant's location. This spell works on any creature, including animals, but does not convey any special language comprehension abilities.
Components: V, S, DF
Casting Time: 10 minutes
Range: Touch
Target: Wooden quarterstaff touched
Duration: Permanent until triggered
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one spellstaff at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal total for a given day. You use up any applicable material components required to cast the spell when you store it in the spellstaff.

Focus: The staff that stores the spell.

Spell Turning

Abjuration

Level: Luck 7, Magic 7, Sor/Wiz 7
Components: V, S, M/ DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: Until expended or 10 minutes/ level

Spells (and spell-like effects) targeted against you rebound on the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to affect touch range spells. Thus, a charm person spell cast at you could be turned back upon and possibly enable you to charm the caster, but a fireball could not be turned back, and neither could inflict critical wounds.

From seven to ten (1d4+6) spell levels are affected by the turning. The DM 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, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result:

<table>
<thead>
<tr>
<th>d%</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-70</td>
<td>Spell drains away without effect.</td>
</tr>
<tr>
<td>71-80</td>
<td>Spell affects both of you equally at full effect.</td>
</tr>
<tr>
<td>81-97</td>
<td>Both turning effects are rendered nonfunctional for 1d4 minutes.</td>
</tr>
<tr>
<td>98-100</td>
<td>Both of you go through a rift into another plane.</td>
</tr>
</tbody>
</table>

Arcane Material Component: A small silver mirror.

Sphere of Ultimate Destruction

Conjuration (Creation)

Level: Wiz/Sor 9
Components: V, S, M

As the spell Annihilation, except the sphere is conjured (created by the magic of the spell) and no force is used to create it.

Material Component: A black opal worth at least 1,000 gp, cut to an almost perfect sphere.

Spider Climb

Transmutation

Level: 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 Component: A drop of bitumen and a live spider, both of which must be eaten by the subject.

### Spider Curse

**Transmutation [Mind-Affecting]**  
**Level:** 6  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** 1 humanoid of Medium-size or smaller  
**Duration:** 1 day/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

You turn a humanoid into a driderlike creature that obeys your mental commands.

The transmuted subject gains a spider's body with a humanoid head, arms, and torso, just like a drider.

The subject has a drider's speed, natural armor, bite attack, and poison (but see below). The subject gains a +4 bonus to its Strength, Dexterity, and Constitution scores.

The subject retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final Armor Class, attack, and save bonuses.) The subject's equipment remains and continues to function as long as it fits a drider's body shape. Otherwise it is subsumed into the new form and ceases to function for the duration of the spell. Retained items include anything worn on the upper body (head, neck, shoulders, hands, arms, and waist). Nonfunctioning items include anything worn on the legs, feet, or the whole body (armor, robes, vestments, and boots).

The subject's bite delivers a poison with a Fortitude save DC of 16 + your Wisdom bonus. Initial and secondary damage is 1d6 points of temporary Strength damage.

Your control over the subject is like that provided by a dominate person spell. (You telepathically control the creature so long as it remains within range.)

Although spider curse is similar to polymorph other, it does not heal damage or cause disorientation.

### Spider Poison

**Necromancy**  
**Level:** Asn 3, Sor/ Wiz 3  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous (see text)  
**Saving Throw:** Fortitude negates (see text)  
**Spell Resistance:** Yes

Similar to the divine spell poison, you inflict a paralyzing poison upon the subject by making a successful melee touch attack. The poison deals 1d6 points of temporary Strength damage immediately and another 1d6 points of temporary Strength damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + one-half caster level + caster's Intelligence or Charisma modifier, for wizards and sorcerers, respectively).

Material Component: A poisonous spider, alive or dead.

### Spider Shapes

**Transmutation**  
**Level:** Spd 9  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)

#### Spiderform

**Transmutation**  
**Level:** Drd 5  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level (D)  
**Saving Throw:** None (see text)  
**Spell Resistance:** Yes (harmless)

You can polymorph into a drider or Tiny, Small, Medium-size, or Large monstrous spider (see the Monster Manual). You regain lost hit points as if you rested for a day on the initial transformation. The spell lasts until you decide to resume your normal shape.

You acquire the physical and natural abilities of the creature you polymorph into, including natural size, Strength, Dexterity, and Constitution scores, armor, attack routines, and movement capabilities.

Unlike polymorph self, you acquire the poisonous bite and web-spinning ability of whichever spider form you choose. You do not suffer any disorientation.

You retain your Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) You can cast spells and use magic items if you choose drider form, but no other spider form is capable of spellcasting or manipulating devices.

If you choose drider form, your equipment remains and continues to function as long as it fits the drider's body shape. Retained items include anything worn on the upper body (head, neck, shoulders, hands, arms, and waist). Otherwise your equipment is subsumed into the new form and ceases to function for the duration of the spell.

### Spike Growth

**Transmutation**  
**Level:** Drd 3  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** One 20-ft. square/level  
**Duration:** 1 hour/level (D)  
**Saving Throw:** Reflex partial  
**Spell Resistance:** Yes

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of damage for each 5 feet of movement through the spiked area.

Any creature who sustains damage from this spell must also succeed at a Reflex save or suffer injuries to its feet and legs that slow its speed by one-third. This speed penalty lasts for 24 hours or until the injured creature receives a cure.
spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spell’s save DC.

Spike growth is a magic trap that can’t be disabled with the Disable Device skill.

Note: Magic traps such as spike growth are hard to detect. A rogue (only) can use the Search skill to find the spike growth. The DC is 25 + spell level, or DC 28 for spike growth.

**Spike Growth**

**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Touch
**Target:** Living creature touched
**Duration:** 1 turn/level (D)
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

Rocky ground, stone floors, and similar surfaces shapes themselves into long, sharp points that blend into the background. The spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell’s area takes 1d8 points of damage for each 5 feet of movement through the spiked area. In addition, ground speed through the spell’s area is reduced by half.

A ny creature who sustains damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its speed by one-third. This movement penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spell’s save DC.

Spike stones is a magic trap that can’t be disabled with the Disable Device skill.

Note: Magic traps such as spike stones are hard to detect. A rogue (only) can use the Search skill to find the spike stones. The DC is 25 + spell level, or DC 29 for spike stones.

**Spikes**

**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Touch
**Target:** Wooden weapon touched
**Duration:** 1 hour/level
**Saving Throw:** None
**Spell Resistance:** No

As brambles, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

**Spiritual Weapon**

**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Touch
**Target:** Wooden weapon touched
**Duration:** 1 turn/level (D)
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

A melee weapon made of pure force springs into existence and attacks opponents at a distance, as you direct it, dealing 1d8 damage per hit. The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack the round the spell is cast and continuing each round thereafter. It uses your base attack bonus as its attack bonus (possibly allowing it multiple attacks per round in subsequent rounds). It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a standard action to switch the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets only one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. The spiritual weapon cannot be attacked or damaged.

If an attacked creature has SR, the resistance is checked the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity’s own personal weapon, many of which have individual names. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment provided he is acting at least generally in accord with that alignment at the time. The weapons of each deity or alignment are:

<table>
<thead>
<tr>
<th>Deity or Alignment</th>
<th>Spiritual Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>Boccob</td>
<td>Quarterstaff</td>
</tr>
<tr>
<td>Corellon Larethian</td>
<td>Sword, “Sahandrian”</td>
</tr>
<tr>
<td>Ehlonna</td>
<td>Longsword</td>
</tr>
<tr>
<td>Erythnul</td>
<td>Morningstar (with a blunt, stone head)</td>
</tr>
<tr>
<td>Fharlanghn</td>
<td>Quarterstaff</td>
</tr>
<tr>
<td>Gari Glittergold</td>
<td>Battleaxe, “Arumdana”</td>
</tr>
<tr>
<td>Grumush</td>
<td>Spear</td>
</tr>
<tr>
<td>Heironess</td>
<td>Longsword, “The Blade of Valor”</td>
</tr>
<tr>
<td>Hextor</td>
<td>Flail</td>
</tr>
<tr>
<td>Kord</td>
<td>Greatsword</td>
</tr>
<tr>
<td>Moradin</td>
<td>Warhammer, “Soullhammer”</td>
</tr>
<tr>
<td>Nerull</td>
<td>Scythe</td>
</tr>
<tr>
<td>Obad-Hai</td>
<td>Quarterstaff</td>
</tr>
<tr>
<td>Olidammara</td>
<td>Rapier</td>
</tr>
<tr>
<td>Pelor</td>
<td>Mace</td>
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<tr>
<td>St. Cuthbert</td>
<td>Mace</td>
</tr>
<tr>
<td>Vecna</td>
<td>Dagger</td>
</tr>
<tr>
<td>Weejaes</td>
<td>Dagger</td>
</tr>
<tr>
<td>Yondalla</td>
<td>Short sword, “Hornblade”</td>
</tr>
<tr>
<td>Good</td>
<td>Hammer, “The Hammer of Justice”</td>
</tr>
<tr>
<td>Evil</td>
<td>Flail, “The Scourge of Souls”</td>
</tr>
<tr>
<td>Law</td>
<td>Sword, “The Sword of Truth”</td>
</tr>
<tr>
<td>Chaos</td>
<td>Battleaxe, “The Blade of Change”</td>
</tr>
</tbody>
</table>

**Spirit Worm**

**Components:** V, S, M
**Casting Time:** 1 action
**Range:** Touch
**Target:** Wooden weapon touched
**Duration:** 1 turn/level (D)
**Saving Throw:** Fortitude partial
**Spell Resistance:** Yes

You create a lingering decay in the spirit and body of the target. If the target fails its saving throw, it takes 1 point of temporary Constitution damage each round while the spell lasts (maximum 5 points of Constitution). If it makes its save, it does not lose any Constitution but takes 1d2 points of damage each round while the spell lasts (maximum 5d2). The damage remains after the spell ends.

Material Component: A piece of fire-blackened ivory or bone carved in the shape of a segmented worm.
Spiritwall

Necromancy
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Long (100 ft. +10 ft./level) Touch
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

This spell creates an immobile, swirling mass of greenish-white forms that look like tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within a 60-foot spread to make a Will save or flee in panic for 1d4 rounds (this is a sonic fear effect). The barrier is semimaterial and opaque, providing total concealment. It blocks magical effects and provides nine-tenths cover against physical attacks. Creatures can easily move through a spiritwall, but at a cost. A living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature that actually passes through the wall takes 1d10 points of damage, as above, and must make a successful Fortitude save or receive one negative level.
Material Component: A clear, faceted gemstone.

Stalking Brand

Transmutation
Level: Rgr 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 day/ level
Saving Throw: None
Spell Resistance: Yes

Your touch marks your target with a tiny symbol visible only to you and to detect magic. The brand appears as you envision it, approximately an inch in diameter. You can still see the brand, even if the subject uses magical means to change or hide her appearance. Even spells such as change self, polymorph self, and invisibility do not hide the brand. To your eyes, the mark glows a light green.

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. The subject 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 Component: 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, F
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 Bones

Transmutation
Level: Sor/Wiz 2, Clr 2
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Corporeal undead creature touched
Duration: 10 minutes/ level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
You cause the skeleton of the target corporeal undead to become thicker and as strong as stone. This gives the target a +3 natural armor bonus to AC. It has no effect if the creature has no skeleton (such as an undead plant or octopus) but works normally on creatures that have exoskeletons (such as insects).

Another version of this spell is rumored to exist that works on living creatures, but causes wracking pains because of the radical alteration of its skeleton. The other version has fallen out of use because few creatures willingly subject themselves to it (except perhaps worshipers of Loviatar).

A arcane Focus: A miniature skull carved of granite.

### 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

**Spells Resistance:** No

You can form an existing piece of stone into any shape that suits your purpose. For example, you can make a stone weapon, a special trapdoor, or a crude idol. Stone shape also permits you 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.

A arcane Matrial 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:** 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)

**Spells Resistance:** Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/-5. (It 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.

Matrial Components: Granite and 250 gp worth of diamond dust sprinkled on the target’s skin.

### Stone Spiders

**Transmutation**

**Level:** Spider 7

**Components:** V, S, DF

** Casting Time:** 1 full round

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

**Target:** 1d3 pebbles or 1d3 vermin, no two of which can be more than 30 ft apart

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spells Resistance:** No

You transform 1d3 pebbles into stone constructs that resemble monstrous spiders. The constructs can be any size from Tiny to Huge as you decide, but all the constructs you create must be the same size. The constructs have the same statistics as monstrous spiders (see page 208 of the Monstrous Manual) of the appropriate size, except as follows:

- Their natural armor increases by +6.
- They have damage reduction 30/-2.
- Their poison has a Fortitude save DC of 17 + your Wisdom modifier. Initial and secondary damage is 1d3 points of temporary Strength damage.

If the constructs can hear your commands, you can direct them not to attack, to attack particular enemies, or to perform other actions. Otherwise, they simply attack your enemies to the best of their abilities.

Alternatively, you can cast stone spiders on 1d3 vermin of any type or size. The affected vermin gain the benefits of a stoneskin spell (damage reduction 10/-5) for 1 round per caster level.

### Stonehold

**Conjuration (Creation) [Earth]**

**Level:** Drd 6

**Components:** V, S

** Casting Time:** 1 action

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

**Area:** One 10-ft. square/level

**Duration:** 1 day/level

**Saving Throw:** See below

**Spells Resistance:** Yes (object)

This spell conjures thick, stony arms that spring forth from a rock or stone formation wherever anyone passes near it. Each 10-foot square in the spell’s area contains one stone arm.

The arms attempt to grapple any creature that enters their area. Each arm has a Strength of 20 and a base attack bonus of +1/caster level (plus Strength bonus). The arms are Medium-size. Once an arm has grappled a target, it automatically inflicts 1d5+5 points of damage per round. An arm maintains its grapple until the subject escapes, even holding a victim long after death. Each arm has 1 hp/caster level, AC 18, and hardness 8, and saves as the caster.

Before they attack, the arms remain beneath the surface of the stone. They may be discovered (but not disarmed) as a magic trap.

### Stone Shatter

**Evocation [Sonic]**

**Level:** Brd 4

**Components:** V, S

** Casting Time:** 1 action

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

**Area:** One stone object or creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (object) or Fortitude half (see text)

**Spells Resistance:** Yes (object) or Yes

You aim a single note of perfect pitch toward a stone object or creature, causing it to shatter.

The target object cannot weigh more than 2 pounds per caster level. Anyone within 5 feet of an exploding object suffers 1 point of damage per caster level (maximum 15 points). No saving throw applies to this effect.

Targeted against a stone creature (of any weight), stone shatter deals 1d6 points of damage per caster level (maximum 15d6), with a Fortitude save for half damage.

### Stone Tell

**Divination**

**Level:** Drd 6

**Components:** V, S, DF

** Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. Note that a stone’s perspective, perception, and knowledge may prevent the stone from providing the details you are looking for (as determined by the DM). You can speak with natural or worked stone.

### Stone to Flesh

**Transmutation**

**Level:** Sor/ Wiz 6

**Components:** V, S, M

You cause the flesh of the target (creatures of any type, living or dead) to become thinner and as soft as stone. The subject suffers 1d3 points of damage per round (maximum 15 points). No saving throw applies to this effect.

Targeted against a stone object (of any weight), stone to flesh deals 1d6 points of damage per round (maximum 15d6), with a Fortitude save for half damage.
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 restores 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 has 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 return a stone golem into a flesh golem, but an ordinary statue would become a corpse.) You 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 Component: A pinch of earth and a drop of blood.

Storm of Vengeance

Transmutation [Electricity]  
Level: Clr 6 (Bane)  
Components: V, S, M (see text)  
Casting Time: 10 minutes  
Range: Touch  
Target: Stone touched  
Duration: Permanent until discharged  
Saving Throw: Will negates (object)  
Spell Resistance: Yes (object)

You magically link one location to another so that you or another may speak a command word at one end and be teleported to the other end.

Before you cast the spell, you must prepare the ends of the link, both of which must be areas of stone 5 feet square. This preparation takes 1 hour, and functions for repeated castings of the spell as long as the stones are not damaged.

When the spell is cast, the stones become attuned to a command word you designate. Any creature that speaks the command word while standing upon one of the stones is teleported without error to the other end instantaneously. The stones function once for every four caster levels, and can carry 50 pounds per caster level each time. Creatures that exceed the weight limitation are not transported and count as one of the uses of the spell.

Material Component: The preparation of each of the ends of the link requires a paste made from rubies and amber worth 2,500 gp. Casting the spell requires a 2,500 gp diamond. Activating one of the linked stones once the spell is cast does not require any material components.

Storm of Vengeance

Conjuration (Summoning)  
Level: Clr 9  
Components: V, S  
Casting Time: 1 full round  
Range: Long (400 ft. + 40 ft./level)  
Effect: 360-ft.-radius storm cloud  
Duration: Concentration (maximum 10 rounds) (D)  
Saving Throw: See text  
Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Creatures beneath the cloud must succeed at Fortitude saves or be deafened (see blindness/deafness) for 1d4+10 minutes.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn.

Second Round: Acid rains down in the area, dealing 1d6 points of acid damage. No save is allowed.

Third Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. All may be directed at a single target, or they may be directed at up to six separate targets. Each bolt deals 10d6 points of electricity damage. Creatures struck can attempt Reflex saves for half damage.

Fourth Round: Hailstones rain down in the area, dealing 5d6 points of damage (no save).

Fifth through Tenth Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds at a Concentration check against a DC equal to the storm of vengeance’s save + the level of the spell the caster is trying to cast.

Stormrage

Transmutation [Electricity]  
Level: Clr 8 (Talos)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 minute/level (D)

You harness the powers of wind and storm to move, protect yourself, and attack. You gain the benefits of a fly spell and are protected from each direction as if surrounded by a wind wall spell. You are completely unaffected by natural or magical wind (such as a hurricane or a gust of wind spell), easily able to hold your position and completely unaffected by other adverse effects of extreme weather (such as having to make Concentration checks because of strong winds).

Finally, you can discharge bolts of electricity from your eyes. Your caster level is the total number of d6 worth of bolts that you can create with this spell (maximum 20d6). You may use them all at once or divide the dice over several rounds. For example, a 16th-level caster can fire an 8d6 bolt on one round and another 8d6 bolt on the next, fire sixteen bolts over 16 or more rounds (each doing 1d6 electricity damage), or make one large bolt that deals 16d6. Each bolt affects only one creature. Any bolt, regardless of its damage, has a range of 100 feet.

Launching a bolt is a standard action that does not provoke an attack of opportunity and requires a ranged touch attack (you gain a +3 attack bonus if the opponent is wearing metal armor, made out of metal, or carrying a lot of metal).

Storm Tower

Abjuration  
Level: Drd 7  
Components: V, S  
Casting Time: 1 full round  
Range: Long (400 ft. + 40 ft./level)  
Area: 100-ft.-tall, 20-ft.-radius spread  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: Yes

You form a tower of dark, swirling storm clouds that negates many forms of magic.

The storm tower absorbs any electricity damage dealt to those within it. Magic missiles cannot be cast into, out of, or within the storm tower. The storm tower is treated as a 50 mph winds (making ranged attacks impossible within the tower), though it has no effect on the movement of creatures within it. However, only Gargantuan or Colossal creatures can pass through the outer edge of the storm tower; all creatures of lesser size are checked at the edge. Anyone inside the storm tower has one-half concealment relative to those outside the tower. The howling winds of the storm tower also apply a -10 penalty on all Listen checks within 50 feet of it (including all those inside).

Strategic Charge

Abjuration  
Level: Blk 1, Pal 1 (Red Knight)  
Components: V, DF  
Casting Time: 1 action  
Range: Personal  
Target: You
Duration: 1 round/ level

You gain the benefits of the Mobility feat, even if you do not meet the prerequisites. You do not have to be charging to gain this benefit.

**Strength of Stone**

*Transmutation*

**Level:** 2nd (Moradin)

**Components:** V, S, Df

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/ level

You become stronger. 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. The spell ends instantly if you ever lose contact with the ground. This means you cannot jump, tumble, charge, run, or move more than your speed in a round (because these acts cause both of your feet to leave the ground) without breaking the spell. A natural stone wall or ceiling counts as the ground for the purpose of this spell (so you could climb a cavern wall and not lose the spell).

**Suggestion**

*Enchantment (Compulsion) [Mind Affecting, Language-Dependent]*

**Level:** 2nd, 3rd, 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

You influence 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. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. Urging a red dragon to stop attacking your party so that the dragon and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spell’s power.

The suggested course of activity can continue for the entire duration, such as in the case of the red dragon mentioned above. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do. You can instead specify conditions that will trigger a special activity during the duration. For example, you 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 DM.

**Materal 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:** Brd 1, Clr 1, Sor/Wiz 1

**Components:** V, S, F, Df

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./level)

**Effect:** One summoned creature

**Duration:** 1 round/ level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell summons an outsider (extraplanar creature) that attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the outsider, you 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.

Choose a 1st-level monster from the Summon Monster table.

When you use 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:** Brd 2, Clr 2, Sor/Wiz 2

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

As summon monster I, except you can summon one outsider from the 2nd-level list or 1d3 outsiders of the same type from the 1st-level list.

**Summon Monster III**

*Conjuration (Summoning) [see text]*

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

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

As summon monster I, except you 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.

**Summon Monster IV**

*Conjuration (Summoning) [see text]*

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

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

As summon monster I, except you 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.

**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

As summon monster I, except you 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.

**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

As summon monster I, except you 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.

**Summon Monster VII**

*Conjuration (Summoning) [see text]*

**Level:** Clr 7, Sor/Wiz 7

As summon monster I, except you 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.

**Summon Monster VIII**

*Conjuration (Summoning) [see text]*

**Level:** Clr 8, Sor/Wiz 8
As summon monster I, except you 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.

**Summon Monster IX**

Conjuration (Summoning) [see text]

**Level**: Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9

As summon monster I, except you 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.

**Summon Monster List**

1st Level

- Celestial dog (animal) LG
- Celestial badger (animal) CG
- Fiendish dire rat LE
- Fiendish hawk (animal) CE

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, Tiny (animal) CE
- Fiendish hyena (treat as wolf (animal)) CE
- Fiendish octopus (animal) CE

3rd Level

- Celestial bear, black (animal) LG
- Celestial bison (animal) NG
- Triton
- Celestial dire badger CG
- Azer LN
- Elemental, Small N
- Thoqua 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, (animal) CE
- Fiendish crocodile (animal) CE
- Dretch CE
- Fiendish leopard (animal) CE
- Fiendish wolverine (animal) CE

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
- Vargouille NE
- Fiendish viper, Med. snake (animal) CE
- Howler CE

5th Level

- Celestial bear, brown (animal) LG
- Hound archon (celestial) LG
- Celestial orca, whale (animal) NG
- Celestial pegasus CG
- Celestial direlion 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 const. (animal) LE
- 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

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
- Erinys (devil) LE
- Bekker NE
- Fiendish viper, Huge snake (animal) CE

7th Level

- Celestial elephant (animal) NG
- Avoral guardinal (celestial) NG
- Djinni CG
- Ravid [alone] N
- Elemental, Huge N
- Invisiblestalker 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

8th Level

- Lillend CG
- Formian taskmaster [alone] LN
- Janni (genie) N
- Elemental, greater N
- Barghest, Medium-size LE
- Cornugon (devil) E
- Fiendish squid, giant (animal) LE
- Salamander, Large NE
- Succubus (demon) CE

9th Level

- Lammasu LG
- Couati LG
Summon Nature's Ally I
Conjuration (Summoning) [see text]
Level: Drd 1, Rgr 1  
Components: V, S, 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 a natural creature who attacks your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

Choose a 1st-level creature from the Summon Nature's Ally table. All the creatures on the table are neutral unless otherwise noted.

Summon Nature's Ally II
Conjuration ( Summoning) [see text]  
Level: Drd 2, Rgr 2  
Effect: One or more creatures, no two of which can be more than 30 ft. apart  

As summon nature's ally I, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same type.

Summon Nature's Ally III
Conjuration (Summoning) [see text]  
Level: Drd 3, Rgr 3  
Effect: One or more creatures, no two of which can be more than 30 ft. apart  

As summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same type, or 1d4+1 1st-level creatures of the same type.

When you use 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 nature's ally III is an evil and fire spell when you cast it to summon a salamander.

Summon Nature's Ally IV
Conjuration (Summoning) [see text]  
Level: Drd 4, Rgr 4  
Effect: One or more creatures, no two of which can be more than 30 ft. apart  

As summon nature's ally I, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same type, or 1d4+1 2nd-level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature's Ally V
Conjuration (Summoning) [see text]  
Level: Drd 5  
Effect: One or more creatures, no two of which can be more than 30 ft. apart  

As summon nature's ally I, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same type, or 1d4+1 lower level creatures of the same type.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.
Bison
Boar
Crocodile (animal)
Dire badger
Dire bat
Dire weasel
Elemental, Small
Leopard (animal)
Lizard, giant (animal)
Salamander, Small [neutral evil]
Satyr [without pipes]
Shark, Large (animal)
Snake, constrictor (animal)
Thoqqua
Viper, Medium-size (animal)
Wolverine (animal)

4th Level
Arrowhawk, Small
Assassin vine
Dire ape
Dire wolf
Giant eagle [chaotic good]
Giant owl [neutral good]
Grig (sprite) [without pipes, neutral good]
Lion (animal)
Phantom fungus
Tojanida, Small
Viper, Large (animal)
Xorn, Small

5th Level
Arrowhawk, Medium-size
Bear, brown (animal)
Dire boar
Dire lion
Dire wolverine
Elemental, Medium-size
Giant crocodile (animal)
Rhinozeros (animal)
Salamander, Medium-size [neutral evil]
Satyr [with pipes]
Shark, Large (animal)
Snake, giant constrictor (animal)
Tiger (animal)
Tojanida, Medium-size
Viper, Huge (animal)
Whale, orca (animal)

6th Level
Dire bear
Elemental, Large
Shambling mound
Tendriculos
Unicorn [chaotic good]
Xorn, Medium-size

7th Level
Arrowhawk, Large
Dire tiger
Elemental, Huge
Elephant
Octopus, giant (animal)
Pixie [can’t cast Otto’s irresistible dance, neutral good]
Tojanida, Large
Treant [neutral good]
Xorn, Large

8th Level
Elemental, greater
Salamander, Large [neutral evil]

Squid, giant (animal)

9th Level
Elemental, elder
Pixie [can cast Otto’s irresistible dance, neutral good]

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 in the swarm who takes no actions other than fighting off the creatures 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.

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.

Summon Undead I

Conjuration (Summoning) [see text]
Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 full round
Range: Close (25 ft. +5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

As summon monster I, except that you summon an undead creature. The spell conjures one of the creatures from the 1st-level list on the Summon Undead table below. You choose which creature to summon, and you can change that choice each time you cast the spell). Summoned undead do not count toward you total Hit Dice of undead you can control with animate dead or clerical negative energy.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.
Summon Undead II
Conjuration (Summoning)
**Level:** Sor/Wiz 2
**Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart.

As summon undead I, except that you can summon one undead from the 2nd-level list or 1d3 undead of the same type from the 1st-level list.

**Evocation**

**Range:** 30 ft.
**Duration:** 1 minute/level or until all beams are exhausted
**Components:** V, S, M/DF
**Saving Throw:** Reflex negates and half (see text)
**Spell Resistance:** Yes

Sunbeam

**Evocation**

**Level:** Drd 7, Sun 7
**Components:** V, S, DF
**Casting Time:** 1 action
**Range:** Medium (100 ft. + 10 ft./level)
**Area:** Beam 5 feet wide and 100 ft. + 10 ft./level long, starting at a point right in front of you
**Duration:** 1 round/level or until all beams are exhausted
**Saving Throw:** Reflex negates and half (see text)
**Spell Resistance:** Yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intensely hot light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

**All creatures in the beam are blinded and take 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 most Strength- and Dexterity-based skills. Creatures to whom sunlight is harmful or unnatural take double damage.

Undead creatures caught within the ray are dealt 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the ray 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.

**Evocation**

**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 you select. 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 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.

Supress Glyph

Transmutation

**Level:** Clr 6 (Deneir)
**Components:** V, S
**Casting Time:** 1 action
**Range:** 100 ft.
**Area:** 100-ft.-radius emanation centered on you
**Duration:** 1 minute/level
**Saving Throw:** Will negates (object)
**Spell Resistance:** Yes (object)

You gain an enhanced awareness of magical writing within range. Magical writing such as a glyph of warding, explosive runes, symbol of fear, or symbol is covered by a blue nimbus of light (which sheds light equal to a candle). This reveals the location of the writing but prevents it from being triggered. You and other creatures could read a book warded by explosive runes, or open a drawer guarded by a glyph of warding, or pass through a doorway protected by a symbol without effect.

This spell covers and negates any active or triggered magical writing (such as a quickly scribed symbol of fear or a triggered symbol of death), although creatures that have already succumbed to the effects of the writing are unaffected. Once this spell ends, all magical writing in the area can be triggered normally, and active or triggered writings resume their function if they have any duration left.
Surefoot

Abjuration

Level: Rgr 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes / level

Your steps are sure and true, even on the narrowest ledges. You gain a +10 competence bonus on Balance checks.

Sweet Water

Divination

Level: Clr 3, Drd 2

Components: V, S, M

Casting Time: 1 action

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

Effect: A well shaft, 10 ft. diameter, up to 100 ft. deep.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell locates a source of fresh water within 100 feet of the surface. If a water source is in range, it excavates a well shaft down to that water. Otherwise, the spell fails.

Material Component: A shovel or spade.

Sword Stream

Evocation

Level: Clr 3

Components: V, S

Casting Time: 1 action

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

Effect: 5 ft. wide out to limit of range

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Sword stream causes moisture in the air to sparkle, coalesce, then shoot away from your fingertips in a high-pressure stream. Each creature in the effect takes 1d8 points of damage, plus 1 additional point per caster level to a maximum of +10.

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: Touch

Effect: One symbol

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

This spell allows you to scribe any of the potent runes described below. A symbol can be quickly scribed in the air or on some surface. Alternatively, you 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 you select: reads, touches, or passes over the rune, 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 ineffective triggers it if it reacts to touch. To trigger a symbol, a creature must be within 60 feet of the rune.

You can set special triggering conditions of your own. These can be as simple or elaborate as you desire. 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. 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. You ignore the effects of your own symbols and cannot inadvertently trigger them. When scribing a symbol quickly, you can instantly attune any number of creatures to the symbol, rending them immune to its effects, provided the creatures are within 60 feet of the rune when it is created and that you are aware of their presence.

When creating a carefully inscribed symbol, you can specify a password or phrase that prevents a creature from using it from triggering the symbol. You can also 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 DM sees fit.

When triggered, a symbol affects all creatures within a 60-foot radius except for you 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 you to identify a symbol with a successful Spellcraft check (DC 19). Identifying the symbol does not discharge it and allows you to know the version of the symbol.

Note: Magic traps such as symbol are hard to detect and disable. A rogue (only) can use the Search skill to find a symbol and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for 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.

Disord: All creatures with an Intelligence score of 3 or higher within 60 feet 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 a Will save. 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 3d6+10 minutes and submits to simple demands from foes, such as to surrender or 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 hopelessly 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 10 penalty on attack rolls, skill checks, and ability checks (Fortitude negates). Both effects last 2d10 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. This version is a mind-affecting spell.

**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 you for 1d20x10 minutes. During this time, affected creatures become friendly to you 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 a +2 bonus to attack it. In addition, the stunned creatures drop what they are wearing. The stunned creature can't act and loses any Dexterity bonus to AC. Attackers gain a +2 bonus to attack it. In addition, the stunned creatures drop what they are wearing. 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. This version is a mind-affecting spell.

**Death Symbol of Bane**: This type of symbol was created by the worshipers of Bane and lost until that dark deity was reborn in 1372 DR. A death symbol of Bane is always carefully engraved and never quickly scribed. It is triggered as you designate, within the guidelines of the symbol spell. However, a person wearing a holy symbol of Bane never triggers the spell.

A death symbol of Bane functions exactly like a symbol of death, except that any creatures within 60 feet of the death symbol of Bane that survive must make two more Fortitude saves, the first to avoid taking 1d12 points of cold damage and the second to avoid the effects of a domn spell. This version of the symbol spell has the death and evil descriptors.

**Material Component**: A paste made from the death symbol’s material components and the blood of intelligent sacrificed creatures (minimum 3 Intelligence) whose Hit Dice total is at least 30 that have been killed within the past year. Once a creature’s blood is used for this spell, that same creature’s blood cannot be used in the material component for another death symbol of Bane.

**Symbol of Spell Loss**: This is another variant of the symbol spell. When triggered, the symbol of spell loss begins to attack the minds of spellcasters within 60 feet. Each caster must attempt a Will save every round he or she is in this area. Failure means that the highest-level spell prepared by the spellcaster (or highest-level spell slot, if the character casts spells like a sorcerer or bard) is lost. The symbol remains until it has ceased 30 levels of spells. The symbol attacks creatures with spell-like abilities as often as they have spells. It has no effect on creatures without spells or spell-like abilities. This version of the symbol spell is a mind-affecting spell.

**Material Components (Quickly Scribed Symbol)**: A small amount of mercury and phosphorus.

**Sympathy**: Enchantment (Compulsion) [Mind-Affecting]

**Level**: Drd 9, 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

You cause 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 you. The particular type of creature to be affected must be named specifically - for example, red dragons, hill giants, wererats, lamasu, 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 1d6 x 10 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.

**Tasha’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 uncontrolable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing. After the spell ends, it 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 Component**: Tiny tarns 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)

You move 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 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 you cease concentration. The weight can be moved vertically, horizontally, or...
both. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease 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. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a DC set by the DM.

**Violent Thrust:** Alternatively, the spell energy can be expended in a single round. You 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. You can hurl up to a total weight of 25 pounds per caster level. You must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your 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 telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

**Familiarity:** "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you've been there often or you have used other means (such as scrying) to study the place. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps even from a precise map.

"False destination" is a place that doesn't exist, such as if you have mistranslated an ancient tome and tried to teleport into a nonexistent treasure vault that you believe you read about, or if a traitor's guide has carefully described an enemy's sanctuary to you when that sanctuary is completely different from what the traitor described. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

**On Target:** You appear where you want to be.

**Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to be traveled. For example, if you aimed to teleport 210 miles, landed off target, and rolled 5 and 4 on the two d10's, then you would be 15% off target. That's 18 miles, in this case. The DM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, etc.

If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

**Similar Area:** You wind up in an area that's visually or thematically similar to the target area. A wizard heading for her home laboratory might wind up in another wizard's laboratory or in an alchemy supply shop that has many of the same tools and implements as in her laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up somewhere else across the globe.

**Mishap:** You and anyone else teleporting with you have gotten scrambled. You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+60. Each time a mishap comes up, the characters take more damage and must reroll.

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**Teleport**

**Transmutation [Teleportation]**

**Level:** Sor/Wiz 5, Travel 5

**Components:** V

** Casting Time:** 1 action

**Range:** Personal and touch

**Target:** You 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 you to a designated destination. Distance is not a factor, but interplanar travel is not possible. You 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 you, you need not make a saving throw, nor is SR applicable to you. Only objects held or in use (attended) by another person receive saving throws and SR.

You must have some clear idea of the location and layout of the destination. You can't simply teleport to the warlord's tent if you don't know where that tent is, what it looks like, or what's in it. The clearer your mental image, the more likely the teleportation works. A reas of strong physical or magical energies may make teleportation more hazardous or even impossible.

**Note:** Teleportation is instantaneous through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

To see how well the teleportation works, roll d% 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 you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you've been there often or you have used other means (such as scrying) to study the place. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps even from a precise map.

"False destination" is a place that doesn't exist, such as if you have mistranslated an ancient tome and tried to teleport into a nonexistent treasure vault that you believe you read about, or if a traitor's guide has carefully described an enemy's sanctum to you when that sanctum is completely different from what the traitor described. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

**On Target:** You appear where you want to be.

**Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled 5 and 3 on the two d10's, then you would be 15% off target. That's 18 miles, in this case. The DM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, etc.

If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

**Similar Area:** You wind up in an area that's visually or thematically similar to the target area. A wizard heading for her home laboratory might wind up in another wizard's laboratory or in an alchemy supply shop that has many of the same tools and implements as in her laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up somewhere else across the globe.

**Mishap:** You and anyone else teleporting with you have gotten scrambled. You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+60. Each time a mishap comes up, the characters take more damage and must reroll.

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**Teleportation Circle**

**Transmutation [Teleportation]**

**Level:** Sor/Wiz 9

**Components:** V, M

**Casting Time:** 10 minutes

**Range:** Touch

**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

You create 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 you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it incidentally, you need to mark the circle in some way, such as by placing it on a raised platform.

**Note:** Magic traps such as teleportation circle are hard to detect and disable. A rogue (only) can use the Search skill to find the circle and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 in the case of teleportation circle.

**Material Component:** Amber dust to cover the area of the circle (cost 1,000 gp).

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**Teleport without Error**

**Transmutation [Teleportation]**

**Level:** Sor/Wiz 7, Travel 7

**As teleport, except there is no chance you arrive off target. You must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location.**

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**Temporal Stasis**

**Transmutation**

**Level:** Sor/Wiz 9

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** Yes
You must succeed at a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body 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.

**Tenser's Destructive Resonance**

Evocation [Force]

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<tr>
<th>Level</th>
<th>Sor/Wiz 5</th>
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<tbody>
<tr>
<td>Components:</td>
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<td>Casting Time:</td>
<td>1 action</td>
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<tr>
<td>Range:</td>
<td>Medium (100 ft. + 10 ft./level)</td>
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<td>Target:</td>
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<td>Duration:</td>
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<td>Saving Throw:</td>
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<tr>
<td>Spell Resistance:</td>
<td>No (object), No</td>
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</tbody>
</table>

You fire a thin beam of destructive blue force from your fingertip which imparts an immense amount of energy to the object struck, causing it to explode. The larger the object the bigger the explosion. You must succeed in a ranged touch attack to strike the object with appropriate penalties for size. Objects receive no saving throw if struck by the beam.

If the object is struck by the beam it explodes. The damage and size of the explosion depend on the size of the item. In addition to the base damage, the explosion inflicts 1d6 per two levels of the caster (maximum 1d6). Creatures within the blast receive a Reflex save for half damage. The variable damage depending on size is listed below.

<table>
<thead>
<tr>
<th>Size</th>
<th>Resonance Time</th>
<th>Base Damage</th>
<th>Explosive Radius</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>Instant</td>
<td>1d6</td>
<td>2 ft.</td>
</tr>
<tr>
<td>Diminutive</td>
<td>Instant</td>
<td>2d6</td>
<td>3 ft.</td>
</tr>
<tr>
<td>Tiny</td>
<td>Instant</td>
<td>2d6</td>
<td>4 ft.</td>
</tr>
<tr>
<td>Small</td>
<td>One round</td>
<td>3d6</td>
<td>5 ft.</td>
</tr>
<tr>
<td>Medium-size</td>
<td>One round</td>
<td>3d6</td>
<td>7 ft.</td>
</tr>
<tr>
<td>Large</td>
<td>Two rounds</td>
<td>4d6</td>
<td>10 ft.</td>
</tr>
<tr>
<td>Huge</td>
<td>Three rounds</td>
<td>6d6</td>
<td>15 ft.</td>
</tr>
</tbody>
</table>

Objects larger than Huge size are simply too big to detonate. Living things are immune to the destructive resonance. Constructs and Undead receive a spell to avoid the effects. Magical objects receive the standard save against any spell (see page 176 of the *Dungeon Master's Guide*).

If an object carried or worn by a creature is targeted you must hit the creature with a ranged touch attack while disregarding the creature's size and using the objects size. For example, a wizard wishes to strike a broach that an ogre is wearing. Normally the ogre has an AC of 8 against ranged touch attacks, but in this case the wizard must succeed in hitting an AC of 17 due to the +8 modifier for the diminutive item rather than the -1 for the large ogre. Of course the ogre's clumsiness still adds the -1 to the roll making it AC 17 instead of 18.

Material Component: A tiny orb of finely-crafted gold with a small removable ring surrounding it.

**Tenser's Transformation**

Enchantment (Compulsion) [Mind-Affecting]

<table>
<thead>
<tr>
<th>Level</th>
<th>Madness 8, Sor/Wiz 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components:</td>
<td>V</td>
</tr>
<tr>
<td>Casting Time:</td>
<td>1 action</td>
</tr>
<tr>
<td>Range:</td>
<td>Touch</td>
</tr>
<tr>
<td>Target:</td>
<td>Living creature touched</td>
</tr>
<tr>
<td>Duration:</td>
<td>1d4+1 rounds</td>
</tr>
<tr>
<td>Saving Throw:</td>
<td>None</td>
</tr>
<tr>
<td>Spell Resistance:</td>
<td>Yes</td>
</tr>
</tbody>
</table>

You become a virtual fighting machine - stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can't cast spells, even from magic items.

You gain 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 plus two caster levels (which may give you an extra attack), a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. You attack opponents with melee or ranged weapons if you can, even resorting to unarmed attacks if that's all you can do.

Material Component: A potion of Strength, which you drink (and whose effects are subsumed by the spell effects).

**Tharizdun's Maddening Scream**

Enchantment (Compulsion) [Mind-Affecting]

<table>
<thead>
<tr>
<th>Level</th>
<th>Madness 8, Sor/Wiz 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components:</td>
<td>V</td>
</tr>
<tr>
<td>Casting Time:</td>
<td>1 action</td>
</tr>
<tr>
<td>Range:</td>
<td>Touch</td>
</tr>
<tr>
<td>Target:</td>
<td>Living creature touched</td>
</tr>
<tr>
<td>Duration:</td>
<td>1d4+1 rounds</td>
</tr>
<tr>
<td>Saving Throw:</td>
<td>None</td>
</tr>
<tr>
<td>Spell Resistance:</td>
<td>Yes</td>
</tr>
</tbody>
</table>

The target cannot keep himself from screaming, gibbering, and leaping about as though completely mad. This spell worsens the Armor Class of the creature by a -4 penalty, makes Reflex saving throws impossible except on a natural roll of 20, and makes it impossible to use a shield.

**Thunderlance**

Evocation [Force]

<table>
<thead>
<tr>
<th>Level</th>
<th>Sor/Wiz 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Components:</td>
<td>V, S, M</td>
</tr>
<tr>
<td>Casting Time:</td>
<td>1 action</td>
</tr>
<tr>
<td>Range:</td>
<td>0 ft.</td>
</tr>
<tr>
<td>Effect:</td>
<td>A spearlike beam</td>
</tr>
<tr>
<td>Duration:</td>
<td>1 round/level (D)</td>
</tr>
<tr>
<td>Saving Throw:</td>
<td>None</td>
</tr>
<tr>
<td>Spell Resistance:</td>
<td>Yes</td>
</tr>
</tbody>
</table>

A faint, gray, shimmering force in the general shape of a staff or spear springs from your hand. You can freely make the force retract or grow to any size from 1 foot to 20 feet, but it always remains a straight lance of force. This gives you natural reach of 20 feet. You can use the thunderlance to make powerful melee attacks.

The thunderlance strikes as a Huge longspear, dealing a base 2d6 points of damage (crip x3). You only need one hand to wield the thunderlance, and you suffer no nonproficiency penalties if you do not have Martial Weapon Proficiency (longspear). The thunderlance strikes with a Strength score equal to 12 + your caster level (maximum +15) which replaces your own Strength score when you make attack and damage rolls with the spell.
If you successfully strike a target protected by any force effect of 3rd level or lower, such as a shield or mage armor spell, the thunderdome may dispel the force effect in addition to damaging the target. Make a dispel check against the caster who created the effect. If you succeed, the effect is dispelled. The thunderdome remains whether you succeed or fail at this check.

You can choose to attack objects or to use the Strength score of the thunderdome for Strength scores involving breaking or damaging items.

Material Component: A small metal spear.

Time Stop

Transmutation
Level: Sor/Wiz 9, Trickery 9
Components: V
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1d4+1 rounds (apparent time)

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the time stop is in effect, other creatures are invulnerable to your attacks and spells; however, you can create spell effects and leave them to take effect when the time stop spell ends. (The spell’s durations do not begin until the time stop is over.)

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature’s possession.

You are undetectable while time stop lasts. You 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 this spell.

Tirumael’s Energy Spheres
Evocation [Acid, Cold, Electricity, Fire, Sonic]
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. +5 ft./2 levels)
Effect: Five floating spheres
Duration: 1 round/level
Saving Throw: Reflex half (see text)
Spell Resistance: Yes (see text)

You create a circle of five colored spheres that orbit your head at a distance of 1 foot. These spheres provide as much light as a dancing lights spell and can be used offensively or defensively. Each sphere corresponds to one of the five types of energy (acid, cold, electricity, fire, sonic).

On your turn you can direct one or more spheres to strike a creature or creatures in range, no two of which may be more than 30 feet apart. Each sphere inflicts 1d4 points of energy damage per four caster levels (max 4d4 each) to a single creature, so an 8th-level caster’s sphere inflicts 2d4 points of energy damage. The target may make a Reflex save for half damage against each sphere.

If you are attacked with an effect that causes energy damage, and the sphere of that type is still present, you can have that sphere absorb some of that energy damage, destroying the sphere. The sphere absorbs damage that round equal to the amount of damage it would deal if used to attack, so an 8th-level caster’s fire sphere absorbs 2d4 points of fire damage. This overlaps (does not stack) with the protection granted by endure elements, resist elements, and protection from elements.

Material Component: Five glass marbles.

Tongues

Divination
Level: 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.

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

Tortoise Shell

Abjuration
Level: Drd 3
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Creates a 5-ft.-diameter mystic shell
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

You create a large hemispherical tortoise shell measuring 5 feet in diameter. It has 100 hit points, hardness 10, and can float if turned on its back. You can move it as if it weighed only 10 pounds. To anyone else, it weighs 500 pounds. It stands vertically on its own, providing up to nine-tenths cover from half the battlefield, or you can pull it down over yourself like a shelter. You can change the shell’s orientation as a standard action that doesn’t incur an attack of opportunity.

Up to four Small creatures, two Medium-size creatures, or one Large creature can fit under (or in) the shell.

Focus: A whole turtle shell.

Touch of Madness

Enchantment [Mind-Affecting]
Level: Madness 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed creature is not stunned (so attackers get no special advantage against it), but can’t move, cast spells, use mental abilities, and so on.

Towering Oak

Illusion (Glamer)
Level: Rgr 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 3 rounds/level

You draw on the oak’s strength to improve your ability to intimidate your enemies. You gain a competence bonus of +10 on your Intimidate checks.

Transcribe Symbol

Abjuration
Level: Sor/Wiz 8
Components: V, S, F
Casting Time: 1 full round
Range: Touch  
Target: Magical symbol touched  
Duration: Until discharged or 10 minutes  
Saving Throw: See text  
Spell Resistance: See text

You place a protective magic upon your hand that allows you to touch an untriggered magic symbol such as a glyph of warding or a symbol. The touched symbol is removed from its location and held as magical potential on your hand, like a touch spell. To pick up the spell, you must make a caster level check (DC 20 + spell level). Failure indicates the glyph or symbol has been triggered. If successfully transferred, you can place the symbol on a surface (not a creature) appropriate to the stored spell as a standard action. The transferred symbol works normally thereafter and retains all of its original triggering conditions (although its current location may make its triggers difficult or impossible to achieve).

You can maintain the symbol in its potential state as long as you concentrate. If your concentration lapses while the symbol is stored as potential, it immediately triggers upon you (and only you), even if you normally wouldn’t meet the trigger conditions. Saving throw and spell resistance rolls are as for the original symbol. The only safe way to rid yourself of the stored spell is to place it on a suitable surface.

Focus: A piece of slate that has been scoured bare and smooth on one side.

### Translocation Trick

Transmutation  
Level: Sor/Wiz 6  
Components: V  
 Casting Time: 1 action  
 Range: Medium (100 ft. + 10 ft./level)  
 Target: You and one other creature  
 Duration: 10 minutes/level  
 Saving Throw: Will negates (see text)  
 Spell Resistance: Yes

You and the other creature switch locations (as if simultaneously using dimension door spells) and exchange appearances (as if using alter self spells to appear as each other). Your target may resist this spell with a saving throw (the spell automatically affects you).

If your or your subject exceeds the capacity of the dimension door spell or if you and your subject have bodies that are so different that the alter self spell could not disguise you as your subject, this spell fails.

Magic that penetrates disguises (such as astral sight) reveals the identities of you and your subject. Otherwise, you are considered to be disguised as the other creature and vice versa for the duration of the spell. Actions by you or your subject (such as speaking inappropriately or attacking "allies") can force Disguise checks or alert people nearby that something is wrong. You get a +10 bonus on Disguise checks to impersonate the subject.

When the spell ends, you and the creature revert to your true appearances in your current locations. You do not switch locations again.

### Transmute Metal to Wood

Transmutation  
Level: Drd 7  
Components: V, S, DF  
 Casting Time: 1 action  
 Range: Long (400 ft. + 40 ft./level)  
 Area: All metal objects within a 40-ft.-radius burst  
 Duration: Instantaneous  
 Saving Throw: None  
 Spell Resistance: Yes (object; see text)

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. Magic objects made of metal effectively have SR 20 + caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood suffer a -2 penalty to attack and damage rolls. Armor converted from metal to wood loses 2 points of AC bonus. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of AC bonus every time it is struck by a natural attack roll of 19 or 20.

Only a limited wish, miracle, or wish similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood is forevermore a wooden door.

### 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 (5)  
 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 Component: 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 (5)  
 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 wade through the mud 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-foot cubes into mud. Pooling on the floor, this mud would cover an area of forty 10-foot 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.

Caves 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.

### Transport via Plants

Transmutation  
Level: Drd 6  
Components: V, S  
 Casting Time: 1 action  
 Range: Unlimited  
 Target: You  
 Duration: 1 round

This spell works normally within 500 feet of the caster. Outside this range, the spell can be cast only once per round.

If the creature is too large to be carried, the spell stops with the creature at the 500-foot limit. The spell does not affect herbs or other small plants.
You can enter any normal plant (Medium-size or larger) and pass any distance to a plant of the same species in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance (“an oak tree one hundred miles due north of here”), and the transport via plants spell moves you as close as possible to the desired location. If a particular destination plant is desired (the oak tree outside your druid grove, for instance), but the plant is not living, the spell fails and you are ejected from the entry plant.

This spell does not function with plant creatures such as shambling mounds and treants.

The destruction of an occupied plant slays you.

**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 reform. 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 you 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 transferred to the gem without the benefit of SR or a save.

**Material Component:** Before the actual casting of trap the soul, you must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped (for example, it requires a gem of 10,000 gp value to trap a 10 HD creature). 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 0 nil):** If the trigger object method is used, a special trigger object, prepared as described above, is needed.

**Tree Shape**

Transmutation

**Level:** Drd 2, Rgr 3

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/ level (D)

By means of this spell, you are able to assume the form of a small, living tree or shrub or a large, dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in treeform, you can observe all that transpires around you just as if you were in your normal form, and your hit points and saves remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 1. You are immune to critical hits while in treeform. All clothing and gear carried or worn changes with you.

You can dismiss tree shapes as a free action (instead of as a standard action).

**Tree Stride**

Transmutation [Teleportation]

**Level:** Drd 5, Rgr 4

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/ level or until expended (see text)

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same type, must all be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range shown in the following table.

**Type of Tree**

**Range of Transport**

<table>
<thead>
<tr>
<th>Type of Tree</th>
<th>Range of Transport</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oak, ash, yew</td>
<td>3,000 feet</td>
</tr>
<tr>
<td>Elm, linden</td>
<td>2,000 feet</td>
</tr>
<tr>
<td>Other deciduous</td>
<td>1,500 feet</td>
</tr>
<tr>
<td>Any coniferous</td>
<td>1,000 feet</td>
</tr>
<tr>
<td>All other trees</td>
<td>500 feet</td>
</tr>
</tbody>
</table>

You may move into a tree up to one time per level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration is expended or you exit a tree. In a thick oak forest, this means that a 10th-level druid could make ten transports over the course of 10 rounds, traveling up to 30,000 feet (about six miles) by doing so. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, though you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

**Trollish Fortitude**

Necromancy

**Level:** Sor/ Wiz 6

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/ level

As monstrous regeneration, except as noted above and you heal at a rate of 5.

**True Creation**

Conjuration (Creation)

**Level:** Creation 8

**Components:** V, S, M, XP

**Casting Time:** 10 minutes

**Duration:** 0 ft.

**Effect:** Unattended, nonmagical object of nonliving matter, up to 1 cu. ft./ level

**Saving Throw:** None

**Spell Resistance:** No

You create a nonmagical, unattended object of any sort of matter. Items created are permanent and cannot be negated by dispelling magic or negating powers. For all intents and purposes, these items are completely real. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed at an appropriate skill check to make a complex item, such as a Craft (bowmaking)
check to make straight arrow shaft or a Craft (gemcutting) check to make a cut and polished gem.

Unlike the items brought into being by the lower-level spells minor creation and major creation, objects created by the casting of true creation can be used as material components.

Material Component: A small piece of matter of the same type of item you plan to create - a sliver of wood to create arrow shafts, a tiny piece of the appropriate stone to create a polished gem, and so forth.

XP Cost: The item's gold piece value in XP, or a minimum of 1 XP, whichever is more (see the Player's Handbook for item costs).

True Domination
Enchantment (Compulsion) [Mind-Affecting]
Level: Domination 8
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

You can control the actions of any humanoid that is Medium-size or smaller.

You establish a telepathic link with the subject's mind. If a common language is shared, you can generally force the subject to perform as you desire, within the limits of his abilities. If no common language is shared, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from him.

Subjects have a chance of resisting this control (Will save to avoid the effects when the spell is cast). Those affected by the spell and then forced to take actions against their nature receive a saving throw with a penalty of -4. Obviously self-destructive orders may be carried out, unless the subject can focus her vision to see into the Ethereal Plane.

Protection from evil or a similar spell can prevent you 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.

True Resurrection
Conjuration (Healing)
Level: Cdr 9, Healing 9
Casting Time: 10 minutes

As raise dead, except the cleric can resurrect a creature who has been dead up to 10 years per caster level. This spell can even bring back creatures whose bodies have been wholly destroyed, provided you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution point) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed.

Even true resurrection can't restore to life a creature who has died of old age.

Material Component: A sprinkle of holy water and a diamond worth at least 5,000 gp.

True Seeing
Divination
Level: Clr 5, Dmd 7, Knowledge 5, 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)

You confer 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.

The range of true seeing conferred is 120 feet.

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.

Additionally, the divine version of this spell allows the subject to see auras, noting alignments of creatures at a glance.

Material Component: An ointment for the eyes that costs 250 gp and is made from very rare mushroom powder, saffron, and fat.

True Strike
Abjuration
Level: Exor 9, Wiz/ Sor 9
Components: V, S, DM
Casting Time: 1 round
Range: 180 ft.
Target: 180-ft.-radius burst, centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

When you cast an unbinding spell, a burst of force erupts from your body and magically destroys any spells that contain, constrain, or seal, with the exceptions noted below.

The unbinding negates charm and hold spells of all types, arcane locks and similar closures, spells that create physical or magical barriers (wall of stone, wall of force), guards and wards, temporal stasis, and slow spells, among others. The effect of a statue spell is ended. A magic jar is shattered - forever destroyed - and the life force within snuffed out. In addition, any spell that holds magical effects, including other spells, immediately releases them at a range of 0 feet (including magic mouth, imbue with spell ability, and so on).

Protective spells such as protection from evil, shield, globe of invulnerability, and similar spells are not affected by an unbinding. Petrified creatures are neither revealed nor restored. Individuals bound to service are not freed (including creatures such as familiars, invisible stalkers, genies, and elemental). A nonmagical field is not affected, nor will the effects of unbinding penetrate one. A magic circle against evil (or another alignment) that currently holds a creature imprisoned is dispelled.

Curses and geas/quest spells are negated only if the caster is of a level equal to or greater than that of the original caster.

All these effects occur without regard to the caster's wishes. Spell effects on the person of the caster or being carried or worn by the caster remain undisturbed, but any others within the burst are effective, including those of allies. The opening of locks or other closures triggers any alarms or traps.
attached to them. Any released creature may or may not be friendly to the caster.

Material Component: A lodestone and a pinch of salt peter.

**Undead Bane Weapon**

Transmutation  
**Level:** Pal 3 (Kelemvor)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Weapon touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** Yes (harmless, object)

You give a weapon the undead bane property in addition to any other properties it has. Against undead, your weapon's enhancement bonus (if any) is +2 higher than normal and it deals +2d6 points of bonus damage against undead. The spell has no effect if cast upon a weapon that already has the undead bane property. At caster level 9 (paladin level 18) and above, the weapon gains a +1 enhancement bonus if it is not already a magic weapon. Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must be of the same type, and they have to be together, such as in the same quiver. Projectiles (but not thrown weapons) lose their transmutation after they have been fired.

The weapon is considered blessed, which means it has special effects on certain creatures. Any weapon affected by this spell glows with a serene gray radiance that sheds as much light as a candle.

**Undead Lieutenant**

Necromancy  
**Level:** Sor/Wiz 3  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One undead  
**Duration:** 1 minute/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

You empower the subject undead with the authority of command over other undead in your control. The targeted undead must have an Intelligence of 5 or higher. Other undead under your control obey the subject undead as if it were you. You may give orders to the undead normally, superseding the orders of the subject of this spell.

**Undead Torch**

Necromancy  
**Level:** Sor/Wiz 3  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One corporeal undead  
**Duration:** 1 round/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

You cause a corporeal undead to give off cold blue energy that disrupts the life force of living creatures but has no effect on objects or undead. The target creature does an additional 2d4 points of damage with its melee attacks. If an attacked creature has spell resistance, the resistance is checked the first time the creature attacks it. If it succeeds, the creature is unaffected by the casting of the undead torch.

If the undead creature is destroyed, the undead torch continues to burn at the location of its destruction until the duration ends, and creatures that come in contact with the remains take damage. If the undead creature assumes an incorporeal state (such as a vampire assuming gaseous form), the spell dispenses harmlessly.

Material Component: A living or dead firefly or glowworm.

**Undeath After Death**

Necromancy [Evil]  
**Level:** Clr 7 (Bane)  
**Components:** V, S, M  
**Casting Time:** 10 minutes  
**Range:** Touch  
**Target:** Willing living creature touched  
**Duration:** Permanent until discharged  
**Saving Throw:** None (see text)  
**Spell Resistance:** No

You tear off a piece of a creature's life force, corrupt it with negative energy and the power of undeath, then bind it to its body to allow a blasphemous transformation should the creature later die.

The subject of this spell loses 2 points of Constitution. When the subject dies, the corrupted life force begins a slow change in its body, causing it to animate as a crypt spawn at the next sunset (see the crypt spawn template, page 184 in the *Magic of Faerûn* book). If its remains are destroyed, the undeath after death spell cannot bring it back as an undead.

If the spell is dispelled before the subject dies, it does not regain its 2 lost Constitution points.

Material Component: A piece of obsidian shaped like a heart, which is placed on the subject's chest, and a black onyx gem worth at least 50 gp per HD of the subject creature at the time the spell is cast, which is placed in the subject's mouth.

**Undeath's Eternal Foe**

Abjuration [Good]  
**Level:** Clr 9 (Lathander)  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** One creature 5 levels  
**Duration:** 1 round/level  
**Saving Throw:** None (harmless)  
**Spell Resistance:** Yes (harmless)

You grant one or more creatures special abilities that allow them to effectively destroy undead.

All subjects receive negative energy protection, except that their roll to resist a negative energy attack has a +10 sacred bonus. The subjects are also immune to special attacks by undead that involve ability damage, ability drain, disease or poison. Subjects can make melee and ranged attacks against ethereal or incorporeal undead as if they were using ghost touch weapons. They also gain a +4 deflection bonus to AC against attacks by undead.

**Undeath to Death**

Necromancy  
**Level:** Clr 6/Sor/Wiz 6  
**Components:** V, S, M/DF  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. +10 ft./level)  
**Area:** Several undead creatures within a 50-ft.-radius burst  
**Duration:** Instantaneous  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

Undeath to death snuffs out the animating forces of undead creatures, killing them instantly.

The spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those closest to the point of origin of the burst are affected first.

Material Component: The powder of a crushed diamond worth at least 50 gp.

**Understand Device**

Divination  
**Level:** Clr 3 (Gond)  
**Components:** V, S
**Understand Object**

Divination

**Level:** Brd 1, Sor/Wiz 2
**Components:** S, M
**Casting Time:** 1 minute
**Range:** Touch
**Targets:** One touched object
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** No

Understand object determines the non-magical functions of an object or technological item. The caster must handle or touch the object throughout the casting time and spell duration to gain any knowledge. If the item has more than one function, the spell identifies its most general or most likely use. Casters can gather further information about the item only through additional uses of the spell. Understand object does not reveal magical functions (as identify would), only mechanical operations.

The spell is used most often to help casters understand the nature and use of an object from another technological level (such as a firearm found in a world where such weapons don't normally exist), or to gain some clues to extremely complex gadgets or puzzles.

If used in the latter manner, however, this spell can prove very, very dangerous. Using understand object to figure out how a trapped device operates can be disastrous, as the spell does not distinguish a harmful nonmagical trap from any other gadget! And, since the spell starts with the easiest or most general effect first (and traps are often much easier to trigger than non-trap functions of an item), understand object may just tell you how to kill yourself.

For example, a character might cast the spell on three interlocking rings found on what appears to be the locking mechanism of a box. The first use of the spell tells the caster that the interlocking rings are, indeed, a locking mechanism and they have to be turned in a certain way to cause a needle to spring out of the box (a trap, though the spell doesn't tell the caster that). On a second use of the spell, the caster learns that turning the interlocking rings also can cause the box to open. Since the interlocking rings have no other function, further uses of the spell reveal nothing. If opening the box causes a fire trap to go off in the opener's face, that is not revealed, since fire trap is a magical effect.

But when the spell is used in its most basic way, it can be a boon to adventurers who encounter technological items and strange objects that they have no way of understanding without help. New exotic weapons, high-tech gadgets, and the like are the province of understand object.

**Undetectable Alignment**

Abjuration

**Level:** 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.

**Unfalling Endurance**

Transmutation

**Level:** Clr 4
**Components:** V, S

You gain an intuitive insight into the weaknesses and flaws of mechanical objects. You can make untrained Disable Device checks as if you had a half rank in that skill. If you already have the Disable Device skill, this spell gives you a +4 competence bonus on Disable Device checks.

**Unhallow**

Evocation [Evil]

**Level:** Clr 5, Drd 5
**Components:** V, S, M
**Casting Time:** One day
**Range:** Touch
**Area:** 10-ft./level radius emanating from the touched point
**Duration:** Instantaneous
**Saving Throw:** None
**Spell Resistance:** See text

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a magic circle against good effect.

Second, all turning checks to turn undead suffer a -4 profane penalty and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. (Note: This provision does not apply to the druid version of the spell.)

Finally, you may choose to fix a single spell effect to the unhallow site. The spell effect lasts for one year and functions throughout the entire consecrated site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. For example, you may create a bless effect that aids all creatures of like alignment or faith in the area, or a curse effect that hinders creatures of the opposite alignment or an enemy faith. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spells effects that may be tied to an unhallow site include aid, bane, bless, cause fear, darkness, daylight, deeper darkness, detect magic, detect good, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, negative energy protection, protection from elements, remove fear, resist elements, silence, tongues, and zone of truth. Spell resistance might apply to these spells effects. (See the individual spell descriptions for details.)

An area can receive only one unhallow (and its associated spell effect) at a time.

Unhallow counters and dispels hallow.

Material Components: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area.

**Unholy Aura**

Abjuration [Evil]

**Level:** Clr 8, Evl 8
**Components:** V, S, F
**Casting Time:** 1 action
**Range:** 20 ft.
**Duration:** 1 round/level (D)
Unholy Blight

Evocation [Evil]
Level: Evil 4
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You call up unholy power to smite your enemies. The power takes the form of a cold, glowering cloud of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to good creatures and sickens them for 1d4 rounds. A sickened creature suffers a -2 penalty on attack rolls, weapon damage rolls, saves, skill checks, and ability checks. A successful Fortitude save reduces damage to half and negates the sickness effect.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Reflex save.

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 your 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, thus allowing you to command the servant to clean the floor and then turn your attention elsewhere as long as you remain within range. It can open only normal doors, drawers, lids, etc. 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 you attempt to send it beyond the spell’s range (measured from your current position), the servant ceases to exist.

Material Components: A piece of string and a bit of wood.

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

You must succeed at a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you inflict. However, you 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 it teleports an object, not you. 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 (Glamer)
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)

You instantly change the appearance of the subjects and then maintain that appearance for the spell’s duration. You can make the subjects appear to be anything you wish. 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 appearances if slain. You must succeed at a Disguise check to duplicate the appearance of a specific individual. This spell gives you 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 glamer, but SR doesn’t help.

Ventriloquism

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

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. You can speak in any language you know.
With respect to such voices and sounds, anyone who hears it and rolls a successful save recognizes the sound as illusory (but still hears it).

Focus: A parchment rolled up into a small cone.

**Vine Mine**

Conjuration (Creation)

**Level:** Drd 5

**Components:** V, S, F

**Casting Time:** 1 action

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

**Area:** Spread of 10-ft. radius/level

**Duration:** 10 minutes/level

**Saving Throw:** See text

**Spell Resistance:** Yes

You create and direct the rapid growth of vines, creating a variety of effects. When you cast the spell, choose one of the following effects:

* entangle (as the spell)
* climbing aid (treat as knotted ropes)
* bind helpless targets (DC 25 to escape)
* hamper movement (as heavy undergrowth)
* camouflage (add +4 competence bonus on Hide checks)

As a standard action, you may redirect the vines’ growth (thus changing the effect).

**Material Component:** A crown of ivy leaves.

**Vipergout**

Conjuration (Summoning) [see text]

**Level:** Sor/ Wiz 7

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Effect:** 1d4+3 summoned creatures

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

This spell summons 1d4+3 fiendish (CE) or celestial (CG) Medium-size vipers (snakes), which leap forth from your mouth to attack your enemies. Starting on the round you complete the spell, you may spit forth vipers until you reach the number summoned by the spell. You may spit three vipers as a standard action or one viper as a move-equivalent action. Spat vipers land at your feet and act on your turn just as creatures summoned by a summon monster spell.

Until you have brought forth all the snakes summoned by the spell, you cannot speak, cast spells with verbal components, or activate items that require speech. The snakes are not actually present in your mouth, and do not interfere with your breathing. At the end of the spell, all the vipers disappear, and any not brought forth are lost.

When you use a summoning spell to summon an evil or good creature, it is brought forth as if you had cast that creature with your summon monster spell. If there is no such creature, your summon monster spell fails.

**Material Component:** A snakeskin.

**Vipers**

Fiendish Viper: CR 1; Medium-size outsider: HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d4+1 and poison, bite); SA Poison, smite good; SQ Scent, darkvision 60 ft., cold and electricity resistance 5, SR 4; SV Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +9, Spot +9; Weapon Finesse (bite).

Poison (Ex): Bite. Fort save DC 11; 1d6 Con/ 1d6 Con.

Smite Good (Su): Once per day the fiendish viper can deal +2 damage against an evil foe.

Celestial Viper: CR 1; Medium-size outsider: HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d4+1 and poison, bite); SA Poison, smite evil; SQ Scent, darkvision 60 ft., acid, cold and electricity resistance 5, SR 4; SV Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +9, Spot +9; Weapon Finesse (bite).

Poison (Ex): Bite. Fort save DC 11; 1d6 Con/ 1d6 Con.

Smite Good (Su): Once per day the celestial viper can deal +2 damage against an evil foe.

**Virtue**

Transmutation

**Level:** Clr 0, Drd 0, Pal 1

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute

**Saving Throw:** Yes (harmless)

**Spell Resistance:** Yes (harmless)

The subject gains 1 temporary hit point.

**Vision**

Divination

**Level:** Sor/ Wiz 7

**Components:** V, S, M, XP

**Casting Time:** 1 action

As legend lore, except vision works more quickly but produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it with a successful Scry check (DC 10). 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.

**Vision of Glory**

Divination

**Level:** Clr 1, Pal 1

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute or until discharged

**Saving Throw:** None

**Spell Resistance:** Yes

You give the subject creature a brief vision of a divine entity giving it support and inspiring it to continue. The creature gets a +1 morale bonus on a single saving throw. It must choose to use the bonus before making the roll to which it applies.

**Vitriolic Sphere**

Conjuration (Creation) [Acid]

**Level:** Sor/ Wiz 4

**Components:** V, S, M

**Casting Time:** 1 action

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

**Area:** 1 ft. diameter acidic sphere

**Effect:** 5 ft. radius burst

**Duration:** Instantaneous (see text)

**Saving Throw:** Reflex half, Fortitude half (see text)

**Spell Resistance:** Yes

You create a small sphere of glowing emerald acid that can be directed to strike any target within range. When the sphere strikes its target it deals 1d6 per caster level (maximum 10d6). The victim is allowed a Reflex save for half. A victim failing the saving throw takes half damage; dice rounded down (i.e. if the caster
rolls 10d6 then 5d6 on the following round, if the caster rolls 7d6 then 3d6 is rolled on the following round (Fortitude save for half).

The sphere also splashes in a 5 ft. radius burst around the primary target. Any creatures in the splash radius must make Reflex saves. Those that fail suffer half damage dice (as mentioned above for second round damage). A successful save indicates victims in the splash suffer no damage. Splash hits do not cause damage on the following round.

Material Component: A drop of giant slug bile.

**Wall of the Banshee**

Evocation [Force]

**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

You emit a terrible scream that kills creatures who hear it (except for yourself). The spell affects up to one creature per caster level. Creatures closest to the point of origin are affected first.

**Wall of Chaos**

Abjuration [Chaotic]

**Level:** Cdr 4, Sor/Wiz 4

As wall of good, except that it is similar to magic circle against law instead of magic circle against evil.

**Wall of Fire**

Evocation [Fire]

**Level:** 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 you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 3d4 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 you evoke 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.)

A cantrip

**Material Component:** A small piece of phosphorus.

**Wall of Force**

Evocation [Force]

**Level:** 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

**Wail of the Banshee**

Abjuration [Good]

**Level:** Cdr 4, Sor/Wiz 4

**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 5 ft./ 2 caster levels

**Spell Resistance:** Yes (see text)

As magic circle against evil, except as noted above and that the barrier is immobile and can be linear or spherical. One side of the wall, selected by you, is the "hostile side." The wall only provides protection against evil attacks and blocks the movement of summoned or conjured evil creatures that cross from the hostile side to the nonhostile side. Evil creatures that attack you from the nonhostile side of the wall do so without penalties, and evil summoned or conjured creatures can safely cross from the nonhostile side of the wall to the hostile side.

The wall of good must be continuous and unbroken when formed. If it is cast so that an object or creature breaks its surface, the spell fails.

**Wall of Ice**

Abjuration [Evil]

**Level:** Cdr 4, Sor/Wiz 4

As wall of good, except that it is similar to magic circle against good instead of magic circle against evil.

**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 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.

**Ice Plane:** A sheet of 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.
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

You cause 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 you can shape its edges to fit the available space.

The wall of iron is 1 inch thick per four caster levels. You 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 you desire, 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 (DC 40) 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 block of granite.

Wall of Thorns

**Conjuration (Creation)**

**Level:** Drd 5, Plant 5  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Effect:** Wall of thorny brush, up to one 10-ft. cube/level (S)  
**Duration:** 10 minutes/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No

This spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person’s finger. Any creature forced into or attempting to move through the wall of thorns takes 25 points of damage per round of movement, minus 1 point for each point of the creature’s AC. Dexterity bonuses to AC and dodge bonuses do not count for this calculation. (Creatures with an Armor Class of 25 or higher take no damage from contact with the wall.)

You can make the wall thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to caster level 2X. This has no effect on the damage inflicted by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall. To make any progress, a creature must succeed at a Strength check (DC 20). A successful creature moves a number of feet equal to its Strength check result minus 19, so a creature who rolled 24 on its Strength check could move 5 feet in a round. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a wall of thorns at their normal speed without taking damage.

A wall of thorns can be carefully breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns away the barrier in 10 minutes.

War Cry

**Enchantment (Compulsion)** [Mind-Affecting, Sonic]
Level: Brd 4  Components: V, S  Casting Time: 1 action  Range: Personal  Target: You  Duration: 1 round/level  Saving Throw: Will negates (see text)  Spell Resistance: Yes (see text)

You attack with a war cry that bolsters your own courage as well as intimidating your enemies. As a result of this spell, you gain a +2 morale bonus on attacks and damage, or a +4 morale bonus on attacks and damage made as part of a charge attack.

Any opponent you attack in melee must make a Will save or become panicked. Once the target makes a successful saving throw against this effect, it cannot be affected by your war cry for one day.

**Warning Shout**

Transmutation [Sonic]

Level: Pal 1 (Arvoreen)

Components: V

Casting Time: 1 action

Range: See text

Area: See text

Duration: 1 round (see text)

Saving Throw: None

Spell Resistance: No

You speak up to five words, which are magically amplified to be heard by all hearing creatures within half a mile. All within the area hear the words as loud as you spoke them. The spell does not harm people who hear it and cannot transmit magical effects (such as a harpy's song, sonic spells, or charm effects), although a creature already affected by a magical effect (such as a suggestion) could respond to a nonmagical trigger word deployed by a warning shout.

Anyone sleeping naturally (as opposed to magically induced sleep, such as from a slay spell) within the area is woken by the warning shout.

**Warp Wood**

Transmutation

Level: Drd 2

Components: V, S

Casting Time: 1 action

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

Target: 1 lb. of wood/level, all within a 20-ft. radius

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (Object)

You cause wood to bend and warp, permanently destroying its straightness, form, and strength. At 1st level, you can warp a handaxe handle or ten crossbow bolts. At 3rd level, you can warp the shaft of a typical shortspear. Boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak. Warped ranged weapons are useless. Warped melee weapons suffer a -4 penalty to hit and to hit armor rolls. Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. Make whole, on the other hand, does no good in repairing a warped item.

**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 you touch.

The spell does not make creatures unable to breathe air.

Arcane Material Component: A short reed or piece of straw.

**Waterspout**

Transmutation

Level: Clr 3, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One touched creature/level

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects’ feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat.) The creatures can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

**Weapon of the Deity**

Transmutation

Level: Blk 4, Clr 4, Mysticism 4, Pal 4

Components: V, DF

Casting Time: 1 action

Range: Personal

Target: Your weapon
Duration: 1 round/level

You must be using your deity’s favored weapon to cast this spell. You may use the weapon as if you had proficiency with it even if you normally do not. The weapon gains a +1 enhancement bonus on attack and damage rolls, and an addition special ability (see the list below). A double weapon gains this enhancement bonus and special ability for only one of its two heads, as chosen by the caster. If your deity’s weapon is “unarmed strike,” your hand is treated as if under the effects of amagic fang (or greater magic fang, as appropriate) spell, that hand is considered armed, the special ability functions normally, and you can touch creatures without invoking the special ability if you desire.

When your caster level reaches 9th, the enhancement bonus of the weapon increases to +2. At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it is +5.

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Weapon of the Deity List

Abibathor: +1 returning dagger
Aedrie Faenya: +1 shock quarterstaff
Akadi: +1 screaming* heavy flail
Angharrad: +1 spell storing longspear
Anhur: +1 defending falchion
Annam (giants): +1 improved unarmed attack, defending
Arvorene: +1 defending short sword
Auril: +1 frost battleaxe
Azuth: +1 spell storing quarterstaff
Baervan Wildwanderer: +1 shock half spear
Bahamut: +1 keen spiked gauntlet
Bank: +1 shock morningstar
Baravar Cloakshadow: +1 ghost touch dagger
Berronar Truesilver: +1 mighty cleaving heavy mace
Beshaba: +1 keen scythe
Blidbooldpoold (Kuo-Toa): +1 shock pincer staff
Bocob: +1 spell storing quarterstaff
Brandobaris: +1 returning dagger
Callarduran Smoothhands (Svirfneblin): +1 defending battleaxe
Chauntea: +1 keen scythe
Clangeddin Silverbeard: +1 throwing battleaxe
Corellon Larethian: +1 keen longsword
Cyric: +1 flaming longsword
Cyrolaslaus: +1 mighty cleaving quarterstaff
Deep Duerra: +1 screaming* battleaxe
Deep Sashelas: +1 frost trident or trident of fish command
Denei: +1 spell storing dagger
Diirinka (Dero): +1 spell storing dagger of venom
Dugmarren Brightmantle: +1 keen short sword
Dumathoin: +1 mighty cleaving maul
Eadroc (Locathahs, Merfolk): +1 frost shortspear
Ehlonna: +1 frost longsword
Eilistraee: +1 flaming bastard sword
 Eldath: +1 mighty cleaving light mace
 Erevan Illesere: +1 keen short sword
 Erythnul: +1 mighty cleaving morningstar
 Fenmarel Mestarine: +1 throwing dagger
 Fhlarlhyn: +1 defending quarterstaff
 Finder Wyvernspur: +1 screaming* bastard sword
 Flindar Skeelish: +1 flaming warhammer
 Gaerdal Ironhand: +1 screaming* warhammer
 Garagos: +1 keen longsword
 Gargauth: +1 returning dagger
 Garli Glittergold: +1 keen battleaxe
 Geb: +1 mighty cleaving quarterstaff
 Ghaunadaur: +1 corrosive* warhammer
 Gond: +1 shock warhammer
 Gorm Ghulthyn: +1 flaming dwarven waraxe
 Groantor (hills giants, ettins, ogres): +1 mighty cleaving club
 Grumbar: +1 mighty cleaving warhammer
 Gruumsh: +1 returning shortspear or longspear
 Gwaeron Windstorm: +1 flaming greatsword
 Haela Brightaxe: +1 flaming greatsword
 Hanali Celanil: +1 defending dagger
 Hethor: +1 keen short sword
Heironymous: +1 shock longsword
Helm: +1 defending bastard sword
Hextor: +1 mighty cleaving heavy flail
Hiatera (giants, especially females): +1 distance shortspear
Hoar: +1 shock javelin
Horus-Re: +1 flaming khopesh
Hrugged (Bugbears): +1 mighty cleaving morningstar
Iallanis (good giants): +1 improved unarmed attack, defending
Ilmater: +1 shock unarmed strike
Ilmual: +1 keen longsword
Isis: +1 spell storing punch dagger
Istishia: +1 shock warhammer
Izuz: +1 mighty cleaving greatsword
Jergal: +1 ghost touch scythe
Kaelthiriare (Evil Fire Creatures): +1 flaming shortspear
Kelermvor: +1 keen bastard sword
Kiaransalee: +1 corrosive* dagger
Kord: +1 mighty cleaving greatsword
Kossuth: +1 flame spiked chain
Kurtulmak (Kobolds): +1 shock halflayer
Labelas Enoreth: +1 frost quarterstaff
Laduguer (Duerger): +1 defending warhammer
Laogzed (Troglydtes): +1 mighty cleaving javelin
Lathander: +1 flaming light mace
Lilira: Three +1 returning shuriken
Lolith: +1 keen dagger or whip
Lovitar: +1 shock shortspear
Lurue: +1 keen shortspear
Luthic: +1 ghost touch claw bracer
Maglubiyet (Goblins, Hobgoblins): +1 mighty cleaving bladeaxe
Malear: +1 keen claw bracer
Marthannor Duin: +1 shock heavy mace
Mask: +1 frost longsword
Mennor (Evil Cloud Giants): +1 mighty cleaving morningstar
Merrshauk (Yuan-Ti): +1 venomous* longsword
Mielikki: +1 frost scimitar
Miili: +1 keen rapier
Moradin: +1 mighty cleaving warhammer or throwing warhammer
Mystra: Three +1 returning chakram
Nephthys: +1 defending warhammer
Nerull: +1 keen scythe
Nobanion: +1 screaming* heavy pick
Obad-Hai: +1 defending quarterstaff
Ogma: +1 mighty cleaving longsword
Olidammara: +1 keen rapier
Osiris: +1 ghost touch light flail
Panzurion (Evil Sea Creatures): +1 shock quarterstaff
Pelor: +1 flaming heavy mace
Red Knight: +1 screaming* longsword
Rillifane Rallathil: +1 mighty cleaving quarterstaff
Savras: +1 defending dagger
Sebek: +1 keen longspare, shortspear, or half-spear
Segjan Earthcaller: +1 mighty cleaving club
Sehanine Moonbow: +1 ghost touch quarterstaff
Sekolah (Shahuging): trident of fish command
Seleune: +1 shock heavy mace
Selvetarm: +1 corrosive* heavy mace
Semuanya (Lizardfolk): +1 mighty cleaving greatclub
Set: +1 venomous* longspare, shortspear, or half-spear
Shar: +1 returning chakram
Shareas: +1 keen claw bracer
Shargaas: +1 defending shortspear or half-spear
Sharindlar: +1 shock whip
Shiaundakul: +1 warning* greatsword
Shieda Peryroyl: +1 screaming* quarterstaff
Shevarash: +1 keen longbow
Slaithia: +1 mighty cleaving quarterstaff
Siamorph: +1 flaming light mace
Silvanus: +1 shock maul
Sixin (Xill): +1 frost short sword
Skoraeus Stonebones (stone giants): +1 mighty cleaving warhammer
St. Cuthbert: +1 mighty cleaving heavy mace
Solomon Thelandira: +1 distance longbow
Stormblaze (storm and cloud giants): +1 shock warhammer
Sune: +1 flaming whip
Surtr (fire giants): +1 flaming greatsword
Talona: +1 venomous* unarmed strike
Talos: +1 shock shortspear
Tempus: +1 mighty cleaving battleaxe
Thard Harr: +1 keen claw bracer
Thoth: +1 spell storing quarterstaff
Thrym (frost giants): +1 frost greataxe
Tiamat: +1 keen heavy pick
Tohm: +1 screaming* greatsword
Tymora: Three +1 returning shuriken
Tyr: +1 keen longsword
Ubtao: +1 keen heavy pick
Ululutu: +1 frost longspear
Umberlee: +1 shock trident
Urdilen: +1 keen claw bracer
Urogalan: +1 mighty cleaving direflail
Uthgar: +1 keen battleaxe
Vaalu: +1 spell storing cutlass
Vaparak (ogres and trolls): +1 mighty cleaving greatclub
Vecna: +1 frost dagger
Velsharoon: +1 frost spiked gauntlet
Vergadain: +1 keen longsword
Vhaeraun: +1 shock short sword
Waukeen: +1 flaming nunchaku
Wee Jas: +1 venomous* dagger
Yondalla: +1 defending short sword
Yurtrus: +1 shock battleaxe

*New weapon special ability detailed on page 138, in the Magic of Faerûn book.

If the DM just wishes to use generic clerics or doesn't use favored weapons the following list is provided:

Good: +1 frost warhammer
Evil: +1 mighty cleaving light flail
Neutral: +1 defending heavy mace
Law: +1 flaming longsword
Chaos: +1 shock battleaxe

**Weapon of Impact**

**Transmutation**

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

**Components:** V, S

**Casting Time:** 1 action

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

**Target:** One weapon or fifty blunt projectiles, all of which must be in contact with one another at the time of casting.

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell makes a blunt weapon have greater impact, improving its ability to deal telling blows. This transmutation doubles the threat range of the blunt weapon. A normal threat range of 20 becomes 19-20. A threat range of 19-20 becomes 17-20. The spell has no effect on piercing or slashing weapons, and it does not stack with itself. If cast on sling bullets or other blunt projectiles, the weapon of impact effect on a particular projectile ends after one use, whether or not the missile strikes its intended target.

**Weather Eye**

**Divination**

**Level:** Clr 4, Drd 3

**Components:** V, S, M, DF

**Casting Time:** 1 hour

**Range:** 1 mile radius + 1 mile/level

**Area:** 1 mile radius + 1 mile/level, centered on you

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

You may accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather, then weather eye reveals as much information as a detect magic spell.

- **Material Component:** Incense.
  - **Focus:** A scrying device of some kind (bowl, mirror, crystal ball, and so forth).

**Web**

**Conjuration (Creation)**

**Level:** Sor/Wiz 2

**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 simply touching its strands become entangled among the gluey fibers.

An entangled creature suffers a 2 penalty to attack rolls, suffers a 4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) 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 webs 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 or Escape check, otherwise the web collapses on itself.

An entangled creature suffers a 2 penalty to attack rolls, suffers a 4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell.

The webs provide one-quarter cover for every 5 feet of the substance between you and an opponent - one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more. (See Table 8.9: Cover, page 133 of the Player's Handbook.)

The strands of a web spell 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, etc. - 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 spider web.

**Weird**

**Illusion (Phantasm) [Fear, Mind-Affecting]**

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

**Whirlwind**

**Evocation [Air]**

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This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program, such as move straight ahead, zigzag, circle, or the like. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The whirlwind always moves during your turn in the initiative order. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds - possibly endangering you or your allies and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature who comes in contact with the whirlwind must succeed at a Reflex save or take 36d6 points of damage. Medium-size or smaller creatures who fail their first save must succeed at a second one or be picked up bodily by the whirlwind and held suspended in its powerful winds, taking 1d8 points of damage each round with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the whirlwind happens to be when they are released.

**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:** Until discharged (destination is reached) or no more than 1 hour/ level

**Saving Throw:** None

**Spell Resistance:** No

You send 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 you, 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. You 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. You 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. A whispering wind cannot speak verbal components, use command words, or activate magical effects.

**Wieldskill**

**Divination**

**Level:** Clr 1 (Gond)

**Components:** V, S

** Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/ level

**Saving Throw:** None

**Spell Resistance:** Yes

This spell imbues the subject with a touch of divine guidance. The subject gains a +10 competence bonus on a skill check of your choice. If the target has no ranks in the skill, she functions as if she had a half rank in the skill, and therefore is considered trained in the skill (although this half rank adds nothing to her rolls with that skill).
Wish

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. 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 you.
* Duplicate any other spell of 6th level or lower, provided the spell is not from a school prohibited to you.
* 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, you could heal all the damage your 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 feet 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 killed from coming back to life with a lower level or score. A wish can never undo a single recent event. The wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapess 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. You may wish for greater effects than these, but doing so is dangerous. Such a wish gives you the opportunity to fulfill your request without fulfilling it completely. (The wish may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.) For example, wishing for a staff of the magi might get you instantly transported to the presence of the staff's current owner. Wishing to be immortal could get you imprisoned in a hidden extradimensional space (as in imprisonment), where you could "live" indefinitely.

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, you 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, you must provide that component.

XP Cost: 5,000 XP or more (see above).

Wood Shape

Evocation [Chaotic, Sonic]

Level: Chaos 7, Clr 7
Components: V
Casting Time: 1 action
Range: 30 ft.
Area: Creatures in a 30-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. For example, you can make a wooden weapon, fashion a special trapdoor, or sculpt a crude idol. This spell also permits you to reshape a wood door to make an exit where one didn't exist or to seal a door shut. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Word of Chaos

Eviction [Chaotic, Sonic]

Level: Chaos 7, Clr 7
Components: V
Casting Time: 1 action
Range: 30 ft.
Area: Creatures in a 30-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Uttering word of chaos creates two effects:
If you are on your home plane, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 1 day. This effect takes place regardless of whether the creatures hear the word of chaos. Creatures native to your plane who hear the word of chaos and are not chaotic suffer the following ill effects:

<table>
<thead>
<tr>
<th>HD</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 or more</td>
<td>Deafened</td>
</tr>
<tr>
<td>Less than 12</td>
<td>Stunned, deafened</td>
</tr>
<tr>
<td>Less than 8</td>
<td>Confused, stunned, deafened</td>
</tr>
<tr>
<td>Less than 4</td>
<td>Killed, confused, stunned, deafened</td>
</tr>
</tbody>
</table>

The effects are cumulative.

**Deafened:** The creature is struck deaf (see blindness/deafness) for 1d4 rounds.

**Stunned:** The creature is stunned for 1 round. A stunned creature can’t act and loses any Dexterity bonus to AC. Attackers gain +2 bonuses to attack it.
Confused: The creature is confused, as by the confusion spell, for 1d10 minutes. This is a mind-affecting enchantment.
Killed: Living creatures die. Undead creatures are destroyed.

Word of Recall
Transmutation [Teleportation]
Level: 5th
Components: V
Casting Time: 1 action
Range: Unlimited
Target: You and objects and willing creatures totaling up to 50 lb./level
Duration: Instantaneous
Saving Throw: None or Will negates (harmless, object)
Spell Resistance: No or Yes (harmless, object)

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet.

You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, objects and creatures weighing up to 50 pounds per caster level. Thus, a 15th-level cleric could transport his person and objects or creatures weighing an additional 750 pounds. Exceeding this limit causes the spell to fail.

An unwilling creature can’t be teleported by word of recall. Likewise, a creature’s Will save (or SR) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

Wounding Whispers
Abjuration [Sonic]
Level: 3rd
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: None

You surround yourself with whispers that injure any creature that comes into contact with you. Any creature striking you with its body or hand-held weapons suffers 1d6 points of sonic damage +1 point per caster level. If a creature has spell resistance, it applies to this damage. Weapons with exceptional reach, such as longspears, do not endanger their users in this way.

You cannot use this spell to deal damage to another target (for instance, with an unarmed attack or by forcing the whispers against a target). Only if another creature touches you does the spell deal damage.

Xorn Movement
Transmutation
Level: 5th
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level or see below
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The target of this spell may move through natural, solid material such as earth and stone as a xorn, burrowing through the earth but leaving behind no tunnel or sign of passage. The target cannot move through worked stone, brick, or metal. A move earth spell cast on an area containing a creature using xorn movement will fling the target back 30 feet and stun it for 1 round (a successful Fortitude save negates the stunning).

The target of xorn movement is able to breathe normally while entombed in earth and natural rock.

The xorn movement spell lasts a minimum of 1 round/level. If the target has not emerged into a significant volume of open air (a space large enough to contain the target comfortably) for the entire duration of the spell, xorn movement remains in effect until the target does move into such an area. In this

Zajimarn’s Avalanche
Conjuration (Creation) [Cold]
Level: 9th
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: One 10 ft.-square/level
Duration: Instantaneous
Saving Throw: Reflex partial
Spell Resistance: Yes

You conjure a sweeping wave of ice, snow, and slush that washes away everything in its path. Everything in the initial area of the spell takes 1d4 points of cold damage per caster level (maximum 25d4). Creatures on foot and objects in the initial area must make Reflex saves or be carried along by the wave for 5 feet per caster level. The forced movement does not harm the targets except to leave them prone.

Dead-end corridors and similar obstacles prevent the avalanche from moving creatures any farther. The avalanche counts as a water attack for the purpose of extinguishing normal fires.

Zajimarn’s Field of Icy Razors
Evocation [Cold]
Level: 8th
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: One 10 ft.-square/level
Duration: 1 minute/level
Saving Throw: Reflex partial
Spell Resistance: Yes

Razor-sharp ice crystals fill the area. Creatures standing in the area at the time the spell is cast take 2d4 points of damage plus 1d6 points of cold damage +1 point/level. Any creature moving on foot into or through the spell’s area takes this damage for each 5 feet of movement through the razored area.

Any creature that sustains normal damage from the spell must also succeed at a Reflex save or suffer injuries to its feet and legs that slow its speed by one-third. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding at a Heal check against the spell’s save DC.

Each 5-foot square section has effectively 20 hit points. Even when all the ice has been destroyed, frigid air remains in the area and deals 1d6 points of cold damage +1 point/level to creatures that pass through it.

Focus: A silver shuriken worth 50 gp that looks like a snowflake.

Zajimarn’s Ice Claw Prison
Evocation [Cold]
Level: 7th
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-ft. ice claw
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

Similar to Bigby’s grappling hand, this spell creates a Medium-size reptilian claw made of ice. The ice claw gets one grappling attack per round. Its attack bonus to make contact is your level + your Intelligence or Charisma modifier (for wizards and sorcerers, respectively) +7 for the claw’s Strength score (24). Its grapple check is this same figure. When the claw succeeds at a grapple, it inflicts normal grapple damage (1d3 points plus its Strength modifier). You can direct it to damage or pin its target on your turn as a free action. On any round
that the claw is grappling a target, it deals 1d8 points of cold damage in addition to any other damage it causes.

The claw can attack on the round it appears. Directing it to change targets is a standard action. It always attacks from your direction and does not get a flanking bonus or help a combatant get one. The claw has as many hit points as you do when undamaged and is AC 20 (+10 natural). It takes damage as a normal creature, but most magical effects that do no deal damage do not affect it. The claw 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 claw makes saving throws as if it were you. Disintegrate or a successful dispel magic destroys it. It is immune to cold but takes double damage from fire.

Focus: A white leather glove and a piece of clear rock crystal.

Zeal

Abjuration
Level: Pal 2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/ level
Saving Throw: None
Spell Resistance: No

You invoke a divine shield to protect you as you close with a chosen opponent. Choose a foe as you cast this spell. You gain a +4 deflection bonus to your AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of this spell, as long as you finish your movement closer to your chosen foe than when you began it.

Zone of Respite

Abjuration
Level: Clr 3, Sor/ Wiz 4
Components: V, S, M
Casting Time: 2 rounds
Range: Medium (100 ft. +10 ft./ level)
Area: 30 ft. cube/ level
Duration: 10 minutes/ level
Saving Throw: None
Spell Resistance: No

You create a region that is temporarily proof against interplanar intrusion. This includes spells and abilities that use other planes, including dimension door, teleport, plane shift, and travel through such planes as the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

Summoning and calling spells does not function within the zone of respite, but summoned and called creatures outside the zone of respite may be sent inside it.

Gate spells and other portals may not be created within the zone of respite but existing portals are unaffected by the spell. Creatures within coterminous or coexistent planes must retreat to the edges of the zone of respite and cannot enter the corresponding area on the coterminous or coexistent plane.

Arcane Material Component: A small amount of blood from a gorgon.

Zone of Revelation

Divination
Level: Clr 3, Sor/ Wiz 4
Components: V, S, DF/ M
Casting Time: 1 action
Range: Close (25 ft. +5 ft./ 2 levels)
Area: 5-ft.-radius/ level emanation
Duration: 1 minute/ level
Saving Throw: None
Spell Resistance: Yes

All creatures and objects within zone of revelation’s area are made visible. This includes invisible creatures as well as those in coexistent planes such as the Ethereal Plane and the Plane of Shadow. Natives of these planes do not lose any abilities but are made simply made visible.