

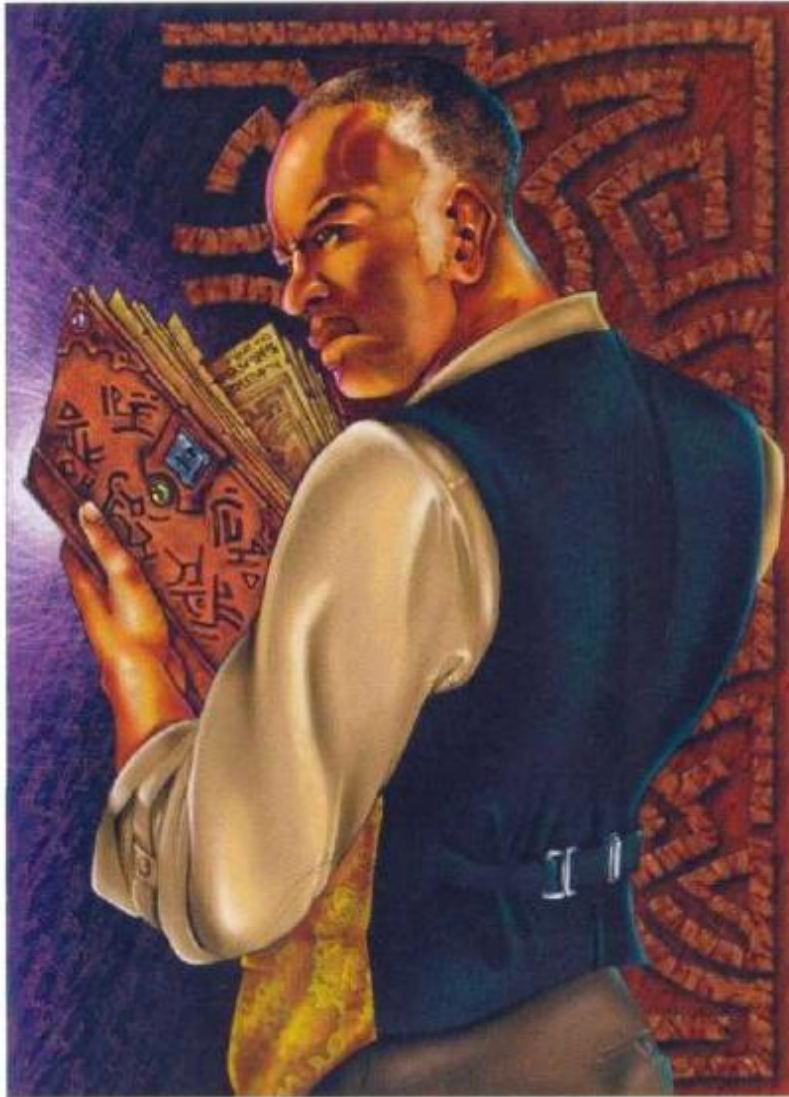
# D20

System

Universal Role-Playing System

**The Book of**

# **Arcane Arts**



**Magic for the Universal Role Playing System**



## **WHY WAS THE MAGIC MOVED TO ITS OWN BOOK?**

When I was creating the Universal Role Playing System, I had intended to include the rules for Magic in the core rules of whatever Campaign model I was creating that included Magic as an option for the Heroes of that system, because I didn't want to have the Players and Administrators have to reference the Dungeons and Dragons game for the definitions of the spells that they were going to use. I wanted to have the spells and their definitions in the rules for the URS. Of course as I was filtering through the Spells for the ones that I felt best fit in the URS I discovered that the magic system, and spell descriptions would push the page count of any Campaign model that magic would be included in way over what I consider a good size for any rulebook.

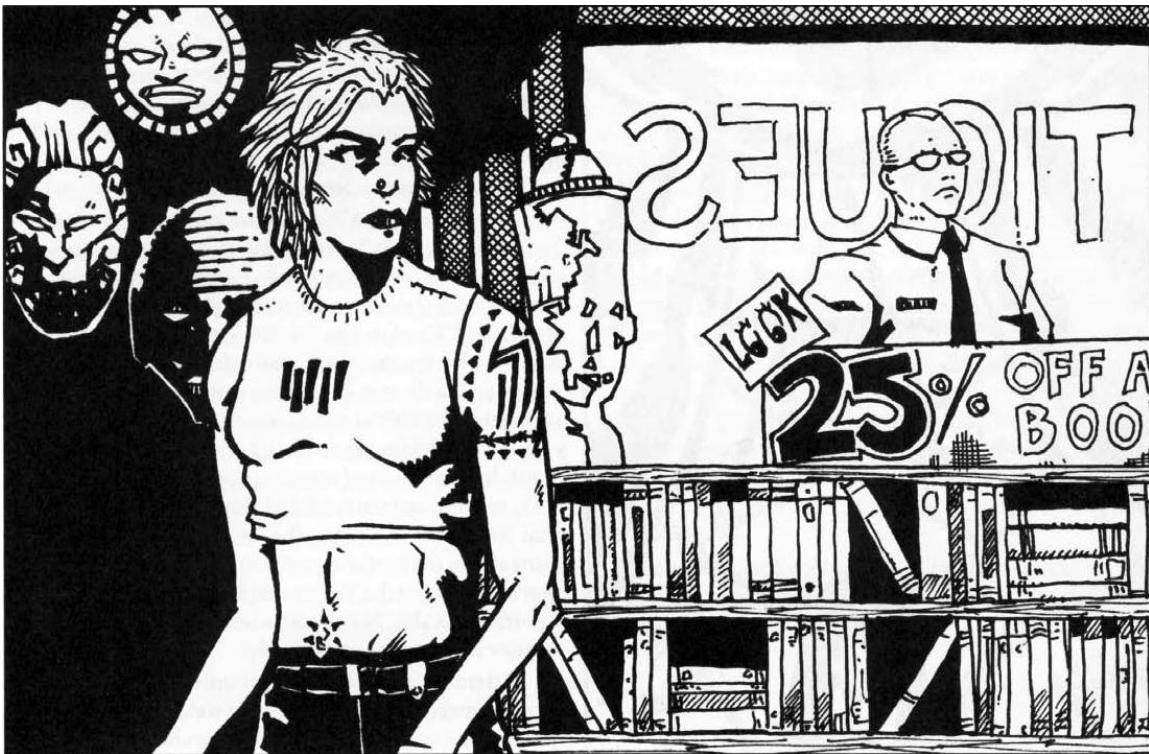
In light of this I decided that it would be best to put all the rules for magic into one book, which could be used with whatever Campaign model allowed for Magic using characters. I have thus created "The Book of Arcane Arts". It should be noted that though the Appearance of this book is geared towards a more modern setting, the Magic of this book is geared to be used in any URS campaign model. It is my hope that the Magic rules for the Universal Role Playing System, are as easy to use as the other aspects of the game without taking away anything from what Players have come to expect from Magic in Role Playing games.

I hope that this Magic System adds to your enjoyment.

Victor M Gil de Rubio

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# Magic

Magic put simply is the ability to impose one's will on the fabric of reality to manifest effects that are beyond the scope of what a normal human (or Supernatural being) is capable of. These effects can be subtle, such as affecting a target's thoughts or emotions, or can be quite dramatic and destructive, like creating a fireball.

Magic in the Universal Role Playing System uses a system that is almost identical to the system used for Psionics so that an Administrator and his players can utilize one or both systems without having to memorize two completely new systems.

Creatures that have a Resistance to magic have a resistance equal to 20, a Mage wishing to affect them has to make a Caster level check (D20 + Spell level), and score over 20 to have a chance to affect the resistant creature who is still allowed a standard Resistance roll if the spell allows for one even if it has overcome its Resistance to magic. Characters or creatures who possess a Resistance to magic are not automatically unable to possess Magic.

## The Mage

A Player who wishes to play a Mage must have a minimum Intuition of 12. The table below shows the level based abilities of a Mage characters.

### Level Information

Level	Bonus	Combat Modifier	Resistance Rolls			Skills	Feat	Bonus Psyche Points
	Endurance		Fort.	Ref.	Will.			
1	+5	+2	+2	+0	+0	15	2*	+4
2	+5	+2	+0	+1	+0	+1		+4
3	+5	+2	+1	+1	+1	+1	+1	+4
4	+5	+2	+0	+0	+1	+1		+4
5	+5	+2	+0	+1	+0	+1		+4
6	+5	+2	+1	+0	+1	+1	+1	+4
7	+5	+2	+0	+0	+0	+1		+4
8	+5	+2	+0	+1	+0	+1		+4
9	+5	+2	+0	+0	+1	+1	+1	+4
10	+5	+2	+1	+0	+0	+1		+4
11	+5	+2	+0	+0	+0	+1		+4
12	+5	+2	+0	+1	+0	+1	+1	+4
13	+5	+2	+0	+0	+1	+1		+4
14	+5	+2	+0	+0	+0	+1		+4
15	+5	+2	+0	+0	+0	+1	+1	+4
16	+5	+1	+1	+0	+0	+1		+4
17	+5	+1	+0	+1	+0	+1		+4
18	+5	+1	+0	+0	+1	+1	+1	+4
19	+5	+1	+0	+0	+0	+1		+4
20	+5	+1	+0	+0	+0	+1		+4

\* A first level Mage begins with one standard feat, and one Bonus Magical feat.

### Definitions

**Endurance bonus:** The Endurance bonus grants a number of points that are added to the Endurance points determined when the player created the character's secondary attributes. These points are further modified by the character's Stamina modifier which is added (or subtracted) for each level that the character gains after 1<sup>st</sup> level.

**Combat modifier:** The Combat modifier lists a number of points that a character gains as he raises in level. These points are distributed among certain aspects of his Combat attributes as detailed in the combat section of the Core rulebook of whatever Campaign model is being used.

**Resistance rolls:** Resistance rolls grant a character a chance to avoid many harmful effects. To determine the character's actual bonus add the attribute modifier from Stamina to Fortitude, Agility to Reflex, and Intuition to Will

and to the bonuses listed above up to his level.

**Fortitude:** These Resistance rolls measure the character's ability to stand up to physical punishment or attacks against the character's vitality and health.

**Reflex:** These Resistance rolls test the character's ability to dodge area attacks.

**Will:** These Resistance rolls reflect the character's resistance to mental influence, and effects that alter the characters perceptions.

**Skills:** To determine the actual number of Skill points a character possesses add the skill points gained due to his Logic score (4x the character's Logic modifier) to the Skill points listed on the template above. Each level thereafter the character gains 1 additional skill point+ the character's Logic modifier if positive.

**Feats:** Feats are special abilities that enable the character to perform maneuvers that enable them to do things that are beyond what normal persons can do. Some feats give advantages in combat, while other feats grant the character abilities in other areas that affect their capabilities and can sometimes affect their chance to survive an adventure. A Mage can use a Feat slot to purchase a Magic feat rather than purchasing a standard Feat.

**Psyche Points:** A Mage begins play with a number of Psyche points equal to 1d4/point of Intuition modifier that he possesses, For each level a Mage adds 4 points to that total. A Mage uses these points to cast Spells by expending a certain number of Psionic points based on the level of the Spell he is casting.

**Recovering Psyche points:** A Mage must sleep for 12 hours -1/hour per point of Stamina modifier he has (minimum 4 hours) to recover all his Psyche points. If the character cannot get the required amount of sleep he only recovers 4 Psyche points/point of Intuition modifier he has. It should also be noted that if the character's Intuition is reduced to a level where there is no modifier (perhaps due to temporary Attribute losses) his Psyche immediately drops to 0 and he cannot regain Psyche points or cast Spells until his Intuition score is restored to at least 12 (+1 modifier).



## Determining Magic

A Mage begins play knowing 1 first level spell/point of Intuition modifier that he possesses, and must choose to either

cast Arcane, Divine, or Nature magic. Once chosen the character cannot learn spells from the other Spheres of magic. The character can utilize his spells as many times in a day as he desires so long as he can pay the cost to cast that spell. Casting a spell costs a number of Psionic points equal to its level.

A Mage may only cast one spell in a given round unless stated otherwise in the description of the spell. If the spell is one that allows the Mage to continue manifesting it for as long as he concentrates, the character must end his concentration on a given spell, and cannot cast another spell until the following round.

While concentrating on a spell the character can defend himself (Meaning he does not lose his Agility based Defensive bonus to his Defensive rating) and may make Resistance rolls as required but he cannot do anything other than walking at half his speed. A character casting a spell does not incur Attacks of opportunity for doing so. If he is struck in combat or fails a Resistance roll while concentrating on a spell, he must make a Will Resistance roll with a difficulty equal to the damage taken or he loses his concentration. If the effect causes no damage the Mage's Will save has a Difficulty of 16 to determine if he can continue to manifest the spell. The only exception to this is effects that affect the Mage's mind which automatically cause him to lose his concentration.

**Learning additional Powers:** For every level that the Mage advances he gains 1 additional spell/point of Intuition modifier that he has. The Mage's gains access to higher level powers for two levels that he gains as shown on the table below:

Mage Level	Spell level Gained	Mage Level	Spell level Gained
2	2 <sup>nd</sup> level spells	12	7 <sup>th</sup> level spells
4	3 <sup>rd</sup> level spells	14	8 <sup>th</sup> level spells
6	4 <sup>th</sup> level spells	16	9 <sup>th</sup> level spells
8	5 <sup>th</sup> level spells	18	10 <sup>th</sup> level spells
10	6 <sup>th</sup> level spells		

It should be noted that a Mage cannot have more higher level spells than his next lower level, so a Mage with four 1<sup>st</sup> level spells cannot have more than four 2<sup>nd</sup> level spells and when he gains access to 3<sup>rd</sup> level spells he cannot have more 3<sup>rd</sup> level spells than he has 2<sup>nd</sup> level ones.



## Spell caster Template

Spell casters are characters or creatures that possess limited magical ability. These beings can cast several spells but as they progress in level they do not get any stronger. This template can be added to any living, humanoid, or creature who possesses an Intuition of at least 12, and has at least one Psyche point. The creature, or being's Type gains the subheading of Spell caster. Other changes to the Character or Creatures Statistics follow:

### Statistics that remain unchanged

A Spell caster's talents, Attributes, Resistance rolls, Combat rolls, Attacks, Damage, Defensive Rating, Skills, or Feats do not change due to the Being or Creature becoming a Spell caster.

### Magical abilities gained

**Merits/Flaws:** As a Spell caster, he may choose Merits and/or Flaws that are available to Mages if his Administrator is allowing them in his Campaign.

**Magic Feats:** A Spell caster can choose to take Magic Feats instead of taking a standard Feat if his Administrator is allowing them in his Campaign.

**Magic spells:** A Spell caster may choose 1 Magic spell/point of Intuition modifier he possesses and like a Mage must choose to either cast Arcane, Divine, or Nature based spells. The caster may choose spells so long as the following conditions are met. The spell cannot be higher in level than his Intuition modifier, and he must have a high enough Psyche to cast that spell at least once.

**Using Magic spells:** The character can utilize his spells as many times in a day as he desires so long as he can pay the cost to cast that spell. Casting a spell costs a number of Psyche points equal to its level.

A Spell caster may only cast one spell in a given round unless stated otherwise in the description of the spell. If the spell is one that allows the Spell caster to continue manifesting it for as long as he concentrates, the character must end his concentration on a given spell, and cannot cast a new spell until the following round.

While concentrating on a spell the character can defend himself (Meaning he does not lose his Agility based Defensive bonus to his Defensive rating) and may make Resistance rolls as required but he cannot do anything other than walking at half his speed. A character casting a spell does not incur Attacks of opportunity for doing so. If he is struck in combat or fails a Resistance roll while concentrating on a power, he must make a Will Resistance roll with a difficulty equal to the damage taken or he loses his concentration. If the effect causes no damage the Spell caster's Will Resistance roll has a Difficulty of 16 to determine if he can continue to manifest the spell. The only exception to this is effects that affect the Spell caster's mind which automatically cause him to lose his concentration.

**Gaining new Spells:** The only way that a Spell caster can gain new spells is if his Intuition increases to a point that his modifier increases. In the event that the Spell casters modifier increases the Spell caster learns a new spell. This spell is chosen by the character as detailed above.

**Recovering Psyche points:** A Spell caster must sleep for 12 hours -1/hour per point of Stamina modifier he has (minimum 4 hours) to recover all his Psionic points. If the character cannot get the required amount of sleep he only recovers 1 Psyche point/point of Intuition modifier he has. It should also be noted that if the character's Intuition is reduced to a level where there is no modifier (perhaps due to temporary attribute losses) his Psyche immediately drops to 0 and he cannot regain Psyche points or cast spells until his Intuition score is restored to at least 12 (+1 modifier).





## Magic Skills

The following special skills are available only to Mages and Spell casters. These skills are detailed below:

Skill	Major Attribute	Skill	Major Attribute
Alchemy	Log	Scry	Log
Concentration	Sta	Spellcraft	Log
Embalming	Log	Use Magic Device	Per
Fortune Telling	Int		

### Skill Descriptions

#### Alchemy (Log; Trained only)

The character can make alchemical items. Some items the character can make are found in the item descriptions.

**Check:** To determine how much time and material it takes to make an alchemical item, use the DCs listed below and the rules for making things found in the Craft skill description. The Administrator may allow an Alchemist to perform other tasks related to alchemy, such as identifying an unknown substance or a poison. Doing so takes 1 hour.

Task	DC	Notes
Identify substance	25	Costs 10 dollars per attempt (or 50 dollars to take 20)
Identify potion	25	Costs 10 dollars per attempt (or 50 dollars to take 20)
Make acid	15	See Craft skill
Identify poison	20	

**Retry:** Yes, but in the case of making items, each failure ruins the half the raw materials needed, and the character has to pay half the raw material cost again. For identifying substances or potions, each failure consumes all the raw materials per attempt.

**Special:** The character must have alchemical equipment to make an item or identify it. For identifying items, the cost represents additional supplies the character must buy. Purchasing and maintaining an alchemist's lab grants a +2 bonus



to Alchemy checks (from the favorable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

### **Concentration (Sta)**

The character can use this skill to maintain concentration in the face of other distractions. Though this skill is often associated with spell casting, Concentration can also be used as a means of channeling internal energies.

**Check:** The table below summarizes various types of distractions that cause the character to make a Concentration check while casting a spell. "Spell level" refers to the level of the spell the character is trying to cast.

**Distracted by non-damaging spell:** (If the spell allows no save, use the save DC it would have if it did allow a save.) Distracting spell's save DC + spell level

**Injury or failed Resistance roll during the casting of a spell** (for spells with a casting time of 1 full round or more) or injury by an Attack of opportunity or attack made in response to the spell being cast (for spells with a casting time of 1 action) 10 + damage dealt + spell level

**Suffering automatic continuous damage:** 10 + half of continuous damage + spell level

**Damaged by spell:** 10 + damage dealt + spell level

**Vigorous motion:** (on a moving mount, bouncy car ride, small boat in rough water, below decks in a storm-tossed ship) 10 + spell level

**Violent motion:** (galloping horse, very rough car ride, small boat in rapids, on deck of storm tossed ship) 15 + spell level

**Weather is a high wind carrying blinding rain or sleet:** 5 + spell level

**Affected by Earthquake spell:** 20 + spell level

**Weather is wind-driven hail, dust, or debris:** 10 + spell level

**Weather caused by spell, such as Storm of vengeance:** (same as distracted by non-damaging spell). Distracting spell's save DC + spell level

**Casting defensively:** (so as not to provoke an Attacks of opportunity) 15 + spell level

**Caster entangled:** 15

**Grappling or pinned:** (Can only cast spells without somatic components and whose material component is in hand.) 20 + spell level

**Special:** A character with the Combat Casting feat gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

**Retry:** Yes, though a success doesn't cancel the effects of a previous failure.

### **Embalming (Log: Trained only)**

A character with this skill has the ability to use various methods to preserve bodies. This is often used to prepare a body for burial, but also includes Taxidermy.

**Check:** A skill check under normal circumstances is not required, but the Administrator may choose to require a roll to prepare the corpse of an unusual creature or to prepare a notable person for burial. Embalming usually takes between 2 and 6 hours.

**Retry:** Generally failing an embalming roll is only apparent after 1-6 days or longer, and by then the corpse is generally too far gone to be fixed.

**Untrained:** This skill cannot normally be tried by someone with no knowledge of how to use the herbs and materials to

perform this skill.

**Special:** A character with Knowledge: Science or Knowledge: Nature of at least 4 levels gains a +2 synergy bonus when using this skill.

### **Fortune Telling (Int)**

This skill allows the character to practice one of the many forms of divination, though without the magic to make them truly work. The character must choose a form he is familiar with and can purchase this skill multiple times to master other forms. Some examples of divinatory methods are Rune casting, Palmistry, Tarot reading, Interpreting omens, reading an enemy's entrails etc.

**Check:** Use of this ability requires an opposed roll (the victim rolls Sense motive against the success score of the fortune teller) to see through the phony fortune. If the target believes the fortune teller they will pay up to 20 dollars/point of success over the required chance of success scored by the fortune teller.

**Retry:** This skill can if failed not be used on the same target again for at least one week.

**Untrained:** If this skill is used untrained the character can only gain 1-3 dollars/reading.

**Special:** On a perfect success there is a 1% chance/point of Intuition that some aspect of the fortune actually comes to pass. Characters with four or more levels in Bluff gain a +2 Synergy bonus to using this skill.

### **Scry (Log)**

The character can't use this skill without some magical means to scry.

**Check:** Use of this skill is described in association with spells and items that allow the character to spy on others. This skill lets the character use such magics better. This skill improves the character's chance to notice when the character is being scried, as detailed in the descriptions of the arcane eye and detect scrying spells.

**Special:** Although this skill is exclusive to certain classes, it can be used untrained. This means that a character with no ranks in Scry, and who is not allowed to buy ranks in this skill, can still make a Logic check to notice when he is being scried.

### **Spellcraft (Log; Trained only)**

A character who possesses this skill is trained in the various concepts, theories and lore regarding magic.

**Check:** The character can identify spells and magic effects.

<b>DC</b>	<b>Task</b>
13	When using read magic, identify a glyph of warding.
15 + spell level	Identify a spell being cast. (The character must see or hear the spell's verbal or somatic components.) No retry.
15 + spell level	When casting detect magic, determine the school of magic involved in the aura of a single item or creature the character can see. (If the aura is not a spell effect, the DC is 15 + half caster level.)
19	When using read magic, identify a symbol.
20 + spell level	Identify a spell that's already in place and in effect. (the character must be able to see or detect the effects of the spell.) No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
20	Draw a diagram to augment casting dimensional anchor on a summoned creature. Takes 10 minutes
	No retry. The Administrator makes this check.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. No retry.

Additionally, certain spells allow the character to gain information about magic provided that the character makes a Spellcraft check as detailed in the spell description.

**Retry:** See above.

**Special:** If the character has 5 or more ranks of Use magic device, the character gets a +2 synergy bonus to Spellcraft checks to decipher spells on scrolls.

**Use magic device (Per; Trained only)**

The character can use this skill to read a spell or to activate a magic item.

**Check:** This skill lets the character use a magic item as if the character had the spell ability that allows him/her to use the item in question. If the item only works for a specific race this skill likewise allows the character to use the item.

Use Magic Device	Task DC
Decipher a written spell	25 + Spell Level
Emulate spell ability	20
Emulate ability score	See Text
Emulate race	25
Activate blindly	25

When the character is attempting to activate a magic item using this skill, the character does so as a standard action. However, the checks the character makes to determine whether the character is successful at emulating the desired factors to successfully perform the activation are instant. They take no time by themselves and are included in the activate magic item action.

The character makes emulation checks each time the character activates a device such as a wand. If the character is using the check to emulate some quality in an ongoing manner, the character needs to make the relevant emulation checks once per hour. The character must consciously choose what to emulate. That is, the character has to know what the character is trying to emulate when the character makes an emulation check.

**Decipher a written spell:** This works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher.

**Emulate Spell Ability:** This use of the skill allows the character to use a magic item as if the character had a particular spell on the character's spell list. To cast a spell from a scroll or use a wand, the character has to have a particular spell on the character's spell list. By using the skill this way, the character can use such an item as if the character did have the spell on the character's spell list. The character's effective caster level is the character's result minus 20. (It's okay to have a caster level of 0.)

For wands, it doesn't matter what caster level the character is, but it does matter for scrolls. If the character's effective level is lower than the caster level, the character must roll to see if you use the scroll successfully. This skill does not let the character cast the spell. It only lets the character cast it from a scroll or wand as if the spell were on the character's spell list.

Note: If the character is casting it from a scroll, the character has to decipher it first.

**Emulate Ability Score:** To cast a spell from a scroll, the character needs a high ability score in the appropriate ability (Logic for Arcane spells, Intuition for Divine, or Nature spells). The character's effective ability score (appropriate to the type of magic the character is emulating when the character tries to cast the spell from the scroll) is the character's result minus 15. If the character already has a high enough score in the appropriate ability, the character doesn't need to make this check.

**Emulate Race:** Some magic items work only for certain races, or work better for those of certain races. The character can use such an item as if the character were a race of the character's choice. The character can emulate only one race at a time.

**Activate Blindly:** Some magic items are activated by special words, thoughts, or actions. The character can activate such items as if the character were using the activation word, thought, or action even if the character is not and even if the character doesn't know it. The character does have to use something equivalent. The character has to speak, wave the item around, or otherwise attempt to get it to activate. The character gets a special +2 bonus if the character has activated the item at least once before.

If the character fails by 10 or more, the character suffers a mishap. A mishap means that magical energy gets released but it doesn't do what the character wanted it to do. The Administrator determines the result of a mishap, as with scroll mishaps. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy gets

released, dealing 2d6 points of damage to the character. Note: This mishap is in addition to the chance for a mishap that the character normally runs when the character casts a spell from a scroll and the spell's caster level is higher than the character's level.

**Retry:** Yes, but if the character ever rolls a natural 1 while attempting to activate an item and the character fails, then the character can't try to activate it again for a day.

**Special:** The character cannot take 10 with this skill. Magic is too unpredictable for the character to use this skill reliably. If the character has 5 or more ranks in Spellcraft, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. If the character has 5 or more ranks in Decipher Script, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. These bonuses stack.



## Magic Feats

### Item Creation

#### Feat

Brew potion  
Craft rod  
Craft wand

#### Actions

Special  
Special  
Special

#### Feat

Recharge Item  
Scribe scroll

#### Actions

Special  
Special

### Meta-magic

#### Feat

Canibalize magic  
Empower spell  
Enlarge spell  
Heighten spell  
Maximize spell  
Quicken spell

#### Actions

none  
Special  
Special  
Special  
Special  
Special

#### Feat

Silence spell  
Spell penetration  
Still spell  
Turn/Command  
Vocalize spell

#### Actions

Special  
Special  
Special  
Full round action  
special

## **Descriptions**

### **Item creation**

#### **Brew potion**

**Prerequisites:** Spell casting ability, Alchemy 4+ level, Spellcraft 4+ level

**Effect:** A character who possesses this feat is able to create magic candles, potions, magic oils, magic incense, or philters. The exact medium is optional, but character can only enchant a candle, oil, potion, incense, or philter with a spell no greater than 3rd level (Hereafter the word potion is used to refer to any of the types of items that can be made with this ability).

To use this ability the character must spend 50 dollars/Spell level to be enchanted into the potion to acquire the materials needed for the creation of the potion. The character must then spend 1/2 an hour/Spell level enchanting the potion. After the time is spent the Character rolls 1d20 + his level + his Intuition modifier against a difficulty of 15 + 2 times the Spell level. If the roll succeeds the character creates the desired item. If the roll is failed by up to 5 points, the potion has a 50% chance of working rolled when the potion is used. Failure over 5 points creates a useless concoction that wastes all the materials the character purchased to create the potion. A character can make one potion a day/3 levels he has.

It must be noted that the creation of a potion is so draining that the creator must rest for one hour/Spell level used in the creation of the Potion and cannot cast spells until he has rested. Failing to rest or attempting to cast a spell will cause a temporary loss of Stamina equal to the Spell level attempted to be cast which is restored at a rate of 1 point/two days of complete rest.

#### **Craft rod**

**Prerequisites:** Spell casting ability, Alchemy 4+ level, Spellcraft 4+ level

**Effect:** A character who possesses this feat is able to enchant rods, or scepters. The exact medium is optional, but character can only enchant a rod, or scepter with spells who's total levels do not add up to more than 6 (Hereafter the word Rod is used to refer to any of the types of items that can be enchanted with this ability).

To use this ability the character must spend 500 dollars/total Spell levels to be enchanted in the item to acquire the mundane materials needed for the creation of the rod. In addition to these materials the character must acquire some special materials worth 50 experience points/total Spell levels of the item as determined by the Administrator. Special materials might belong to a rare creature, and the character must be present when the creature is killed, or captured to extract the material needed. Experience points from acquiring these items, is not granted to the character as they are consumed in the creation of the Rod.

The character must spend one hour/Spell level to enchant the rod. After the time is spent the character rolls 1d20 + his level + his Intuition modifier against a difficulty of 15 + the total Spell levels being cast into the Rod. If the roll succeeds the character creates the desired item. If the roll is failed by up to 5 points the rod has a 50% chance of working rolled each time the item is used. Failure over 5 points creates a useless item wasting all the materials used in the attempt. A newly created rod will have 2 charges/point of success scored and will have a maximum charge of 30. Each use of a rod's Spells drains one charge from the Rod, and unless recharged when the last charge of the Rod is expended the rod disintegrates. The character can make one rod/week.

It must be noted that the creation of a rod is so draining that the creator must rest for one hour/total Spell levels of the rod and cannot cast spells until he has rested. Failing to rest or attempting to cast a spell will cause a temporary loss of Stamina equal to the Spell level of the spell he attempted to cast which is restored at a rate of 1 point/two days of complete rest.

#### **Craft wand**

**Prerequisites:** Spell casting ability, Alchemy 4+ level, Spellcraft 4+ level

**Effect:** A character who possesses this feat is able to create magic wands. The character can only enchant a wand with spells of up to 4th level. To use this ability the character must spend 100 dollars/Spell level being enchanted into the Wand to acquire the mundane materials needed for its creation. In addition to these materials the character must acquire

some special materials worth 50 experience points/total Spell levels of the Wand as determined by the Administrator. Special materials might belong to a rare creature, and the character must be present when the creature is killed, or captured to extract the material needed. Experience points from acquiring these items is not granted to the character as they are consumed in the creation of the wand.

The character must spend one hour/spell level being placed in the wand to enchant it. After the time is spent, the character rolls 1d20 + his level + his Intuition modifier against a difficulty of 15 + the total Spell levels the Wand has. If the roll succeeds the character creates the desired item. If the roll is failed by up to 5 points the wand has a 50% chance of working rolled each time the item is used. Failure over 5 points creates a useless item wasting all the materials used in the attempt. It is rumored that botching the creation of the wand will have a 5% chance/Caster level of creating a wand of wonders.

A newly created wand will have 2 charges/point of success scored and will have a maximum charge of 30. Each use of a Wand drains one charge from the item, and unless recharged, when the last charge is expended the wand disintegrates. The character can make one wand per week.

It must be noted that the creation of a wand is so draining that the creator must rest for one hour/Spell level of the Wand and cannot cast spells until he has rested. Failing to rest or attempting to cast a spell will cause a temporary loss of Stamina equal to the Spell level of the Spell attempted which is restored at a rate of 1 point/two days of complete rest.

### **Recharge Item**

**Prerequisites:** Spell casting ability, Alchemy 4+ level, Spellcraft 4+ level

**Effect:** A character who possesses this feat is able to recharge magic items that can be recharged. The item does not matter but must be one that has charges. To use this ability the character must spend 50 dollars/charge needed to acquire the mundane materials needed to use this ability. The character must spend one hour/total level of the highest level spell in the item and must be able to cast a spell of equal level, if not the spell itself.

After the time required is spent the character rolls 1d20 + his level + his Intuition modifier against a difficulty of 15 + the highest Spell level contained in the item. If the roll succeeds the character loses a number of Psyche points equal to the total number of Spell levels in the item. The item to be recharged gains 1 charge/Psyche point lost by the character.

If the roll is failed all the materials used are wasted. The character can recharge one item/day. It must be noted that recharging an item is so draining that the character must rest for one hour/level of the highest spell in the item and cannot cast spells until he has rested. Failing to rest or attempting to cast a spell will cause a temporary loss of Stamina equal to the Spell level he is attempting to cast which is restored at a rate of 1 point/two days of complete rest.

### **Scribe scroll**

**Prerequisites:** Spell casting ability, Spellcraft 4+ level

**Effect:** A character who possesses this feat is able to create magic scrolls. The scroll can be written on animal skins, parchment, or other materials. To use this ability the character must spend 50 dollars/total spell level(s) of the spells being scribed to acquire the materials needed for the creation of the scroll. The character must then spend 1/2 an hour/total Spell levels being scribed to enchanting the scroll.

After the time is spent the character rolls 1d20 + his level + his Intuition modifier against a difficulty of 15 + the highest Spell level being written +1/additional spell being scribed. If the roll succeeds the character properly inscribes the scroll. If the roll is failed by up to 5 points the spells inscribed have a 50% chance of working rolled when they are used. Failure over 5 points creates a useless scroll that wastes all the materials. In either case the character loses one Psyche point/total spell level(s) that were inscribed as if he'd cast them The character can make one scroll per day/3 levels he has.

It must be noted that the creation of a scroll is so draining that the creator must rest for one hour/maximum Spell level inscribed into the scroll, and cannot cast spells until he has rested. Failing to rest or attempting to cast a spell will cause a temporary loss of Stamina equal to the level of the spell being attempted which is restored at a rate of 1 point/two days of complete rest.

## Meta-Magic Feats

Meta-magic feats are special feats available only to Mages. The character may prepare a spell adding one or more of these effects to the spell, but each feat applied to the spell raises the spell's level by one. This means that applying two Meta-Magic feats to a second level spell would make the spell equal to a fourth level spell, and could only be used if the Mage had the ability to cast 4th level spells, and can pay the cost to cast the spell.

### Cannibalize Magic

**Prerequisite:** None

**Effect:** By means of this feat a Spellcaster who has run out of Psyche points can continue to cast spells, by taking Temporary Stamina damage. Spells of level 0-2 cost one Temporary Stamina point, Spells of 3rd to 4th level cost 2 points of Temporary Stamina. Spells of 5th and 6th level cost 3 points of Temporary Stamina, and spells over 6th level cost their Spell level -4 in temporary Stamina.

### Empower spell

**Prerequisites:** Spell casting ability

**Effect:** A character who possesses this feat is able to empower a spell so that it uses a higher damage die. To determine what die is used find the original die used for damage below and cross reference it to determine the new damage die used.

Original die used	New die	Original die used	New die
d4	d6	d10	d12
d6	d8	d12	d20
d8	d10	d20	d20 with all ones treated as 2's

### Enlarge spell

**Prerequisites:** Spell casting ability

**Effect:** A character who possesses this feat empowers a spell so that the area of the spell's effect increases or the number of beings it effects increases. Unlike most Meta-Magic spells which only raise a spell by one level, this Feat's level increase is variable, allowing the caster to add between 1 and 4 spell levels (to a maximum of level 10) by adding this feat. The effects of this feat increase with each level added.

In the case of an increase of area of effect using this feat, each spell level increase added to the original spell level adds .5 (½) the spell's area of effect. In the case of affecting more than one target the use of this feat affects 1-2 targets if the spell is raised 1 level. Adding two spell levels allows the spell to affect 1-4 targets. A caster who adds 3 spell levels to the original spell affects 2d4 targets affected. Lastly if the spell caster adds 4 levels to the original spell's level he can affect 2d6 targets.

### Heighten spell

**Prerequisites:** Spell casting ability

**Effect:** A spell that has been enhanced using this feat increases the spell's duration. The spell's duration is increased by 1/2. To determine the new duration multiply the spell's duration by 1.5.

### Maximize spell

**Prerequisites:** Spell casting ability

**Effect:** A damage causing or damage restoring spell that has been affected by this feat will cause maximum damage or restore the maximum Endurance points allowed to anyone who fails his Resistance roll (if one is allowed).

### Quicken spell

**Prerequisites:** Spell casting ability





A: Automatically turned or shunted back to its plane of existence  
C: Creature automatically Commanded

If the Mage succeeds in his attempt to use this ability he affects 1 creature/level affecting the lowest Endurance level first. Creatures that are turned will leave the area as fast as they can and will not return for 1 round/point scored over the success needed. If the creature is under the command of the Mage are affected for 1 round/level of the Mage and the creature is treated as if a charm spell had been cast on it.

A Mage may use this ability by expending one Psyche point and may continue to use it so long as he can pay the Psyche point cost.

### **Vocalize spell**

**Prerequisites:** Spell casting ability

**Effect:** A spell empowered by this feat can be cast without the spell needing a somatic component, or needing any special materials.



## Arcane Spells

### 1<sup>st</sup> Level spells

School	Spell	Effect
Abjur	Resistance	Subject gains +1 on Resistance rolls.
Conj	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	Flare	Dazzles one creature (-1 attack).
	Light	Object shines like a torch.
Illus	Dancing Lights	Figment torches or other lights.
	Ghost Sound	Figment sounds.
Necro	Disrupt Undead	Deals 1d6 damage to one undead.
Trans	Mage Hand	5-pound telekinesis.
	Mending	Makes minor repairs on an object.
	Open/Close	Opens or closes small or light things.
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 spell books.

### 2<sup>nd</sup> Level spells

School	Spell	Effect
Abjur	Alarm	Wards an area for 2 hours/level.
	Endure Elements	Ignores 5 damage/round from one energy type.
	Hold Portal	Holds door shut.
	Protection from Chaos/Evil/Good/Law Shield	+2 DR and saves, counter mind control, hedge out elementals and outsiders. Invisible disc gives cover and blocks magic missiles.
Conj	Grease	Makes 10-ft. square or one object slippery.
	Mage Armor	Gives subject +4 Defensive rating bonus.
	Obscuring Mist	Fog surrounds you.
	Unseen Servant	Creates invisible force that 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.
	True Strike	Adds +20 bonus to your next attack roll.
Ench	Charm Person	Makes one person your friend.
	Hypnotism	Fascinates 2d4 Endurance levels of creatures.
	Sleep	Put 2d4 Endurance levels of creatures into comatose slumber.
Evoc	Magic Missile	1d4+1 damage; +1 missile/two levels above 1st (max +5).
	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.
	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.
	Ray of Enfeeblement	Ray reduces Str by 1d6 points +1 point/two levels.
Trans	Animate Rope	Makes a rope move at your command.
	Burning Hands	1d4 fire damage/level (max: 5d4).
	Enlarge	Object or creature grows +10%/level (max +50%).
	Erase	Mundane or magical writing vanishes.
	Expeditious Retreat	Doubles your speed.
	Feather Fall	Objects or creatures fall slowly.

Jump	Subject gets +30 on Jump checks.
Magic Weapon	Weapon gains +1 bonus.
Message	Whispered conversation at distance.
Reduce	Object or creature shrinks 10%/level (max 50%).
Shocking Grasp	Touch delivers 1d8 +1/level electricity.
Spider Climb	Grants ability to walk on walls and ceilings.

### 3<sup>rd</sup> Level spells

School	Spell	Effect
Abjur	Arcane Lock	Magically locks a portal or chest.
	Obscure Object	Masks object against divination.
	Protection from Arrows	Subject immune to most ranged attacks.
Conj	Resist Elements	Ignores 12 damage/round from one energy type.
	Fog Cloud	Fog obscures vision.
	Glitterdust	Blinds creatures, outlines invisible creatures.
	Melf's Acid Arrow	Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.
Div	Summon Swarm	Summons swarm of small crawling or flying creatures.
	Web	Fills 10-ft. cube/level with sticky spider webs.
	Detect Thoughts	Allows "listening" to surface thoughts.
Ench	Locate Object	Senses direction toward object (specific or type).
	See Invisibility	Reveals invisible creatures or objects.
	Tasha's Hideous Laughter	Subject loses actions for 1d3 rounds.
Evoc	Darkness	20-ft. radius of supernatural darkness.
	Daylight	60-ft. radius of bright light.
	Flaming Sphere	Rolling ball of fire, 2d6 damage, lasts 1 round/level.
Illus	Shatter	Sonic vibration damages objects or crystalline creatures.
	Blur	Attacks miss subject 20% of the time.
	Continual Flame	Makes a permanent, heatless torch.
	Hypnotic Pattern	Fascinates 2d4+1 Endurance levels/level of creatures.
	Invisibility	Subject is invisible for 10 min./level 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 decoy duplicates of you (1d4 +1/three levels, max 8).
	Misdirection	Misleads divinations for one creature or object.
Necro	Ghoul Touch	Paralyzes one subject, who exudes stench (-2 penalty) nearby.
	Scare	Panics creatures up to 5 Endurance levels (15-ft. radius).
Trans	Spectral Hand	Creates disembodied glowing hand to deliver touch attacks.
	Alter Self	As change self, plus more drastic changes.
	Blindness/Deafness	Makes subject blind or deaf.
	Bull's Strength	Subject gains 1d4+1 Str for 1 hr./level.
	Cat's Grace	Subject gains 1d4+1 Ag for 1 hr./level.
	Darkvision	See 60 ft. in total darkness.
	Endurance	Gain 1d4+1 Sta for 1 hr./level.
	Knock	Opens locked or magically sealed door.
	Levitate	Subject moves up and down at your direction.
	Pyrotechnics	Turns fire into blinding light or choking smoke.
Rope Trick	Up to eight creatures hide in extradimensional space.	
Whispering Wind	Sends a short message one mile/level.	

### 4<sup>th</sup> Level spells

School	Spell	Effect
Abjur	Dispel Magic	Cancels magical spells and effects.
	Explosive Runes	Deals 6d6 damage when read.
	Magic Circle	
Conj	against C/E/G/L	As protection spells, but 10-ft. radius and 10 min./level.
	Non-detection	Hides subject from divination, scrying.
	Protection from Elements	Absorb 12 damage/level from one kind of energy.
	Flame Arrow	Shoots flaming projectiles (extra damage) or fiery bolts (4d6 damage).
	Phantom Steed	Magical horse appears for 1 hour/level.

	Sepia Snake Sigil	Creates text symbol that immobilizes reader.
	Sleet Storm	Hampers vision and movement.
	Stinking Cloud	Nauseating vapors, 1 round/level.
Div	Clairaudience/Clairvoyance	Hear or see at a distance for 1 min./level.
	Tongues	Speak any language.
Ench	Hold Person	Holds one person helpless; 1 round/level.
	Suggestion	Compels subject to follow stated course of action.
Evoc	Fireball	1d6 damage per level, 20-ft. radius.
	Gust of Wind	Blows away or knocks down smaller creatures.
	Leomund's Tiny Hut	Creates shelter for 10 creatures.
	Lightning Bolt	Electricity deals 1d6 damage/level.
	Wind Wall	Deflects arrows, smaller creatures, and gases.
Illus	Displacement	Attacks miss subject 50%.
	Illusory Script	Only intended reader can decipher.
	Invisibility Sphere	Makes everyone within 10 ft. invisible.
	Major Image	As silent image, plus sound, smell and thermal effects.
Necro	Gentle Repose	Preserves one corpse.
	Halt Undead	Immobilizes undead for 1 round/level.
	Vampiric Touch	Touch deals 1d6/two caster levels; caster gains damage as EP.
Trans	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 Magic Weapon	+1/three levels (max +5).
	Haste	Extra actions and +4 DR.
	Keen Edge	Doubles normal weapon's damage dice.
	Secret Page	Changes one page to hide its real content.
	Shrink Item	Object shrinks to one-twelfth size.
	Slow	One subject/level slowed actions, -2 DR, -2 melee rolls.
	Water Breathing	Subjects can breathe underwater.

### 5<sup>th</sup> Level spells

School	Spell	Effect
Abjur	Dimensional Anchor	Bars extra-dimensional movement.
	Fire Trap	Opened object deals 1d4 +1/level damage.
	Minor Globe of Invulnerability	Stops 1st- through 3rd-level spell effects.
	Remove Curse	Frees object or person from curse.
	Stoneskin	Stops blows, cuts, stabs, and slashes.
Conj	Evard's Black Tentacles	1d4 +1/level tentacles grapple randomly within 15 ft.
	Leomund's Secure Shelter	Creates sturdy cottage.
	Minor Creation	Creates one cloth or wood object.
	Solid Fog	Blocks vision and slows movement.
Div	Arcane Eye	Invisible floating eye moves 30 ft./round.
	Detect Scrying	Alerts you of magical eavesdropping.
	Locate Creature	Indicates direction to familiar creature.
	Scrying	Spies on subject from a distance.
Ench	Charm Monster	Makes monster believe it is your ally.
	Confusion	Makes subject behave oddly for 1 round/level.
	Emotion	Arouses strong emotion in subject.
	Lesser Geas	Commands subject of 7 Endurance levels or less.
Evoc	Fire Shield	Creatures attacking you take fire damage; you're protected from heat or cold.
	Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across.
	Otiluke's Resilient Sphere	Force globe protects but traps one subject.
	Shout	Deafens all within cone and deals 2d6 damage.
	Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft.
	Wall of Ice	Ice plane creates wall with 15 EP +1/level, or hemisphere through wall deals 2d6 +1/level. can trap creatures inside.
Illus	Hallucinatory Terrain	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 Endurance levels of creatures from attacking or moving away.
Necro	Contagion	Infects subject with chosen disease.
	Enervation	Subject gains 1d4 negative levels.
	Fear	Subjects within cone flee for 1 round/level.
Trans	Bestow Curse	-6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
	Dimension Door	Teleports you and up to 500 lb.
	Polymorph Other	Gives one subject a new form.
	Polymorph Self	You assume a new form.

## 6<sup>th</sup> Level spells

School	Spell	Effect
Abjur	Dismissal	Forces a creature to return to native plane.
Conj	Cloudkill	Kills 3 Endurance levels or less; 4-6 Endurance levels save or die.
	Leomund's Secret Chest	Hides expensive chest on Ethereal Plane; you retrieve it at will.
	Major Creation	As minor creation, plus stone and metal.
	Mordenkainen's Faithful Hound	Phantom dog can guard, attack.
	Wall of Iron	30 EP/four levels; can topple onto foes.
	Wall of Stone	20 EP/four levels; can be shaped.
Div	Contact Other Plane	Ask question of extra-planar 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.
	Feeblemind	Subject's Log drops to 1.
	Hold Monster	As hold person, but any creature.
	Mind Fog	Subjects in fog get -10 Int, Will checks.
Evoc	Bigby's Interposing Hand	Hand provides 90% cover against one opponent.
	Cone of Cold	1d6 cold damage/level.
	Sending	Delivers short message anywhere, instantly.
	Wall of Force	Wall is immune to damage.
Illus	Dream	Sends message to anyone sleeping.
	False Vision	Fools scrying with an illusion.
	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.
Necro	Animate Dead	Creates undead skeletons and zombies.
	Magic Jar	Enables possession of another creature.
Trans	Animal Growth	One animal/two levels doubles in size, Endurance levels.
	Fabricate	Transforms raw materials into finished items.
	Passwall	Breaches walls 1 ft. thick/level.
	Stone Shape	Sculpts stone into any form.
	Telekinesis	Lifts or moves 25 lb./level at long range.
	Teleport	Instantly transports you anywhere.
	Transmute Mud to Rock	Transforms two 10-ft. cubes/level.
	Transmute Rock to Mud	Transforms two 10-ft. cubes/level.
Univ	Permanency	Makes certain spells permanent; costs XP.

## 7<sup>th</sup> Level spells

School	Spell	Effect
Abjur	Antimagic Field	Negates magic within 10 ft.
	Globe of Invulnerability	As minor globe, plus 4th level.
	Greater Dispelling	As dispel magic, but +20 on check.
	Guards and Wards	Array of magic effects protect area.
	Repulsion	Creatures can't approach you.
Conj	Acid Fog	Fog deals acid damage.
Div	Analyze Dweomer	Reveals magical aspects of subject.

	Legend Lore	Learn tales about a person, place, or thing.
	True Seeing	See all things as they really are.
Ench	Geas/Quest	As lesser geas, plus it affects any creature.
	Mass Suggestion	As suggestion, plus one/level subjects.
Evoc	Bigby's Forceful Hand	Hand pushes creatures away.
	Chain Lightning	1d6 damage/level; secondary bolts.
	Contingency	Sets trigger condition for another spell.
	Otiluke's Freezing Sphere	Freezes water or deals cold damage.
Illus	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.
	Veil	Changes appearance of group of creatures.
Necro	Circle of Death	Kills 1d4 Endurance levels/level.
Trans	Control Water	Raises, lowers, or parts bodies of water.
	Control Weather	Changes weather in local area.
	Disintegrate	Makes one creature or object vanish.
	Eyebite	Charm, fear, sicken or sleep one subject.
	Flesh to Stone	Turns subject creature into statue.
	Mass Haste	As haste, affects one/level subjects.
	Mordenkainen's Lucubration	Recalls spell of 5th level or less. Wizard Only.
	Move Earth	Digs trenches and build hills.
	Stone to Flesh	Restores petrified creature.
	Tenser's Transformation	You gain combat bonuses.

### 8<sup>th</sup> Level spells

School	Spell	Effect
Abjur	Banishment	Banishes 2 Endurance levels/level extra-planar creatures.
	Sequester	Subject is invisible to sight and scrying.
	Spell Turning	Reflect 1d4+6 spell levels back at caster.
Conj	Drawmij's Instant Summons	Prepared object appears in your hand.
	Mordenkainen's Magnificent Mansion	Door leads to extra-dimensional mansion.
	Phase Door	Invisible passage through wood or stone.
	Power Word, Stun	Stuns creature with up to 150 EP.
Div	Greater Scrying	As scrying, but faster and longer.
	Vision	As legend lore, but quicker and strenuous.
Ench	Insanity	Subject suffers continuous confusion.
Evoc	Bigby's Grasping Hand	Hand provides cover, pushes, or grapples.
	Delayed Blast Fireball	1d8 fire damage/level; you can delay blast for 5 rounds.
	Forcecage	Cube of force imprisons all inside.
	Mordenkainen's Sword	Floating magic blade strikes opponents.
	Prismatic Spray	Rays hit subjects with variety of effects.
Illus	Mass Invisibility	As invisibility, but affects all in range.
	Shadow Walk	Step into shadow to travel rapidly.
	Simulacrum	Creates partially real double of a creature.
Necro	Control Undead	Undead don't attack you while under your command.
	Finger of Death	Kills one subject.
Trans	Ethereal Jaunt	You become ethereal for 1 round/level.
	Reverse Gravity	Objects and creatures fall upward.
	Statue	Subject can become a statue at will.
	Teleport without Error	As teleport, but no off-target arrival.
	Vanish	As teleport, but affects a touched object.
Univ	Limited Wish	Alters reality-within spell limits.

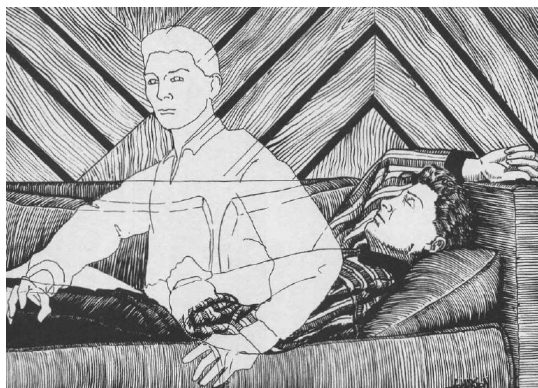
### 9<sup>th</sup> Level spells

School	Spell	Effect
Abjur	Mind Blank	Subject is immune to mental/emotional magic and scrying.

	Prismatic Wall	Wall's colors have array of effects.
	Protection from Spells	Confers +8 resistance bonus.
Conj	Incendiary Cloud	Cloud deals 4d6 fire damage/round.
	Maze	Traps subject in extra-dimensional maze.
	Power Word, Blind	Blinds 200 EP worth of creatures.
	Trap the Soul	Imprisons subject within gem.
Div	Discern Location	Exact location of creature or object.
Ench	Antipathy	Object or location affected by spell repels certain creatures.
	Binding	Array of techniques to imprison a creature.
	Demand	As sending, plus you can send suggestion.
	Mass Charm	As charm monster, but all within 30 ft.
	Otto's Irresistible Dance	Forces subject to dance.
	Sympathy	Object or location attracts certain creatures.
Evoc	Bigby's Clenched Fist	Large hand attacks your foes.
	Otiluke's Telekinetic Sphere	As Otiluke's resilient sphere, but you move sphere telekinetically.
	Sunburst	Blinds all within 10 ft., deals 3d6 damage.
Illus	Screen	Illusion hides area from vision, scrying.
Necro	Clone	Duplicate awakens when original dies.
	Horrid Wilting	Deals 1d8 damage/level within 30 ft.
Trans	Etherealness	Travel to Ethereal Plane with companions.
	Iron Body	Your body becomes living iron.
	Polymorph Any Object	Changes any subject into anything else.
Univ	Symbol	Triggered runes have array of effects.

### 10<sup>th</sup> Level spells

School	Spell	Effect
Abjur	Freedom	Releases creature suffering imprisonment.
	Imprisonment	Entombs subject beneath the earth.
	Mordenkainen's Disjunction	Dispels magic, disenchant magic items.
	Prismatic Sphere	As prismatic wall, but surrounds on all sides.
Conj	Gate	Connects two planes for travel or summoning.
	Power Word, Kill	Kills one tough subject or many weak ones.
Div	Foresight	"Sixth sense" warns of impending danger.
Ench	Dominate Monster	As dominate person, but any creature.
Evoc	Bigby's Crushing Hand	As Bigby's interposing hand, but stronger.
	Meteor Swarm	Deals 24d6 fire damage, plus bursts.
Illus	Weird	As phantasmal killer, but affects all within 30 ft.
	Energy Drain	Subject gains 2d4 negative levels.
	Soul Bind	Traps newly dead soul to prevent resurrection.
	Wail of the Banshee	Kills one creature/level.
Trans	Refuge	Alters item to transport its possessor to you.
	Shapechange	Transforms you into any creature, and change forms once per round.
	Teleportation Circle	Circle teleports any creature inside to designated spot.
	Temporal Stasis	Puts subject into suspended animation.
	Time Stop	You act freely for 1d4+1 rounds.
Univ	Wish	As limited wish, but with fewer limits.



## Divine spells

### 1<sup>st</sup> level spells (Orisons)

Spell	Effect
Create Water	Creates 2 gallons/level of pure water.
Cure Minor Wounds	Cures 1-4 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, 1-4 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 spell books.
Resistance	Subject gains +1 on Resistance rolls
Virtue	Subject gains 1 temporary EP.

### 2<sup>nd</sup> level spells (Orisons)

Spell	Effect
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.
Cause Fear	One creature flees 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).
Curse 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/three 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.
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.
Protection from C/E/G/L	+2 DR and saves, counter mind control, hedge out elementals and outsiders.
Random Action	One creature acts randomly for one round.
Remove Fear	+4 on saves against fear for one subject +1/four levels.
Sanctuary	Opponents can't attack you, and you can't attack.
Shield of Faith	Aura grants +2 or higher deflection bonus.

### 3<sup>rd</sup> level spells (Orisons)

Spell	Effect
Aid	+1 attack, +1 on saves against fear, 1d8 temporary Endurance points.
Animal Messenger	Sends a Tiny animal to a specific place.
Augury	Learns whether an action will be good or bad.
Bull's Strength	Subject gains 1d4+1 Str for 1 hr./level.
Calm Emotions	Calms 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).
Darkness	20-ft. radius of supernatural darkness.
Death Knell	Kills dying creature; you gain 1d8 temporary EP, +2 Str.
Delay Poison	Stops poison from harming subject for 1 hour/level.
Desecrate	Fills area with negative energy, making undead stronger.



Endurance	Gain 1d4+1 Sta for 1 hr./level.
Entrall	Captivates all within 100 ft. + 10 ft./level.
Find Traps	Notice traps as a rogue does.
Gentle Repose	Preserves one corpse.
Hold Person	Holds one person helpless; 1 round/level.
Inflict Moderate Wounds	Touch attack, 2d8 +1/level damage (max +10).
Lesser Restoration	Dispels magic ability penalty or repairs 1d4 ability damage.
Make Whole	Repairs an object.
Remove Paralysis	Frees one or more creatures from paralysis, hold, or slow.
Resist Elements	Ignores 12 damage/round from one energy type.
Shatter	Sonic vibration damages objects or crystalline creatures.
Shield Other	You take half of subject's damage.
Silence	Negates sound in 15-ft. radius.
Sound Burst	Deals 1d8 sonic damage to subjects; may stun them.
Speak with Animals	You can communicate with natural animals.
Spiritual Weapon	Magical weapon attacks on its own.
Zone of Truth	Subjects within range cannot lie.

#### 4<sup>th</sup> level spells (Orisons)

Spell	Effect
Animate Dead	Creates undead skeletons and zombies.
Bestow Curse	-6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
Blindness/Deafness	Makes subject blind or deaf.
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).
Daylight	60-ft. radius of bright light.
Deeper Darkness	Object sheds absolute darkness in 60-ft. radius.
Dispel Magic	Cancels magical spells and effects.
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).
Invisibility Purge	Dispels invisibility within 5 ft./level.
Locate Object	Senses direction toward object (specific or type).
Magic Circle against C/E/G/L	As protection spells, but 10-ft. radius and 10 min./level.
Magic Vestment	Armor or shield gains +1 enhancement/three levels.
Meld into Stone	You and your gear merge with stone.
Negative Energy Protection	Subject resists level and ability drains.
Obscure Object	Masks object against divination.
Prayer	Allies gain +1 on most rolls, and enemies suffer -1.
Protection from Elements	Absorb 12 damage/level from one kind of energy.
Remove Blindness/Deafness	Cures normal or magical conditions.
Remove Curse	Frees object or person from curse.
Remove Disease	Cures all diseases affecting subject.
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.
Stone Shape	Sculpts stone into any form.
Water Breathing	Subjects can breathe underwater.
Water Walk	Subject treads on water as if solid.
Wind Wall	Deflects arrows, smaller creatures, and gases.

#### 5<sup>th</sup> level spells (Orisons)

Spell	Effect
Air Walk	Subject treads on air as if solid (climb at 45-degree angle).
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 extra-dimensional movement.

Discern Lies	Reveals deliberate falsehoods.
Dismissal	Forces a creature to return to native plane.
Divination	Provides useful advice for specific proposed actions.
Divine Power	You gain attack bonus, 18 Str, and 1 EP/level.
Freedom of Movement	Subject moves normally despite impediments.
Giant Vermin	Turns insects into giant vermin.
Greater Magic	Weapon +1 bonus/three levels (max +5).
Imbue with Spell Ability	Transfer spells to subject.
Inflict Critical Wounds	Touch attack, 4d8 +1/level damage (max +20).
Neutralize Poison	Detoxifies venom in or on subject.
Poison	Touch deals 1d10 Sta damage, repeats in 1 min.
Repel Vermin	Insects stay 10 ft. away.
Restoration	Restores level and ability score drains.
Sending	Delivers short message anywhere, instantly.
Spell Immunity	Subject is immune to one spell/four levels.
Status	Monitors condition, position of allies.
Tongues	Speak any language.

### 6<sup>th</sup> level spells (Orisons)

Spell	Effect
Atonement	Removes burden of misdeeds from subject.
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification.
Circle of Doom	Deals 1d8 +1/level damage in all directions.
Commune	Deity answers one yes-or-no question/level.
Dispel Chaos/Evil/Good/Law	+4 bonus against attacks.
Ethereal Jaunt	You become ethereal for 1 round/level.
Flame Strike	Smites foes with divine fire (1d6/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 flee.
Mark of Justice	Designates action that will trigger curse on subject.
Raise Dead	Restores life to subject who died up to 1 day/level ago.
Righteous Might	Your size increases, and you gain +4 Str.
Scrying	Spies on subject from a distance.
Slay Living	Touch attack kills subject.
Spell Resistance	Subject gains +12 +1/level SR.
True Seeing	See all things as they really are.
Unhallow	Designates location as unholy.
Wall of Stone	20 EP/four levels; can be shaped.

### 7<sup>th</sup> level spells (Orisons)

Spell	Effect
Animate Objects	Objects attack your foes.
Antilife Shell	10-ft. field hedges out living creatures.
Banishment	Banishes 2 Endurance levels/level extra-planar creatures.
Blade Barrier	Blades encircling you deal 1d6 damage/level.
Create Undead	Ghouls, shadows, ghosts, wights, or wraiths.
Find the Path	Shows most direct way to a location.
Forbiddance	Denies area to creatures.
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 EP.
Heal	Cures all damage, diseases, and mental conditions.
Heroes' Feast	Food for one creature/level cures and blesses.
Wind Walk	You and your allies turn vaporous and travel fast.
Word of Recall	Teleports you back to designated place.

### 8<sup>th</sup> level spells (Orisons)

#### Spell

Blasphemy  
Control Weather  
Destruction  
Dictum  
Greater Restoration  
Greater Scrying  
Holy Word  
Refuge  
Regenerate  
Repulsion  
Resurrection

#### Effect

Kills, paralyzes, weakens, or dazes non-evil subjects.  
Changes weather in local area.  
Kills subject and destroys remains.  
Kills, paralyzes, weakens, or dazes targets.  
As restoration, plus restores all levels and ability scores  
As scrying, but faster and longer.  
Kills, paralyzes, weakens, or dazes non-good subjects.  
Alters item to transport its possessor to you.  
Subject's severed limbs grow back.  
Creatures can't approach you.  
Fully restore dead subject.

### 9<sup>th</sup> level spells (Orisons)

#### Spell

Antimagic Field  
Create Greater Undead  
Discern Location  
Earthquake  
Fire Storm  
Mass Heal  
Symbol

#### Effect

Negates magic within 10 ft.  
Mummies, spectres, vampires, or ghosts.  
Exact location of creature or object.  
Intense tremor shakes 5-ft./level radius.  
Deals 1d6 fire damage/level.  
As heal, but with several subjects.  
Triggered runes have array of effects.

### 10<sup>th</sup> level spells (Orisons)

#### Spell

Energy Drain  
Gate  
Implosion  
Miracle  
Soul Bind  
Storm of Vengeance  
True Resurrection

#### Effect

Subject gains 2d4 negative levels.  
Connects two planes for travel or summoning.  
Kills one creature/round.  
Requests a deity's intercession.  
Traps newly dead soul to prevent resurrection.  
Storm rains acid, lightning, and hail.  
As resurrection, plus remains aren't needed.



## Nature magic

### 1<sup>st</sup> Level spells

#### Spell

Create Water  
Cure Minor Wounds  
Detect Magic  
Detect Poison  
Flare  
Guidance  
Know Direction  
Light  
Mending  
Purify Food and Drink  
Read Magic  
Resistance  
Virtue

#### Effect

Creates 2 gallons/level of pure water.  
Cures 1-4 point of damage.  
Detects spells and magic items within 60 ft..  
Detects poison in one creature or small object.  
Dazzles one creature (-1 attack).  
+1 on one roll, throw, or check.  
You discern north.  
Object shines like a torch.  
Makes minor repairs on an object.  
Purifies 1 cu. ft./level of food or water.  
Read scrolls and spell books.  
Subject gains +1 on Resistance rolls.  
Subject gains 1 temporary EP.

### 2<sup>nd</sup> Level spells

#### Spell

Animal Friendship  
Calm Animals  
Cure Light Wounds  
Detect Animals or Plants  
Detect Snares and Pits  
Endure Elements  
Entangle  
Faerie Fire  
Goodberry  
Invisibility to Animals  
Magic Fang  
Obscuring Mist  
Pass without Trace  
Shillelagh

#### Effect

Gains permanent animal companions.  
Calms 2d4 +1/level Endurance levels of animals, beasts, and magical beasts.  
Cures 1d8 +1/level damage (max +5).  
Detects species of animals or plants.  
Reveals natural or primitive traps.  
Ignores 5 damage/round from one energy type.  
Plants entangle everyone in 40-ft.-radius circle.  
Outlines subjects with light, canceling blur, concealment, etc.  
2d4 berries each cure 1 EP (max 8 EP/24 hours).  
Animals can't perceive one subject/level.  
One natural weapon of subject creature gets +1 bonus to attack and damage.  
Fog surrounds you.  
One subject/level leaves no tracks.  
Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 minute/level.

### 3<sup>rd</sup> Level spells

#### Spell

Animal Messenger  
Animal Trance  
Barkskin  
Charm Person or Animal  
Chill Metal  
Delay Poison  
Fire Trap  
Flame Blade  
Flaming Sphere  
Heat Metal  
Hold Animal  
Lesser Restoration  
Produce Flame  
Resist Elements  
Soften Earth and Stone  
Speak with Animals  
Summon Swarm  
Tree Shape  
Warp Wood  
Wood Shape

#### Effect

Sends a Tiny animal to a specific place.  
Fascinates 2d6 Endurance levels of animals.  
Grants +3 natural armor bonus (or higher).  
Makes one person or animal your friend.  
Cold metal damages those who touch it.  
Stops poison from harming subject for 1 hour/level.  
Opened object deals 1d4 +1/level damage.  
Touch attack deals 1d8 +1/two levels damage.  
Rolling ball of fire, 2d6 damage, lasts 1 round/level.  
Hot metal damages those who touch it.  
Holds one animal helpless; 1 round/level.  
Dispels magic ability penalty or repairs 1d4 ability damage.  
1d4 +1/two levels damage, touch or thrown.  
Ignores first 12 damage from one energy type each round.  
Turns stone to clay or dirt to sand or mud.  
You can communicate with natural animals.  
Summons swarm of small crawling or flying creatures.  
You look exactly like a tree for 1 hour/level.  
Bends wood (shaft, handle, door, plank).  
Rearranges wooden objects to suit you.

## 4<sup>th</sup> Level spells

### Spell

Call Lightning  
Contagion  
Cure Moderate Wounds  
Diminish Plants  
Dominate Animal  
Greater Magic Fang  
Meld into Stone  
Neutralize Poison  
Plant Growth  
Poison  
Protection from Elements  
Remove Disease  
Snare  
Speak with Plants  
Spike Growth  
Stone Shape  
Water Breathing

### Effect

Directs lightning bolts (1d10/level) during storms.  
Infects subject with chosen disease.  
Cures 2d8 +1/level damage (max +10).  
Reduces size or blights growth of normal plants.  
Subject animal obeys silent mental commands.  
One creature attack gets +1 bonus to attack and damage/three druid levels (max +5)  
You and your gear merge with stone.  
Detoxifies venom in or on subject.  
Grows vegetation, improves crops.  
Touch deals 1d10 Sta damage, repeats in 1 min.  
Absorb 12 damage/level from one kind of energy.  
Cures all diseases affecting subject.  
Creates a magical booby trap.  
You can talk to normal plants and plant creatures.  
Creatures in area take 1d4 damage, may be slowed.  
Sculpts stone into any form.  
Subjects can breathe underwater.

## 5<sup>th</sup> Level spells

### Spell

Antiplant Shell  
Control Plants  
Cure Serious Wounds  
Dispel Magic  
Flame Strike  
Freedom of Movement  
Giant Vermin  
Quench  
Reincarnate  
Repel Vermin  
Rusting Grasp  
Scrying  
Sleet Storm  
Spike Stones

### Effect

Keeps animated plants at bay.  
Talk to and control plants & fungi.  
Cures 3d8 +1/level damage (max +15).  
Cancels magical spells and effects.  
Smites foes with divine fire (1d6/level).  
Subject moves normally despite impediments.  
Turns insects into giant vermin.  
Extinguishes non-magical fires or one magic item.  
Brings dead subject back in a random body.  
Insects stay 10 ft. away.  
Your touch corrodes iron and alloys.  
Spies on subject from a distance.  
Hampers vision and movement.  
Creatures in area take 1d8 damage, may be slowed.

## 6<sup>th</sup> Level spells

### Spell

Animal Growth  
Atonement  
Awaken  
Commune with Nature  
Control Winds  
Cure Critical Wounds  
Death Ward  
Hallow  
Ice Storm  
Insect Plague  
Transmute Mud to Rock  
Tree Stride  
Unhallow  
Wall of Fire  
Wall of Thorns

### Effect

One animal/two levels doubles in size, Endurance levels  
Removes burden of misdeeds from subject.  
Animal or tree gains human intellect.  
Learn about terrain for one mile/level.  
Change wind direction and speed.  
Cures 4d8 +1/level damage (max +20).  
Grants immunity to all death spells and effects.  
Designates location as holy.  
Hail deals 5d6 damage in cylinder 40 ft. across.  
Insect horde limits vision, inflicts damage, and weak creatures flee.  
Transforms two 10-ft. cubes/level.  
Step from one tree to another far away.  
Designates location as unholy.  
Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. through wall deals 2d6 +1/level.  
Thorns damage anyone who tries to pass.

## 7<sup>th</sup> Level spells

### Spell

Antilife Shell  
Find the Path  
Fire Seeds  
Greater Dispelling  
Healing Circle  
Ironwood  
Liveoak  
Repel Wood  
Spellstaff  
Stone Tell  
Transport via Plants  
Wall of Stone

### Effect

10-ft. field hedges out living creatures.  
Shows most direct way to a location.  
Acorns and berries become grenades and bombs.  
As dispel magic, but +20 on check.  
Cures 1d8 +1/level damage in all directions.  
Magical wood is strong as steel.  
Oak becomes treant guardian.  
Pushes away wooden objects.  
Stores one spell in wooden quarterstaff.  
Talk to natural or worked stone.  
Move instantly from one plant to another of the same species.  
20 EP/four levels; can be shaped.

## 8<sup>th</sup> Level spells

### Spell

Changestaff  
Control Weather  
Creeping Doom  
Fire Storm  
Greater Scrying  
Harm  
Heal  
Sunbeam  
Transmute Metal to Wood  
True Seeing  
Wind Walk

### Effect

Your staff becomes a treant on command.  
Changes weather in local area.  
Carpet of insects attacks at your command.  
Deals 1d6 fire damage/level.  
As scrying, but faster and longer.  
Subject loses all but 1d4 EP.  
Cures all damage, diseases, and mental conditions.  
Beam blinds and deals 3d6 damage.  
Metal within 40 ft. becomes wood.  
See all things as they really are.  
You and your allies turn vaporous and travel fast.

## 9<sup>th</sup> Level spells

### Spell

Animal Shapes  
Command Plants  
Finger of Death  
Repel Metal or Stone  
Reverse Gravity  
Sunburst  
Whirlwind  
Word of Recall

### Effect

One ally/level polymorphs into chosen animal.  
Plants animate and vegetation entangles.  
Kills one subject.  
Pushes away metal and stone.  
Objects and creatures fall upward.  
Blinds all within 10 ft., deals 3d6 damage.  
Cyclone inflicts damage and can pick up creatures.  
Teleports you back to designated place.

## 10<sup>th</sup> Level spells

### Spell

Antipathy  
Earthquake  
Elemental Swarm  
Foresight  
Mass Heal  
Shambler  
Shapechange  
Sympathy

### Effect

Object or location affected by spell repels certain creatures.  
Intense tremor shakes 5-ft./level radius.  
Summons 2d4 Large, 1d4 Huge elementals.  
"Sixth sense" warns of impending danger.  
As heal, but with several subjects.  
Summons 1d4+2 shambling mounds to fight for you.  
Transforms you into any creature, and change forms once per round.  
Object or location attracts certain creatures.

### A quick note about the spell lists

It should be noted that though costs in this book are often noted in dollar amounts, in fantasy settings the costs should be translated to Gold pieces, and in future settings to Credits where applicable. Otherwise the Spells and their affects are universal and work the same way in any setting unless the Administrator deems otherwise.

## **Spell List**

### **Spells (A)**

#### **Acid Fog**

Conjuration (Creation) [Acid]  
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  
Resistance roll: None  
Spell Resistance: Yes

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

#### **Aid**

Enchantment (Compulsion) [Mind-Affecting]  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Target: Living creature touched  
Duration: 1 minute/level  
Resistance roll: None  
Spell Resistance: Yes (harmless)

The subject is encouraged just as with bless (+1 bonus to attack rolls and saves against fear effects), plus it gains 1d8 temporary Endurance points.

#### **Air Walk**

Transmutation  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Target: Creature (Gargantuan or smaller) touched  
Duration: 10 minutes/level  
Resistance roll: 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 him back. At the end of his turn each round, the wind blows him 5 feet for each 5 miles/hour of wind speed. The creature can, at the Administrator'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.

The character can cast air walk on a specially trained mount so it can be ridden through the air. The character trains a mount to air walk with the Handle Animal skill (air walking counts as an unusual task).

#### **Alarm**

Abjuration  
Components: V, S, F/DF  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Area: 25-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)  
Resistance roll: 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 the character at the time of casting) does not set off the alarm. The character decides at the time of casting whether the alarm will be mental or audible.

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

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

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

### **Alter Self**

Transmutation  
Components: V, S  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 10 minutes/level (D)

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

The character's attack rolls, natural armor bonus, and saves do not change. The spell does not confer special abilities, attack forms, defenses, ability scores, or mannerisms of the chosen form. Once the new form is chosen, it remains for the duration of the spell. If the character is slain, the character automatically returns to the character's normal form. If the character uses this spell to create a disguise, the character gets a +10 bonus on his Disguise check.

### **Analyze Dweomer**

Divination  
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)  
Resistance roll: See text  
Spell Resistance: No

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

Analyze Dweomer does not function when used on an artifact. After the character analyzes one object or creature, the spell ends, even if its duration has not expired yet. Casting this spell is physically taxing; The character must make a Fortitude save (DC 21) when the spell ends or be exhausted and unable to do anything but rest for the next 1d8 hours.

Focus: The focus must be worth at least 1,500 dollars.



### **Animal Friendship**

Enchantment (Charm) [Mind-Affecting]  
Components: V, S, M  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One animal  
Duration: Instantaneous  
Resistance roll: Will negates  
Spell Resistance: Yes

The character wins the loyalty of an animal, provided that the character's heart is true. The spell functions only if the character actually wishes to be the animal's friend. If the character is not willing to treat the animal as a friend (for example, the character intends 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.

The character can teach the befriended animal three specific tricks or tasks for each point of Logic it possesses. Typical tasks are coming when called, rolling over on command, fetching, or shaking hands. They cannot be complex (complex tricks, such as accepting a rider, require the Handle Animal skill).

At any one time, the character can have only a certain number of animals befriended to the character. The character can have animal friends whose Endurance level total no more than twice the character's caster level. The character may dismiss animal friends to enable him to befriend new ones.

### **Animal Growth**

Transmutation  
Components: V, S  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Targets: Up to one animal/two levels, no two of which can be more than 30 ft. apart  
Duration: 1 minute/level  
Resistance roll: None  
Spell Resistance: Yes

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

**Endurance level:** The creature's Endurance level 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 DR (according to the new size), reduces its attack bonus (according to the new size), affects its ability to grapple, and so on. The creature gains an enlargement bonus to Strength and Stamina scores, and its damage with natural attacks increases. This spell does not affect Colossal creatures.

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

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

### **Animal Messenger**

Enchantment (Compulsion) [Mind-Affecting]  
Components: V, S, M  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One Tiny animal  
Duration: 1 day/level  
Resistance roll: None  
Spell Resistance: Yes

The character compels a Tiny animal to go to a spot the character designates. The most common use for this spell is to get the animal to carry a message to the character's allies. The animal cannot be one tamed or trained by someone else. Using some type of food desirable to the animal as a lure, the character calls the animal to the character. It advances and awaits the character's bidding. The character can mentally impress on the animal a certain place well known to the character 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 the character's knowledge and can't find a destination on its own. The character 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 message (if it's in a language she doesn't know, for example).

The spell works only on animals with a Logic score of 1 or 2.

### **Animal Shapes**

Transmutation

Components: V, S, DF

Casting Time: 1 action

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

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

Duration: 1 hour/level (D)

Resistance roll: None (see text)

Spell Resistance: Yes (harmless)

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

The allowed size of the animal form depends on the character's level:

<b>Caster Level</b>	<b>Allowed Sizes</b>
Up to 16th	Small or Medium-size
17th-19th	Tiny through Large
20th	Diminutive through Huge

Creatures polymorphed by this spell don't suffer the disorientation penalty that those transformed by polymorph other often do.

### **Animal Trance**

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Components: V, S

Casting Time: 1 action

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

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

Duration: Concentration

Resistance roll: Will negates (see text)

Spell Resistance: Yes

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

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

## **Animate Dead**

Necromancy [Evil]

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Resistance roll: None

Spell Resistance: No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the character's spoken commands. The skeletons or zombies can follow the character, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead, the character can't create more Endurance levels of undead than the character has caster levels with a single casting of animate dead. The undead the character creates remain under the character's control indefinitely. No matter how many times the character uses this spell however the character can control only 2 Endurance levels worth of undead creatures per caster level. If the character exceeds this number, all the newly created creatures fall under the character's control, and any excess undead from previous castings become uncontrolled (the character chooses which creatures are released).

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

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

**Material Component:** The character must place a black onyx gem worth at least 5000 dollars into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless, burned-out shells.

## **Animate Objects**

Transmutation

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

Resistance roll: None

Spell Resistance: No

The character imbues inanimate objects with mobility and a semblance of life. The animated object or objects then attack whomever or whatever the character initially designates. The animated object can be of any non-magical material—wood, metal, stone, fabric, leather, ceramic, glass, etc. The character 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

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

Resistance roll: None

Spell Resistance: No

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

One command can be given each round as a standard action. The rope can enwrap only a creature or an object within 1 foot of it-it does not snake outward-so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll. The rope has a range increment of 10 feet. A typical rope has 2 Endurance points, DR 10, and can be burst with a Strength check (DC 23). The rope does not deal damage of any type, but it can be used as a trip line or to entangle a single opponent who fails a Reflex Resistance roll. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Agility. If the rope can anchor itself to an immobile object, the entangled creature cannot move. Otherwise, it can move at half speed but can't run or charge. A creature capable of spell casting that is bound by this spell must make a Concentration check (DC 15) to cast a spell. An entangled creature can slip free with an Escape Artist check (DC 20). The rope itself, and any knots tied in it, are not magical.

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

### **Antilife Shell**

Abjuration

Components: V, S, DF

Casting Time: 1 full round

Range: 10 ft.

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

Duration: 10 minutes/level (D)

Resistance roll: None

Spell Resistance: Yes

The character brings 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, humanoids, monstrous humanoids, oozes, plants, shapechangers, and vermin, but not constructs, elementals, outsiders, or undead.

**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.

### **Antimagic Field**

Abjuration

Components: V, S, M/DF

Casting Time: 1 action

Range: 10 ft.

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

Duration: 10 minutes/level (D)

Resistance roll: None

Spell Resistance: See text

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

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

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

Summoned or conjured creatures of any type and incorporeal undead wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the

conjunction that's maintaining the creature. If the character casts antimagic field in an area occupied by a conjured creature who has Spell resistance, the character must make a caster level check (1d20 + caster level) against the creature's SR to make it wink out. (The effects of instantaneous conjurations, such as create water, are not affected by the antimagic field because the conjuration itself is no longer in effect, only its result.)

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

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

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

### **Antipathy**

Enchantment (Compulsion) [Mind-Affecting]

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

Resistance roll: Will partial

Spell Resistance: Yes

The character causes an object or location to emanate magical vibrations that repel either a specific type of intelligent creature or creatures of a particular type as defined by the character. The particular type of creature to be affected must be named specifically—for example, Red Dragons, Hill giants, Were-rats, Lammasu, Cloakers, or Vampires. Larger groups, such as "goblinoids," are not specific enough.

Creatures of the designated type 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 Resistance roll can stay in the area or touch the item, but feels very uncomfortable doing so. This distracting discomfort reduces the creature's Agility score by 4 points. Antipathy counters and dispels sympathy. This spell cannot be cast upon living creatures.

### **Antiplant Shell**

Abjuration

Components: V, S, DF

Casting Time: 1 action

Range: 10 ft.

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

Duration: 10 minutes/level (D)

Resistance roll: None

Spell Resistance: Yes

The antiplant shell spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures whom the spell keeps at bay strains and collapses the field.

### **Arcane Eye**

Divination

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited  
Effect: Magical sensor  
Duration: 1 minute/level  
Resistance roll: None  
Spell Resistance: No

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

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

Any creature with a Logic of 12 or higher can notice the arcane eye by making a Scry check or a Logic check (DC 20). Spells such as detect scrying can also detect the eye.

### **Arcane Lock**

Abjuration  
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  
Resistance roll: None  
Spell Resistance: No

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

### **Arcane Mark**

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

This spell allows the character to inscribe the character's personal rune or mark, which can be no taller than 6 inches in height and consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables the character to etch the rune upon any substance (even stone or metal) without harm to the material upon which the mark is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible (though not necessarily understandable). See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise 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. Arcane mark must be cast on an object prior to casting Drawmij's instant summons on the same object (see that spell description for details).

## **Atonement**

Abjuration

Components: V, S, M, F, DF, XP

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Resistance roll: 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, atonement operates normally at no cost to the character. However, in the case of a creature atoning for deliberate misdeeds and acts of knowing and willful nature, the character seeking atonement loses 500 experience points in order to be expunged of his burden.

## **Augury**

Divination

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: Instantaneous

An augury can tell the character whether a particular action will bring good or bad results for the character in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level; the Administrator makes the roll secretly. The Administrator 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, the character gets 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, the character gets the "nothing" result. A character 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 use the same dice result as the first augury.

## **Awaken**

Transmutation

Components: V, S, F, XP

Casting Time: One day

Range: Touch

Target: Animal or tree touched

Duration: Instantaneous

Resistance roll: Will negates

Spell Resistance: Yes

The character awakens a tree or animal to humanlike sentience. To succeed, the character must make a Will save (DC 10 + the target's Endurance level, or the Endurance level the tree will have once awakened). The awakened animal or tree is friendly toward the character. The character has no special empathy or connection with a creature the character awakens, although it serves the character in specific tasks or endeavors if the character can communicate the character's desires to it.

An awakened tree has characteristics as if it were an animated object, except that its Logic, Intuition, and Personality

scores are all 3d6. Awakened plants gain the ability to move their limbs, roots, vines, creepers, etc., and have senses similar to a human's.

An awakened animal gets 3d6 Logic, +1d3 Personality, and +2 Endurance level. An awakened tree or animal can speak one language that the character knows, plus one additional language that the character knows per point of Logic bonus (if any).

## **Spells (B)**

### **Bane**

Enchantment (Compulsion) [Mind-Affecting]

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Area: All enemies within 50 ft.

Duration: 1 minute/level

Resistance roll: Will negates

Spell Resistance: Yes

Bane fills the character's enemies with fear and doubt. They suffer a -1 penalty on their attack rolls and a -1 penalty on Resistance rolls against fear effects. Bane counters and dispels bless.

### **Banishment**

Abjuration

Components: V, S, F

Casting Time: 1 action

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

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

Duration: Instantaneous

Resistance roll: Will negates

Spell Resistance: Yes

A banishment spell is a more powerful version of the dismissal spell. It enables the character to force extra-planar creatures out of the character's home plane. Up to 2 Endurance levels of creatures per caster level can be banished. To target a creature, the character must present at least one object or substance that it hates, fears, or otherwise opposes. For each such object or substance, the character gains +1 on the character's caster level check to overcome the target's Spell resistance (if any) and +2 on the Resistance roll DC. At the Administrator's option, certain rare items might work twice as well (each providing +2 against SR and +4 on the spell's DC).

### **Barkskin**

Transmutation

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Resistance roll: None

Spell Resistance: Yes (harmless)

Barkskin makes a creature's skin as tough as bark. The effect grants a +3 natural armor bonus to the character's Defensive rating. This bonus increases to +4 at 6th level and to +5 at 12th level and up.

### **Bestow Curse**

Transmutation

Components: V, S

Casting Time: 1 action

Range: Touch



Target: Creature touched  
Duration: Permanent  
Resistance roll: Will negates  
Spell Resistance: Yes

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

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

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

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

### **Bigby's Clenched Fist**

Evocation  
Components: V, S, F/DF

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

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

### **Bigby's Crushing Hand**

Evocation  
Components: V, S, M, F/DF

As Bigby's interposing hand, except the hand can interpose itself, push, or crush one opponent that the character selects. The crushing hand can interpose itself as Bigby's interposing hand does, or it can bull rush an opponent as Bigby's forceful hand does, but at +18 on the Strength check.

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

### **Bigby's Forceful Hand**

Evocation  
Components: V, S, F

As Bigby's interposing hand, except the forceful hand pursues and pushes away the opponent that the character designates. Treat this as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and +2 for charging bonus, which it always gets). The hand always moves with the opponent to push him back the full distance allowed, and it has no speed limit. A very strong creature could not push the hand out of its way (because the hand would instantly reposition itself between the creature and the character), but it could push the hand up against the character by successfully bull rushing the hand.

### **Bigby's Grasping Hand**

Evocation  
Components: V, S, F/DF

As Bigby's interposing hand, except the hand can also grapple one opponent that the character selects. The grasping

hand gets one grappling attack per round. Its attack bonus to make contact is the character's level + the character's Logic or Intuition modifier, +10 for the hand's Strength score (31), -1 for being Large. Its grapple check is this same figure, except with +4 for being Large instead of -1. It holds but does not harm creatures it grapples.

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

### **Bigby's Interposing Hand**

Evocation

Components: V, S, F

Casting Time: 1 action

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

Effect: 10-ft. hand

Duration: 1 round/level (D)

Resistance roll: None

Spell Resistance: Yes

Bigby's interposing hand creates a Large magic hand that appears between the character and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the character moves or how the opponent tries to get around it, providing nine-tenths cover (+10 DR) for the character against that opponent. Nothing can fool the hand-it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt to hide or disguise himself. The hand does not pursue an opponent, however.

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

Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal speed. If the opponent weighs more than 2,000 pounds, the hand cannot reduce its speed but still affects the opponent's attacks. By concentrating (as a standard action), the character can designate a new opponent for the hand.

### **Binding**

Enchantment (Compulsion) [Mind-Affecting]

Components: V, S, M

Casting Time: One minute

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

Target: One living creature

Duration: See text (D)

Resistance roll: Will negates (see text)

Spell Resistance: Yes

A binding spell creates a magical restraint to hold a creature. The target only gets an initial Resistance roll if its Endurance level is equal to at least half the character's caster level. The character may have up to six assistants help the character with the spell. For each assistant who casts suggestion, the character's caster level for this casting of the spell increases by +1. For each assistant who casts dominate animal, dominate person, or dominate monster, the character's effective level increases by a number equal to one-third that assistant's level (provided the target is appropriate for the spell). All the assistants must join in chanting the spell (see the details on the spell's verbal component, below). The character's caster level determines whether the target gets an initial Will Resistance roll and how long the binding lasts. All binding durations are dismissible.

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

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

**Slumber:** Brings a comatose sleep upon the subject for up to one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of binding is more difficult to cast than chaining, making it

slightly easier to resist. Reduce the spell's save DC by 1.

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

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

**Metamorphosis:** The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent (the character's choice). The creature remains aware of its surroundings and can speak, but cannot leave the container, attack, or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce save DC by 4.

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

Regardless of the version of binding the character cast, the character can specify triggering conditions that end the spell and release the creature whenever they occur. These can be as simple or elaborate as the character desires (but the Administrator 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, or identity, but otherwise must be based on observable actions or qualities. Intangibles such as Level, Endurance level, or Endurance points don't qualify. For example, a bound creature can be released when a creature approaches, but not when a thief approaches. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a Resistance roll is allowed) by +2.

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

**Components:** Specially made props suited to the specific type of binding (cost 5,000+), plus the spell requires gems worth at least 5,000 for each Endurance level of the target.

### **Blade Barrier**

Evocation

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

Resistance roll: 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 20d6). 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 Resistance roll, 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 DR) for anyone beyond it.

### **Blasphemy**

Evocation [Evil, Sonic]

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on the character

Duration: Instantaneous

Resistance roll: None  
Spell Resistance: Yes

Uttering blasphemy creates two effects. If the character is on the character's home plane, non-evil extra-planar 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 the character's plane who hear the blasphemy and are not evil suffer the following ill effects:

<b>Endurance level</b>	<b>Effect</b>
12 or more	Dazed
Less than 12	Weakened, dazed
Less than 8	Paralyzed, weakened, dazed
Less than 4	Killed

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.

### **Bless**

Enchantment (Compulsion) [Mind-Affecting]

Components: V, S, DF

Casting Time: 1 action

Range: 50 ft.

Area: All allies within 50 ft.

Duration: 1 minute/level

Resistance roll: None

Spell Resistance: Yes (harmless)

The character's allies gain a bonus of +1 on their attack rolls and a bonus of +1 on Resistance rolls against fear effects. Bless counters and dispels bane.

### **Bless Water**

Transmutation [Good]

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Resistance roll: Will negates (object)

Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water. Holy water is considered blessed, which means it has special effects on certain creatures.

**Material Component:** Worth at least 25 dollars.

### **Bless Weapon**

Transmutation

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Resistance roll: None

Spell Resistance: No

All critical rolls against evil foes are automatically successful. 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.

### **Blindness/Deafness**

Transmutation

Components: V

Casting Time: 1 action

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

Target: One living creature

Duration: Permanent (D)

Resistance roll: Fortitude negates

Spell Resistance: Yes

The subject becomes blinded or deafened, as the character chooses. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Agility bonus to its Defensive rating (DR), 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 Agility-based skills. A deafened character, in addition to the obvious effects, automatically fails Listen checks, suffers a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

### **Blink**

Transmutation

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level (D)

The blink effect rapidly cycles the character in and out of the ethereal plane. Blinking has several effects:

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

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

While blinking, the character takes only half damage from area attacks (or full damage from those that extend onto the Ethereal Plane). The character strikes as an invisible creature (+2 attack), denying the character's target any Agility bonus to its DR. The character suffers only half damage from falling, since the character falls only while the character is material.

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

Since the character spends about half the character's time on the Ethereal Plane, the character can see and even attack ethereal creatures. The character interacts with ethereal creatures roughly the same way the character interacts with material ones. For instance, the character's spells against ethereal creatures are 20% likely to activate just as the character goes material and be lost.

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

### **Blur**

Illusion (Glamer)  
Components: V  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 1 minute/level  
Resistance roll: 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.

### **Break Enchantment**

Abjuration  
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  
Resistance roll: See text  
Spell Resistance: No

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

If the spell is one that, as a special property, cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from some permanent magic item, such as a cursed sword, break enchantment does not remove the curse from the item but merely frees the victim from the item's effects, leaving the item cursed.

### **Bull's Strength**

Transmutation  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 1 hour/level  
Resistance roll: Will negates (harmless)  
Spell Resistance: Yes (harmless)

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

### **Burning Hands**

Transmutation [Fire]  
Components: V, S  
Casting Time: 1 action  
Range: 10 ft.

Area: Semicircular burst of flames 10 ft. long, centered on the character's hands  
Duration: Instantaneous  
Resistance roll: Reflex half  
Spell Resistance: Yes

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

## Spells (C)

### Call Lightning

Evocation [Electricity]  
Components: V, S  
Casting Time: 10 minutes, plus 1 action per bolt called  
Range: Long (400 ft. + 40 ft./level)  
Effect: See text  
Duration: 10 minutes/level  
Resistance roll: Reflex half  
Spell Resistance: Yes

To cast call lightning, the character must be in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinn or air elemental of 7 Endurance levels or more). The character is then able to evoke bolts of lightning as long as the character remains in the stormy area. (The spell ends if the character leaves the stormy area.)

The character can call down one bolt every 10 minutes. The character need not call a bolt of lightning immediately — other actions even spell casting, can be performed. However, the character must use a standard action (concentrating on the spell) to call each bolt. A bolt causes 1d10 points of electrical damage per caster level (maximum 10d10). The bolt of lightning flashes down in a vertical stroke at whatever target point the character choose, within range (measured from the character's position at the time). The bolt takes the shortest possible unobstructed path between a nearby cloud and the target. Any creature within a 10-foot radius of the path or the point where the lightning strikes is affected. This spell can be used only outdoors. It does not function indoors, underground, or underwater.

### Calm Animals

Enchantment (Compulsion) [Mind-Affecting]  
Components: V, S  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Targets: Animals, beasts, or magical beasts with Logic 1 or 2 within 30 ft. of each other  
Duration: 1 minute/level  
Resistance roll: 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 Logic 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 Endurance levels affected. Animals trained to attack or guard, dire animals, beasts, and magical beasts are allowed Resistance rolls. Animals not trained to attack or guard are not. 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 creatures.

### Calm Emotions

Enchantment (Compulsion) [Mind-Affecting]  
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)  
Resistance roll: Will negates  
Spell Resistance: Yes

This spell calms agitated creatures. The character has no control over the affected creatures, but this spell can stop raging creatures from fighting. 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. 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.

### **Cat's Grace**

Transmutation  
Components: V, S, M  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 1 hour/level  
Resistance roll: Will Negates (harmless)  
Spell Resistance: Yes

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

### **Cause Fear**

Necromancy [Fear, Mind-Affecting]  
Components: V, S  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One living creature  
Duration: 1d4 rounds  
Resistance roll: Will negates  
Spell Resistance: Yes

The affected creature becomes frightened. It suffers a -2 penalty on Attack rolls, Weapon damage rolls, and Resistance rolls. It flees from the character as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Endurance levels are immune. Cause fear counters remove fear.

### **Chain Lightning**

Evocation [Electricity]  
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  
Resistance roll: Reflex half  
Spell Resistance: Yes

This spell creates an electrical discharge that begins as a single stroke commencing from the character's fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) on the primary target. After the bolt strikes, lightning can arc to as many secondary targets as the character has levels. The secondary bolts each strike one target and deal half as many dice of damage as the primary (rounded down). All subjects can attempt Reflex Resistance rolls for half damage. The character chooses secondary targets as the character likes, but they must all be within 30 feet of the primary target, and no target can be struck more than once. The character can choose to affect fewer secondary targets



than the maximum (to avoid allies in the area, for example).

### **Change Self**

Illusion (Glamer)

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level (D)

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

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the character or the character's equipment. A battle axe made to look like a dagger still functions as a battle axe. If the character uses this spell to create a disguise, the character gets a +10 bonus on the Disguise check.

**Note:** Creatures get Will saves to recognize the glamor as an illusion if they interact with it (such as by touching the character and having that not match what they see, in this case of this spell).

### **Changestaff**

Transmutation

Components: V, S, F

Casting Time: 1 full round

Range: Touch

Target: The character's touched staff

Duration: 1 hour/level (D)

Resistance roll: None

Spell Resistance: No

The character changes a specially prepared quarterstaff into a Huge treant-like creature, about 24 feet tall. When the character plants the end of the staff in the ground and speak a special command to conclude the casting of the spell, the character's staff turns into a creature who looks and fights just like a treant. The staff-treant defends the character 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 Endurance 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). The character cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

### **Charm Monster**

Enchantment (Charm) [Mind-Affecting]

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]

Components: V, S

Casting Time: 1 action

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

Target: One person  
Duration: 1 hour/level  
Resistance roll: Will negates  
Spell Resistance: Yes

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

The spell does not enable the character to control the charmed person as if he were an automaton, but he perceives the character's words and actions in the most favorable way. The character can try to give the subject orders, but the character must win an opposed Personality 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. Any act by the character or the character's apparent allies that threatens the charmed person breaks the spell. Note also that the character must speak the person's language to communicate the character's commands, or else be good at pantomiming.

### **Charm Person or Animal**

Enchantment (Charm) [Mind-Affecting]  
Target: One person or animal

As charm person, except that it can also affect an animal.

### **Chill Metal**

Transmutation [Cold]  
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  
Resistance roll: Will negates (object)  
Spell Resistance: Yes (object)

Chill metal makes metal extremely cold. Unattended, non-magical metal gets no Resistance roll. Enchanted metal is allowed a Resistance roll against the spell. An item in a creature's possession uses the creature's Resistance roll (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:

<b>Round</b>	<b>Temperature</b>	<b>Damage</b>
1	Cold	None
2	Icy	1d4 points
3-5	Freezing	2d4 points
6	Icy	1d4 points
7	Cold	None

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

Components: V, S

Casting Time: 1 action

Range: Touch

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

Duration: Instantaneous

Resistance roll: Fortitude partial

Spell Resistance: Yes

A touch from the character's hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage and possibly also 1 point of temporary Strength damage. (A successful Fortitude Resistance roll negates the Strength damage.) The character can use this melee touch attack up to one time per level.

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

### **Circle of Death**

Necromancy [Death]

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

Resistance roll: Fortitude negates

Spell Resistance: Yes

A circle of death snuffs out the life forces of living creatures, killing them instantly. The spell slays 1d4 Endurance levels worth of living creatures per caster level (maximum 20d4). Creatures with the fewest Endurance level are affected first; among creatures with equal Endurance levels, those who are closest to the point of origin of the burst are affected first. No creature with 9 or more Endurance levels is affected, and Endurance levels that are not sufficient to affect a creature are wasted.

### **Circle of Doom**

Necromancy

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 the character

Duration: Instantaneous

Resistance roll: 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

Components: V, S, F/DF

Casting Time: 1 action

Range: See text

Effect: Magical sensor

Duration: 1 minute/level (D)

Resistance roll: None

Spell Resistance: No

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

### **Cloak of Chaos**

Abjuration [Chaotic]

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on the character

Duration: 1 round/level (D)

Resistance roll: See text

Spell Resistance: Yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells, and confusing creatures when they strike the subjects. This abjuration has four effects:

First, the warded creatures gain a +4 bonus to DR and a +4 resistance bonus to saves.

Second, the warded creatures gain Spell resistance of 25.

Third, the abjuration blocks possession and mental influence.

Finally, if a 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).

### **Clone**

Necromancy

Components: V, S, M, F

Casting Time: 10 minutes

Range: 0 ft.

Effect: One clone

Duration: Instantaneous

Resistance roll: None

Spell Resistance: No

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

To create the duplicate, the character must have a piece of flesh (not hair, nails, scales, or the like) taken from the original's living body, with a volume of at least 1 cubic inch. The piece of flesh need not be fresh, but it must be kept from rotting (such as by the gentle repose spell). Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. When the clone is completed, if the original is dead, the original's soul enters the clone. The clone has the personality, memories, skills, and levels the original had at the time the piece of flesh was taken. However, the replacement must be at least one level lower than the original was at the time of death. If the original was 1st level, the clone's Stamina score drops by 1; if this would give the clone a Stamina score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is at the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting creature is merely a soulless bit of inert flesh, which rots if not somehow preserved.

**Arcane Material Components:** The piece of flesh and various laboratory supplies (cost 10,000).

**Focus:** Special laboratory equipment (cost 5,000).

### **Cloudkill**

Conjuration (Creation)

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

Resistance roll: 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 Endurance level (no save) and cause creatures with 4 to 6 Endurance levels to make Fortitude Resistance rolls or die. Living creatures above 6 Endurance levels, and creatures of 4 to 6 Endurance levels who make their Resistance rolls, take 1d10 points of poison damage each round while in the cloud. Holding one's breath doesn't help.

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

### **Color Spray**

Illusion (Pattern) [Mind-Affecting]

Components: V, S, M

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous (see text)

Resistance roll: Will negates

Spell Resistance: Yes

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

**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 Agility bonus to DR, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Agility-based skills.

A stunned creature can't act and loses any Agility bonus to DR. Attackers gain +2 bonuses to attack it. Sightless creatures are not affected by color spray.

### **Command**

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Components: V

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round  
Resistance roll: Will negates  
Spell Resistance: Yes

The character give the subject a one-word command, which she obeys to the best of his ability. A very reasonable command causes the subject to suffer a penalty on the Resistance roll (from -1 to -4, at the Administrator's discretion). Typical commands are "Flee," "Die" (which causes the subject to feign death), "Halt," "Run," "Stop," "Fall," "Go," "Leave," "Surrender," and "Rest."

(A command of "Suicide" fails because "suicide" is generally used as a noun, not as a command.)

### **Command Plants**

Enchantment (Charm) [Mind-Affecting]  
Components: V  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Targets: Plants and plant creatures (see text)  
Duration: 1 day/level or 1 hour/level (see text)  
Resistance roll: See text  
Spell Resistance: See text

Plants, fungi, plant creatures, and fungus creatures do the character's bidding.

**Charm:** Against plant creatures and fungus creatures, command plants functions as a mass charm spell. The character can command a number of plant creatures whose combined level or Endurance level do not exceed three times the character's level (or at least one creature regardless of Endurance level). No two affected creatures can be more than 30 feet from each other, and each is allowed a Will Resistance roll to negate the effect. Spell resistance applies. The effect lasts 1 day per caster level. This is a charm effect.

**Animate:** The spell imbues trees or other large, inanimate vegetable life with mobility. The animated plants then attack whomever or whatever the character first designates. Animated plants gain humanlike senses. The plants' DR, speed, attacks, and special abilities vary with their size and form, as described for animated objects in the Monster Manual. The character can animate two trees, four shrubs, or eight vines. All plants to be affected must be within 60 feet of each other. The character can animate different types of plants if desired (for example, one tree and four vines or a tree and two shrubs). Creatures who have the plants in their possession can prevent the effect with Will saves or Spell resistance. The effect lasts 1 hour per caster level.

**Entangle:** the character imbues all plants within range with semi-mobility, 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.

### **Commune**

Divination  
Components: V, S, M, DF, XP  
Casting Time: 10 minutes  
Range: Personal  
Target: The character  
Duration: 1 round/level

The character can contact the character's deity—or agents thereof—and ask questions that can be answered by a simple yes or no. The character are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, the Administrator should give a short phrase (five words or less) as an answer instead. The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If the character doesn't focus on the conversation, discusses the answers at length with other parties, or leaves to undertake another task, the spell ends.

**XP Cost:** 100 XP.

### **Commune with Nature**

Divination

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: The character

Duration: Instantaneous

The character becomes one with nature, attaining knowledge of the surrounding territory. The character 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.

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 cities and towns).

### **Comprehend Languages**

Divination

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

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

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

### **Cone of Cold**

Evocation [Cold]

Components: V, S, M/DF

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Resistance roll: Reflex half

Spell Resistance: Yes

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

### **Confusion**

Enchantment (Compulsion) [Mind-Affecting]

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

Resistance roll: Will negates

Spell Resistance: Yes

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

**1d10 Behavior**

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

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

**Consecrate**

Evocation  
 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  
 Resistance roll: None  
 Spell Resistance: No

This spell blesses an area with positive energy. All Personality checks made to turn undead within this area gain a +3 bonus. Undead entering this area suffer minor disruption, giving them a –1 penalty on Attack rolls, Damage rolls, and Resistance rolls. 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 the character's deity, pantheon, or aligned higher power, the modifiers listed above are doubled (+6 bonus to turning, –2 penalty to undead rolls). The character cannot consecrate an area with a similar fixture of a deity other than the character's own patron. Consecrate counters and dispels desecrate.

**Contact Other Plane**

Divination  
 Components: V  
 Casting Time: 10 minutes  
 Range: Personal  
 Target: The character  
 Duration: Concentration

The character sends his 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.)

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

**Avoid Effective Logic/Personality Decrease:** The character must succeed at a Logic check against this DC in order to avoid effective Logic and Personality decrease. If the check fails, the character's Logic and Personality scores fall to 8 for the stated duration, and the character becomes unable to cast arcane spells. If the character loses Logic and Personality, 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 Administrator rolls d% for the result shown on the table:

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

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

**Lie:** The entity intentionally lies to the character.

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

The powers reply in a language the character understands, but they resent such contact and give only brief answers to the character's questions. (The Administrator answers all questions with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.) The character must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, the character may ask one question.

The character can contact an Elemental Plane or some plane farther removed. Contact with minds far removed from the character's home plane increases the probability of suffering an effective decrease to Logic and Personality, 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 Administrator's 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.

### **Contagion**

Necromancy

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Resistance roll: Fortitude negates

Spell Resistance: Yes

The subject contracts a disease, which strikes immediately (no incubation period). The character infects the subject with a disease that can either be randomly generated or chosen from the appropriate disease tables as chosen by the Administrator.

### **Contingency**

Evocation

Components: V, S, M, F

Casting Time: At least 10 minutes (see text)

Range: Personal

Target: The character

Duration: 1 day/level or until discharged

The character can place another spell upon the character's person so that the latter spell comes into effect under some condition the character dictates 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 the character's person (feather fall, levitate, fly, teleport, and so forth) and be of a spell level no higher than one-third the character's caster level (rounded down, maximum 6<sup>th</sup> level). The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell combination (contingency and the companion magic) may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether the character wants it to.

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

### **Continual Flame**

Illusion (Figment)  
Components: V, S, M  
Casting Time: 1 action  
Range: Touch  
Effect: Illusory flame  
Duration: Permanent  
Resistance roll: None  
Spell Resistance: No

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

### **Control Plants**

Transmutation  
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 the character  
Duration: 1 minute/level  
Resistance roll: Will negates (see text)  
Spell Resistance: No

The character can converse, in very rudimentary terms, with all sorts of plants and plantlike creatures (including fungi, molds, and plantlike monsters such as shambling mounds). The character automatically exercises limited control over normal plants. Plantlike creatures can negate the control effect with a Will save.

The spell does not enable plants to uproot themselves and move about, but it does allow them to move their branches, stems, and leaves. Thus, the character can question plants as to whether or not creatures have passed through them, or cause thickets 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  
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  
Resistance roll: Will negates  
Spell Resistance: Yes

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

### **Control Water**

Transmutation  
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)  
Resistance roll: None  
Spell Resistance: No

Depending on the version the character chose, 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 the deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell. The spell has no effect on other creatures.

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

### **Control Weather**

Transmutation

Components: V, S

Casting Time: 10 minutes (see text)

Range: Two miles

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

Duration: 4d12 hours (see text)

Resistance roll: None

Spell Resistance: No

The character can 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 Administrator. The character can call forth weather appropriate to the climate and season of the area the character are in.

<b>Season</b>	<b>Possible Weather</b>
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

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

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them. Nature Mages casting this spell double the duration and affect a circle with a three-mile radius.

### **Control Winds**

Transmutation

Components: V, S

Casting Time: 1 action

Range: 40 ft./level

Area: 40 ft./level radius centered on the character

Duration: 10 minutes/level

Resistance roll: Fortitude negates

Spell Resistance: No

The character alters wind force in the area surrounding the character. The character 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 the character chooses to alter his handiwork, which requires concentration. The character may create an "eye" of calm air up to 80 feet in diameter at the center of the area if the character so desires, and the character may choose to limit the effect to any circular area less than the character's full range.

**Wind Direction:** The character 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, the character can increase or decrease wind force by one level of strength. 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 non-fortified buildings and often uproots large trees.

### **Create Food and Water**

Conjuration (Creation)  
Components: V, S  
Casting Time: 10 minutes  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Food and water to sustain three humans or one horse/level for 1 day  
Duration: 24 hours (see text)  
Resistance roll: None  
Spell Resistance: No

The food that this spell creates is simple fare of the character's 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]  
Components: V, S, M  
Casting Time: 1 hour  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One corpse  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: No

As create undead, except that this spell allows the character to create more powerful and intelligent sorts of undead. The type of undead created is based on the character's level. The following types of undead can be created by casters of the specified levels:

<b>Caster Level</b>	<b>Undead Created</b>	<b>Caster Level</b>	<b>Undead Created</b>
15 or lower	Mummy	18–19	Vampire
16–17	Specter	20	Ghost*

\*Ghosts created by this spell have three ghostly powers in addition to manifestation: malevolence, horrific appearance, and corrupting gaze.

The character may attempt to command the undead as it forms with a turning check. Certain types of undead, such as Liches, cannot be created by this spell. Such undead are created in other, very specific ways.

### **Create Undead**

Necromancy [Evil]

Components: V, S, M  
Casting Time: 1 hour  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One corpse  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: No

A much more potent spell than animate dead, this evil spell allows the character 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:

<b>Caster's Level</b>	<b>Undead Created</b>	<b>Caster's Level</b>	<b>Undead Created</b>
11 or lower	Ghoul	16–19	Wight
12–13	Shadow	20	Wraith
14–15	Ghast		

The character may create less powerful undead than the character's level would indicate if the character chooses. For example, at 16th level the character 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. The character may attempt to command the undead as it forms. This spell must be cast at night.

**Material Components:** The spell must be cast on a dead body, and the Administrator may assign specific requirements for various types of undead. The character must place a black onyx gem worth at least 5,000 per Endurance level 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)  
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  
Resistance roll: 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)  
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  
Resistance roll: None  
Spell Resistance: No

When the character utters the spell of creeping doom, he calls forth a mass of 1,000 venomous, biting and stinging spiders, scorpions, beetles, and centipedes. This carpet-like mass swarms in a square 20 feet on a side. Upon the character's command, the swarm creeps forth at 10 feet per round toward any prey within 100 feet, moving in the direction the character commands. 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 non-magical 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 the character, 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.

### **Cure Critical Wounds**

Conjuration (Healing)

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)

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Resistance roll: Will half (harmless) (see text)

Spell Resistance: Yes (harmless)

When laying the character's hand upon a living creature, the character channels positive energy that cures 1d8 points of damage +1 point per caster level (up to +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

### **Cure Minor Wounds**

Conjuration (Healing)

As cure light wounds, except cure minor wounds cures only 1-4 points of damage.

### **Cure Moderate Wounds**

Conjuration (Healing)

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)

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

### **Curse Water**

Transmutation [Evil]

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Resistance roll: 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.



## Spells (D)

### Dancing Lights

Illusion (Figment)

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

Resistance roll: Will disbelief (if interacted with)

Spell Resistance: No

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

### Darkness

Evocation [Darkness]

Components: V, M/DF

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Resistance roll: None

Spell Resistance: No

This spell causes an object to radiate darkness out to a 20-foot radius. Not even creatures who can normally see in the dark (such as with darkvision) can see in an area shrouded in magical darkness. Normal lights (torches, candles,

lanterns, and so forth) do not work, nor do light spells of lower level (flare, light, dancing lights). Darkness and the 2nd-level spell daylight cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of the spells. Higher-level light spells (such as the 3rd-level Divine 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.

### **Darkvision**

Transmutation  
Components: V, S, M  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 1 hour/level  
Resistance roll: None  
Spell Resistance: Yes (harmless)

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

### **Daylight**

Evocation [Light]  
Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: Object touched  
Duration: 10 minutes/level  
Resistance roll: 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.

### **Daze**

Enchantment (Compulsion) [Mind-Affecting]  
Components: V, S, M  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One person  
Duration: 1 round  
Resistance roll: Will negates  
Spell Resistance: Yes

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

### **Death Knell**

Necromancy [Death, Evil]  
Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: Living creature touched



Duration: Instantaneous/10 minutes per target HD (see text)  
Resistance roll: Will negates  
Spell Resistance: Yes

The character draws forth the ebbing life force of a badly wounded creature and use it to fuel the character's own power. Upon casting this spell, the character touches a living creature with -1 Endurance points or lower. If the subject fails its Resistance roll, it dies, and the character gains 1d8 temporary Endurance points and +2 Strength. Additionally, the character's effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant the character access to more spells.) These effects last for 10 minutes per endurance level of the target creature.

### **Death Ward**

Necromancy  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Target: Living creature touched  
Duration: 10 minutes/level  
Resistance roll: None  
Spell Resistance: Yes (harmless)

The subject is immune to all death spells and magical death effects. The spell does not protect against other sorts of attacks, such as Endurance point loss, poison, petrification, or other effects even if they might be lethal.

### **Deathwatch**

Necromancy  
Components: V, S  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Area: Quarter circle emanating from the character to the extreme of the range  
Duration: 10 minutes/level  
Resistance roll: None  
Spell Resistance: No

Using the foul sight granted by the powers of unlife, the character can determine the condition of creatures near death within the spell's range. The character instantly knows whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer Endurance points left), fighting off death (alive with 4 or more Endurance points), undead, or neither alive nor dead (as a construct). This spell foils any spell or ability that allows creatures to feign death.

### **Deeper Darkness**

Evocation [Darkness]  
Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: Object touched  
Duration: 1 day/level  
Resistance roll: None  
Spell Resistance: No

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)  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 1 hour/level  
Resistance roll: 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]  
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 the character desires, or the character can choose to delay the burst for up to 5 rounds. The character chooses the amount of delay upon completing the spell, and the delay cannot change once it has been set (unless someone touches the bead; see below). If the character chose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while the creature is handling it.

### **Demand**

Enchantment (Compulsion) [Mind-Affecting]  
Resistance roll: 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 Logic 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.

### **Desecrate**

Evocation  
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  
Resistance roll: None  
Spell Resistance: Yes

This spell imbues an area with negative energy. All Personality checks made to turn undead within this area suffer a -3 penalty. Undead entering this area gain a +1 bonus to attack rolls, damage rolls, and Resistance rolls. Undead created within or summoned into a desecrated area gain +1 Endurance points per Endurance level.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to the character's deity, pantheon, or aligned higher power, the effects are doubled (turning at -6, +2 bonuses to undead rolls, +2 Endurance points per

Endurance level).

If the area contains a similar fixture of a deity, pantheon, or higher power other than the character's 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.

### **Destruction**

Necromancy [Death]  
Components: V, S, F  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: Instantaneous  
Resistance roll: Fortitude partial  
Spell Resistance: Yes

This awful spell instantly slays the subject and consumes its remains utterly in holy (or unholy) fire. If the target's Fortitude Resistance roll succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use true resurrection, a carefully worded wish spell followed by resurrection, or miracle.

### **Detect Animals or Plants**

Divination  
Components: V, S  
Casting Time: 1 action  
Range: Long (400 ft. + 40 ft./level)  
Area: Quarter circle emanating from the character to the extreme of the range  
Duration: Concentration, up to 10 minutes/level (D)  
Resistance roll: None  
Spell Resistance: No

The character can detect a particular type of animal or plant in a quarter circle emanating out from the character in whatever direction the character faces. The character must think of a species of animal or plant when using the spell. Each round the character can change the animal or plant type. The amount of information revealed depends on how long the character searches 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 specified 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 the character's line of sight, then the character discerns 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 Endurance points, free of disease.

**Fair:** 30% to 90% of original Endurance points remaining.

**Poor:** Up to 30% of original Endurance points remaining, afflicted with a disease, or suffering from a debilitating injury.

**Weak:** 0 or fewer Endurance points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

**Note:** Each round the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. The Administrator decides if a specific type of animal or plant is present.

### **Detect Chaos**

Divination

As detect evil, except that the spell detects chaotic creatures, spells, and magic items, and the character is vulnerable to

an overwhelming chaotic aura if the character is lawful. It does not detect undead.

### **Detect Evil**

Divination

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

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

Duration: Concentration, up to 10 minutes/level (D)

Resistance roll: None

Spell Resistance: No

The character can sense the presence of evil. The amount of information revealed depends on how long the character studies 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 the character is of good morals, the strongest evil aura's strength is "overwhelming" (see below), and the strength is at least twice the character's character level, the character is stunned for 1 round and the spell ends. While the character is stunned, the character can't act, the character loses any Agility bonus to DR, and attackers gain +2 bonuses to attack the character.

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

**Aura Strength:** An aura's evil power and strength depend on the type of evil creature or object that the character is detecting and its Endurance level, caster level, or (in the case of a Divine Mage) level.

<b>Creature/Object</b>	<b>Evil Power</b>
Evil creature	Endurance level / 5
Undead creature	Endurance level / 2
Evil elemental	Endurance level / 2
Evil magic item or spell Caster	level / 2
Evil outsider	Endurance level
Cleric of an evil deity	Level

<b>Evil Power</b>	<b>Aura Strength</b>
Lingering	Dim
1 or less	Faint
2-4	Moderate
5-10	Strong
11+	Overwhelming

If an aura falls into more than one strength category, the spell indicates the stronger of the two.

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

<b>Original Strength</b>	<b>Duration</b>
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, the character can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

### **Detect Good**

Divination

As detect evil, except that the spell detects good creatures, spells, and magic items, and the character is vulnerable to an overwhelming good aura if the character is evil. It does not detect undead. Also, remember that healing potions, antidotes, and similar beneficial items are not good.

### **Detect Law**

Divination

As detect evil, except that the spell detects lawful creatures, spells, and magic items, and the character is vulnerable to an overwhelming lawful aura if the character is chaotic. It does not detect undead.

### **Detect Magic**

Universal

Components: V, S

Casting Time: 1 action

Range: 60 ft.

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

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

Resistance roll: None

Spell Resistance: No

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

**1st Round:** Presence or absence of magical auras.

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

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

#### **Functioning Item/Spell Caster**

<b>Strength</b>	<b>Level</b>	<b>Level</b>
Dim		0-level or Lingering aura
lingering	aura	aura
Faint		1st–3rd 1st–5th
Moderate		4th–6th 6th–11th
Strong		7th–9th 12th–20th
Overwhelming		Artifact or beyond deity –level mortal magic caster

If an aura falls into more than one category, detect magic indicates the stronger of the two. Length Aura Lingers: How long the aura lingers depends on its original strength:

<b>Aura Strength</b>	<b>Duration</b>
Faint	1d6 minutes
Moderate	1d6 X 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

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

### **Detect Poison**

Divination

Components: V, S

Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target or Area: One creature, one object, or a 5-ft. cube  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: No

The character determine whether a creature, object, or area has been poisoned or is poisonous. The character can determine the exact type of poison with a successful Intuition check (DC 20). A character with the Alchemy skill may try an Alchemy check (DC 20) if the Intuition check fails, or may try the Alchemy check prior to the Intuition 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  
Components: V, S, M  
Casting Time: 1 action  
Range: 120 ft.  
Area: 120-ft.-radius emanation centered on the character  
Duration: 24 hours  
Resistance roll: None  
Spell Resistance: No

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

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

### **Detect Secret Doors**

Divination  
Components: V, S  
Casting Time: 1 action  
Range: 60 ft.  
Area: Quarter circle emanating from the character to the extreme of the range  
Duration: Concentration, up to 1 minute/level (D)  
Resistance roll: None  
Spell Resistance: No

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

**1st Round:** Presence or absence of secret doors.

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

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

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

## Detect Snares and Pits

Divination

Components: V, S

Casting Time: 1 action

Range: 60 ft.

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

Duration: Concentration, up to 10 minutes/level (D)

Resistance roll: None

Spell Resistance: No

The character 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 the character studies 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 the character's line of sight, then the character discerns its direction but not its exact location.

**Each Additional Round:** The general type and trigger for one particular hazard closely examined by the character.

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

## Detect Thoughts

Divination [Mind-Affecting]

Components: V, S, F/DF

Casting Time: 1 action

Range: 60 ft.

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

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

Resistance roll: Will negates (see text)

Spell Resistance: No

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

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

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

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

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

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

## **Detect Undead**

Divination

Components: V, S, M/DF

Casting Time: 1 action

Range: 60 ft.

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

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

Resistance roll: None

Spell Resistance: No

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

**1st Round:** Presence or absence of undead auras.

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

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

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

<b>Strength</b>	<b>Endurance Level</b>
Dim	Lingering aura
Faint	1 or less
Moderate	2-4
Strong	5-10
Overwhelming	11+

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

<b>Aura Strength</b>	<b>Duration</b>
Faint	1d6 minutes
Moderate	1d6 x 10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

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

## **Dictum**

Evocation [Lawful, Sonic]

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on the character

Duration: Instantaneous

Resistance roll: None

Spell Resistance: Yes

Uttering dictum creates two effects.

If the character is on the character's home plane, non-lawful extra-planar 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 dictum.

Creatures native to the character's plane who hear the dictum and are not lawful suffer the following ill effects:



<b>Endurance level</b>	<b>Effect</b>
12 or more	Deafened
Less than 12	Slowed, deafened
Less than 8	Paralyzed, slowed, deafened
Less than 4	Killed, paralyzed, slowed, deafened

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

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 minute/level

Resistance roll: None

Spell Resistance: Yes (object)

A green ray springs from the character's outstretched hand. The character must make a ranged touch attack to hit the target. Any creature or object struck is covered with a shimmering emerald field that completely blocks bodily extra-dimensional 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 extra-dimensional 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.

### **Dimension Door**

Transmutation [Teleportation]

Components: V

Casting Time: 1 action

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

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

Duration: Instantaneous

Resistance roll: None and Will negates (object)

Spell Resistance: No and Yes (object)

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

If the character arrives in a place that is already occupied by a solid body, the character becomes trapped in the Astral Plane. Each round that the character is trapped in the Astral Plane in this way, the character may make a Will Resistance roll (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, the character is stuck on the Astral Plane until rescued.

### **Diminish Plants**

Transmutation

Components: V, S, DF

Casting Time: 1 action

Range: See text  
Target or Area: See text  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: No

This spell has two versions:

**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 the character's 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. The character 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.

### **Discern Lies**

Divination  
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  
Resistance roll: Will negates  
Spell Resistance: No

Each round, the character concentrates on one subject, who must be in range. The character knows if the subject deliberately and knowingly speaks a lie by discerning disturbances in his aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, the character may concentrate on a different subject.

### **Discern Location**

Divination  
Components: V, S, DF  
Casting Time: 10 minutes  
Range: Unlimited  
Target: One creature  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: No

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of the direct intervention of a deity keeps the character from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from spying 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, the character must have seen the creature or have some item that once belonged to it. To find an object, the character must have touched the object at least once.

### **Disintegrate**

Transmutation  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Ray

Duration: Instantaneous  
Resistance roll: Fortitude partial  
Spell Resistance: Yes

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

### **Dismissal**

Abjuration  
Components: V, S, F/DF  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One extra-planar creature  
Duration: Instantaneous  
Resistance roll: Will negates  
Spell Resistance: Yes

This spell forces an extra-planar creature back to its proper plane. Add the creature's Endurance level to its Resistance roll and subtract the character's level as well. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

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

### **Dispel Chaos**

Abjuration [Lawful]

As dispel evil, except that the character is surrounded by constant, blue, lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

### **Dispel Evil**

Abjuration [Good]  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Target or Targets: The character and a touched evil creature from another plane; or the character and an enchantment or evil spell on a touched creature or object  
Duration: 1 round/level or until discharged, whichever comes first  
Resistance roll: See text  
Spell Resistance: See text

Shimmering, white, holy energy surrounds the character. This power has three effects:

1. The character gains a +4 bonus to DR against attacks by evil creatures.
2. On making a successful melee touch attack against an evil creature from another plane, the character can choose to drive that creature back to its home plane. The creature negates the effects with a Will save (Spell resistance applies). This use discharges and ends the spell.
3. With a touch, the character can automatically dispel any one enchantment cast by an evil creature or any one evil spell.

**Exception:** Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Resistance rolls and Spell resistance do not apply to this effect. This use discharges and ends the spell.

### **Dispel Good**

Abjuration [Evil]

As dispel evil, except that the character is surrounded by dark, wavering, unholy energy, and the spell affects good creatures and spells rather than evil ones.

### **Dispel Law**

Abjuration [Chaotic]

As dispel evil, except that the character is surrounded by flickering, yellow, chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

### **Dispel Magic**

Abjuration

Components: V, S

Casting Time: 1 action

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

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

Duration: Instantaneous

Resistance roll: None

Spell Resistance: No

The character can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another Mage'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.

The character choose to use dispel magic in one of three ways: a targeted dispel, an area dispel, or a counter spell:

**Targeted Dispel:** One object, creature, or spell is the target of the spell. The character makes a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the spell's caster level. If the Mage targets an object or creature who is the effect of an ongoing spell, he makes a dispel check to end the spell that conjured the object or creature. If the object that the character targets is a magic item, the character makes a dispel check against the item's caster level. If the character succeeds, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes non-magical for the duration of the effect. An inter-dimensional interface (such as a bag of holding) is temporarily closed. Remember that a magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and creatures of demigod or higher status are unaffected by mortal magic such as this.

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

**Area Dispel:** The spell affects everything within a 30-foot radius. For each creature who is the target of one or more spells, the character makes a dispel check against the spell with the highest caster level. If that fails, the character makes dispel checks against progressively weaker spells until the character dispels one spell (which discharges the dispel so far as that target is concerned) or fail all the character's checks. The creature's magic items are not affected. For each object that is the target of one or more spells, the character makes dispel checks as with creatures. Magic items are not affected by area dispels.

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

If an object or creature who is the effect of an ongoing spell is in the area, the character makes a dispel check to end the spell that conjured the object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object. The character may choose to automatically succeed at dispel checks against any spell that the character cast.

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

### **Displacement**

Illusion (Glamer)  
Components: V, M  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 1 round/level  
Resistance roll: Will negates (harmless)  
Spell Resistance: Yes (harmless)

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

### **Disrupt Undead**

Necromancy  
Components: V, S  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Ray  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: Yes

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

### **Divination**

Divination  
Components: V, S, M  
Casting Time: 10 minutes  
Range: Personal  
Target: The character  
Duration: Instantaneous

Similar to augury but more powerful, a divination spell can provide the character 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.

In all cases, the Administrator controls what information the character receives. Note that if the character's party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level. The Administrator adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken). If the dice roll fails, the character knows 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.

### **Divine Favor**

Evocation  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 1 minute

Calling upon the strength and wisdom of a deity, the character gains a +1 bonus to attack and weapon damage rolls for every three caster levels the character has (at least +1, maximum +6). The bonus doesn't apply to spell damage.

### **Divine Power**

Evocation  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 1 round/level

Calling upon the divine power of the character's patron, the character is imbued with strength and skill in combat. The character gains an enhancement bonus to Strength sufficient to raise the character's Strength score to 18 (if it is not already 18 or higher), and 1 temporary Endurance point per level.

### **Dominate Animal**

Enchantment (Compulsion) [Mind-Affecting]  
Components: V, S  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One animal  
Duration: 1 round/level  
Resistance roll: Will negates  
Spell Resistance: Yes

The character 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 the character and the subject animal. The animal can be directed by silent mental command as long as it remains in range. The character need not see the animal to control it. The character does not receive direct sensory input from the animal, but the character knows what it is experiencing. Because the character is directing the animal with the character's own Logic, it may be able to undertake actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth. The character need not concentrate exclusively on controlling the animal unless the character is trying to direct it to do something it normally couldn't do.

### **Dominate Monster**

Enchantment (Compulsion) [Mind-Affecting]  
Target: One creature

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

### **Dominate Person**

Enchantment (Compulsion) [Mind-Affecting]  
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  
Resistance roll: Will negates  
Spell Resistance: Yes

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

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

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

### **Doom**

Enchantment (Compulsion) [Fear, Mind-Affecting]

Components: V, S, DF

Casting Time: 1 action

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

Target: One living creature

Duration: 1 minute/level

Resistance roll: 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 penalty to Attack rolls, Weapon damage rolls, Ability checks, Skill checks, and Resistance rolls.

### **Drawmij's Instant Summons**

Conjuration (Summoning)

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

Resistance roll: None

Spell Resistance: No

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

If the item is in the possession of another creature, the spell does not work, but the character knows who the possessor is and roughly where he is located when the summons is cast. The inscription on the gem is invisible. It is also unreadable, except by means of a read magic spell, to anyone but the character. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

### **Dream**

Illusion (Phantasm) [Mind-Affecting]

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Resistance roll: None

Spell Resistance: Yes

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

The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient. Once the message is delivered, the messenger's mind returns

instantly to his 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. He 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, he 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 his own surroundings or the activities around him while in the trance, and he is defenseless, both physically and mentally (He always fails any Resistance roll, for example) while in this state.

## Spells (E)

### Earthquake

Evocation

Components: V, S, DF

Casting Time: 1 action

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

Area: 5 ft./level radius (S)

Duration: 1 round

Resistance roll: See text

Spell Resistance: No

When the character casts 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. Mages 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 half 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 half DC 15).

**Open Ground:** All creatures standing in the area must make Reflex Resistance rolls (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 half DC 15).

**River, Lake, or Marsh:** Fissures open underneath 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 Resistance rolls (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.

### Elemental Swarm

Conjuration (Summoning) [see text]

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)

Resistance roll: None

Spell Resistance: No



This spell opens a portal to an Elemental Plane. A character can choose which plane (air, earth, fire, or water); a Divine Mage opens a portal to the plane matching his domain. The character can then summon elementals from that plane. When the spell is complete, 2d4 Large Elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater Elemental appears. Each Elemental has at least 5 Endurance points per Endurance level (that is, at least 60, 80, or 100 Endurance points, respectively). Once the elementals appear, they serve the character for the duration of the spell.

The elementals obey the character explicitly and never attack the character, even if someone else manages to gain control over them. The character does not need to concentrate to maintain control over the elementals. The character can dismiss them singly or in groups at any time. When the character uses a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type. For example, elemental swarm is a fire spell when the character casts it to summon fire elementals and a water spell when the character uses it to summon water elementals.

### **Emotion**

Enchantment (Compulsion) [Mind-Affecting]

Components: V, S

Casting Time: 1 action

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

Targets: All living creatures within a 15-ft. radius

Duration: Concentration

Resistance roll: Will negates

Spell Resistance: Yes

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

**Despair:** The enchanted creatures suffer a –2 penalty to Resistance rolls, Attack rolls, Ability checks, Skill checks, and Weapon damage rolls. Emotion (despair) dispels emotion (hope).

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

**Friendship:** The enchanted creatures react more positively toward others. Their attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight back normally. Emotion (friendship) dispels emotion (hate).

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

**Hope:** The enchanted creatures gain a +2 bonus to Resistance rolls, Attack rolls, Ability checks, Skill checks, and Weapon damage rolls. Emotion (hope) dispels emotion (despair).

**Rage:** The enchanted creatures gain a +2 bonus to Strength and Stamina scores, a +1 bonus on Will saves, and a –1 penalty to its Defensive rating. They are compelled to fight heedless of danger. Emotion (rage) does not stack with itself. Emotion (rage) dispels emotion (fear).

### **Endurance**

Transmutation

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Resistance roll: Throw: None

Spell Resistance: Yes

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

### **Endure Elements**

Abjuration  
Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 24 hours  
Resistance roll: None  
Spell Resistance: Yes

This abjuration grants a creature limited protection to damage from whichever one of five energy types the character selects: acid, cold, fire, electricity, or sonic. Each round, the spell absorbs the first 5 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects the recipient's equipment as well.

Endure elements absorbs only damage. The character could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

Note: Endure elements overlaps (and does not stack with) resist elements and protection from elements. If a character is warded by protection from elements and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by resist elements and endure elements at the same time, the resist spell absorbs damage but the endure spell does not.

### **Energy Drain**

Necromancy  
Range: Close (25 ft. + 5 ft./2 levels)  
Duration: Instantaneous  
Resistance roll: Fortitude negates (see text)

As enervation, except the creature struck gains 2d4 negative levels, and the negative levels last longer. If the ray strikes an undead creature, that creature gains 2d4 X 5 temporary Endurance points.

### **Enervation**

Necromancy  
Components: V, S  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Ray of negative energy  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: Yes

The character must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels. If the ray strikes an undead creature, it gives that creature 5 temporary Endurance points per two caster levels (maximum 25 temporary Endurance points).

### **Enlarge**

Transmutation  
Components: V, S, M  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature, or one object of up to 10 cu. ft. per level in volume  
Duration: 1 minute/level  
Resistance roll: Fortitude negates  
Spell Resistance: Yes

This spell causes instant growth of a creature or object, increasing both size and weight. The subject grows by up to 10% per caster level, increasing by this amount in height, width, and depth (to a maximum of 50%). Weight increases

by approximately the cube of the size increase, as follows:

<b>Height Increase</b>	<b>Weight Increase</b>	<b>Height Increase</b>	<b>Weight Increase</b>
+10% (x 1.1)	+30% (x 1.3)	+40% (x 1.4)	+170% (x 2.7)
+20% (x 1.2)	+70% (x 1.7)	+50% (x 1.5)	+240% (x 3.4)
+30% (x 1.3)	+120% (x 2.2)		

All equipment worn or carried by a creature is enlarged by the spell. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process. However, it is constrained without harm by stronger materials—the spell cannot be used to crush a creature by growth. Magical properties are not increased by this spell. Weight, mass, and strength are affected, though. A creature's Endurance points, Defensive rating, and base Attack bonus do not change, but Strength increases along with size. For every 20% of enlargement, the creature gains a +1 bonus to Strength.

Multiple magical effects that increase size do not stack.

Enlarge counters and dispels reduce.

### **Entangle**

Transmutation

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

Resistance roll: Reflex (see text)

Spell Resistance: No

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 Agility, and can't move.

An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. He can break free and move half his 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 Resistance roll 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.

### **Enthrall**

Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]

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

Resistance roll: Will negates (see text)

Spell Resistance: Yes

If the character has the attention of a group of creatures, the character can use this spell to hold them spellbound. To cast the spell, the character must speak or sing without interruption for 1 full round. Thereafter, those affected give the character their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Those of a race or religion unfriendly to the character gain a +4 bonus to the Resistance roll. Creatures with 4 or more Endurance levels or with Intuition scores of 16 or higher remain aware of their surroundings and have an attitude of indifferent. They gain new Resistance rolls if they witness actions that they oppose.

The enchantment lasts as long as the character speaks or sings, to a maximum of 1 hour. Those enthralled by the character's words take no action while the character speaks or sings, and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if the character loses concentration or performs any

action other than speaking or singing.

If those not enthralled have unfriendly or hostile attitudes toward the character, they can collectively make a Personality check to try to end the spell. This check is based on the character with the highest Personality and has a +2 bonus for each other jeerer who can make a Personality check of 10 or higher. The heckling ends the spell if it beats the character's opposed Personality check. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked (or subjected to an overtly hostile act), the spell ends and the audience becomes immediately unfriendly toward the character (or hostile, for audience members with 4 or more Endurance levels and Intuition 16 or higher).

### **Entropic Shield**

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

This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at the character 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.

### **Erase**

Transmutation  
Components: V, S  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One scroll or two pages  
Duration: Instantaneous  
Resistance roll: 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. Non-magical writings are automatically erased if the character touches them and no one else is holding them. Otherwise, the chance is 90%. Magic writings must be touched, and the character must roll 15+ on a caster level check (1d20 + caster level) to succeed. (A natural 1 or 2 is always a miss on this roll.) If the character fails to erase explosive runes, a glyph of warding, or a sepia snake sigil, the character accidentally activates the runes, glyph, or sigil instead.

### **Ethereal Jaunt**

Transmutation  
Level: Clr 5, Sor/Wiz 7  
Components: V, S  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 1 round/level (D)

The character becomes ethereal, along with the character's equipment. The character enters a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, the character returns to material existence. If the character ends the spell and become material while inside a material object (such as a solid wall), the character is shunted off to the nearest open space and take 1d6 points of damage per 5 feet that the character travelled.

### **Etherealness**

Transmutation  
Range: Touch (see text)

Targets: The character and one other touched creature/three levels  
Duration: 1 minute/level (D)  
Spell Resistance: Yes

As ethereal jaunt, except the character and other creatures joined by linked hands (along with their equipment) become ethereal. Besides the character, the character can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the creatures need not stay together. When the spell expires, all affected creatures in the Ethereal Plane return to material existence.

### **Evard's Black Tentacles**

Conjuration (Creation)  
Components: V, S, M  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: 1d4 tentacles + one tentacle/level, all within 15 ft. of a central point  
Duration: 1 hour/level  
Resistance roll: None  
Spell Resistance: No

This spell conjures many rubbery black tentacles. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. There are 1d4 such tentacles, plus one per caster level, appearing randomly scattered about the area. Each tentacle is 10 feet long (Large) and saves as the character does. It has DR 16, one Endurance point/per caster level, an Attack bonus of +1/per caster level, and a Strength score of 19 (+4 bonus). It is immune to spells that don't cause damage (other than disintegrate).

Each round that a tentacle is not already grappling someone or something, starting the round after it appears, it makes a grapple attack at a random creature or object within 10 feet of it. These attacks take place on the character's turn. The tentacles do not attack each other, nor do they attack objects that are smaller than a Medium-size creature. The attacks are like regular grappling attacks, except that they don't provoke Attacks of opportunity from opponents. Also, they cause 1d6 points of normal damage (+4 for Strength), not subdual damage. A tentacle maintains its grapple even after its subject is dying or dead.

### **Expeditious Retreat**

Transmutation  
Components: V, S  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 1 minute/level (D)

The character's speed and maximum jumping distances both double. These benefits count as enhancement bonuses.

### **Explosive Runes**

Abjuration [Force]  
Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: One touched object weighing no more than 10 lb.  
Duration: Until discharged (D)  
Resistance roll: See text  
Spell Resistance: Yes

The character traces these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of damage. Anyone next to the runes (close enough to read them) takes this damage with no Resistance roll. Others within 10 feet of the runes take half damage if they succeed at Reflex Resistance rolls. The object in which the runes were written also takes the damage (no Resistance roll).

As the Mage, the character and any characters the character specifically instructs can read the protected writing without triggering the runes. Likewise, the character can remove the runes whenever desired. Others can remove them with a

successful dispel magic or erase spell. However, attempting to dispel or erase the runes and failing to do so triggers the explosion.

### **Eyebite**

Transmutation [see text]  
Components: V, S  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: The character  
Duration: 1 round/three levels (see text)  
Resistance roll: See text  
Spell Resistance: Yes

The character 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 sleep. The character selects one of these four possible gaze attacks when casting the spell. The character retains the gaze power for 1 round for every three caster levels and can use the gaze attack as a free action each round.

These effects do not affect undead creatures or extend beyond the plane the character currently occupies. The character is subject to the effects of a reflected gaze and is allowed any applicable Resistance roll. In the case of a reflected charm gaze, the character is held (as a hold monster spell). The four versions of the spell are as follows:

**Charm:** Equivalent to the charm monster spell except that the Resistance roll is based on spell level 6.

**Fear:** The subject flees in blind terror for 1d4 rounds. Once it stops fleeing, the creature refuses to face the character for 10 minutes per the character's caster level. If subsequently confronted by the character, it either cowers or bolts for the nearest cover (50% chance of either). This is an enchantment, compulsion, mind-affecting effect; it can be negated by a Will save (Spell resistance).

**Sicken:** Sudden pain and fever sweeps over the subject's body. An affected creature's speed is reduced by half, it loses any Agility bonus to its Defensive rating, and it suffers a -2 penalty to attack rolls. The creature remains stricken for 10 minutes per the character's caster level. The effects cannot be negated by a cure disease or heal spell, but a Remove curse or successful dispel magic spell is effective. This is a necromancy effect; it can be negated by a Fortitude save (Spell resistance applies).

**Sleep:** The subject falls asleep. The creature sleeps for the character's caster level x 10 minutes but can be slapped awake. This is an enchantment, compulsion, mind-affecting effect; it can be negated by a Will save (Spell resistance 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.

### **Spells (F)**

#### **Fabricate**

Transmutation  
Components: V, S, M  
Casting Time: See text  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: Up to 10 cu. ft./level (see text)  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: No

The character converts material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If the character works with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

The character must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.). Casting requires 1 full round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

### **Faerie Fire**

Evocation

Components: V, S, DF

Casting Time: 1 action

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

Area: Creature and objects within a 5-ft.-radius burst

Duration: 1 minute/level

Resistance roll: None

Spell Resistance: Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally caused by darkness, blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures. The faerie fire can be blue, green, or violet, according to the character's word at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

### **False Vision**

Illusion (Glamer)

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 the character was when the character cast the spell

Duration: 1 minute/level

Resistance roll: None

Spell Resistance: No

The character and all the character desires within the area of the spell become undetectable to scrying (whether by spell or magic device). Furthermore, if the character is aware of an attempt to scry, the character can create whatever image the character desires, including sight and sound, according to the medium of the scrying method. To do this, the character must concentrate on the figment the character is creating. Once concentration is broken, no further images can be created, although the area remains undetectable for the duration of the spell.

### **Fear**

Necromancy [Fear, Mind-Affecting]

Components: V, S, M

Casting Time: 1 action

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

Area: Cone

Duration: 1 round/level

Resistance roll: Will negates

Spell Resistance: Yes

An invisible cone of terror causes living creatures to become panicked. They suffer a -2 penalty on Resistance rolls, and they flee from the character. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers.

### **Feather Fall**

Transmutation

Components: V

Casting Time: See text

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

Targets: Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb./level  
Duration: Until landing or 1 round/level  
Resistance roll: Will negates (object)  
Spell Resistance: Yes (object)

The creatures or objects affected fall slowly (though faster than feathers typically do). The rate of falling is instantly changed to a mere 60 feet a round (equivalent to the end of a fall from a few feet), with no damage incurred upon landing while the spell is in effect. However when the spell duration ceases a normal rate of fall resumes. The character can cast this spell with an instant utterance, quickly enough to save himself if he unexpectedly falls. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, such as a boulder dropped from the top of a castle wall, the item does half normal damage based on weight with no bonus for the height of the drop. The spell works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

### **Feeblemind**

Enchantment (Compulsion) [Mind-Affecting]  
Components: V, S, M  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: Instantaneous  
Resistance roll: Will negates (see text)  
Spell Resistance: Yes

The subject's Logic score drops to 1. Still, the creature knows who its friends are and can follow them and even protect them. The creature remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effects. Creatures who can cast arcane spells or use arcane spell-like effects suffer a -4 penalty on their Resistance rolls.

### **Find the Path**

Divination  
Components: V, S, F  
Casting Time: 3 rounds  
Range: Personal or touch  
Target: The character or creature touched  
Duration: 10 minutes/level  
Resistance roll: 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. Note that the spell works with respect to locales, not objects or creatures within a locale. The location must be on the same plane as the character 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. 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).

### **Find Traps**

Divination  
Components: V, S  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Target: The character  
Duration: 1 minute/level



The character can use the Search skill to detect traps and gains a +1 bonus/caster level (Maximum +5 bonus) on the Search checks.

### **Finger of Death**

Necromancy [Death]  
Components: V, S  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One living creature  
Duration: Instantaneous  
Resistance roll: Fortitude partial  
Spell Resistance: Yes

The character can slay any 1 living creature within range. The subject is entitled to a Fortitude Resistance roll to survive the attack. If the save is successful, it instead sustains 3d6 points of damage +1 point per caster level.

### **Fireball**

Evocation [Fire]  
Components: V, S, M  
Casting Time: 1 action  
Range: Long (400 ft. + 40 ft./level)  
Area: 20-ft.-radius spread  
Duration: Instantaneous  
Resistance roll: Reflex half  
Spell Resistance: Yes

A fireball spell is a burst of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates almost no pressure. The character points a finger and 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 the character attempts to send the bead through a narrow passage, such as through an arrow slit, the character must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

### **Fire Seeds**

Conjuration (Creation) [Fire]  
Components: V, S, M  
Casting Time: 1 action/seed  
Range: Touch  
Targets: Up to four touched acorns or up to eight touched holly berries  
Duration: 10 minutes/level or until used  
Resistance roll: Reflex half (see text)  
Spell Resistance: Yes

**Acorn Grenades:** Up to four acorns turn into special grenade-like 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 the character wishes. A 20th-level Nature mage could create one 20d8 missile, two 10d8 missiles, one 11d8 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 Resistance roll, it takes only half damage; a creature struck directly always sustains full damage (no Resistance roll).

**Holly Berry Bombs:** The character turns 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 the character is within 200 feet and speak a word of command. The berries instantly ignite causing 1d8 points of fire damage +1 point per caster level to creatures and igniting any combustible materials within 5 feet. Creatures who successfully make Reflex Resistance rolls take half damage.

### **Fire Shield**

Evocation [Fire or Cold]  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 1 round/level (D)  
Resistance roll: None

This spell wreathes the character in flame and causes damage to each creature who attacks the character in melee. The flames also protect the character from either cold-based or fire-based attacks (the character's choice). Any creature striking the character with its body or handheld weapons deals normal damage, but at the same time the attacker takes 1d6 points of damage +1 point per caster level. This damage is either cold damage (if the shield protects against fire-based attacks) or fire damage (if the shield protects against cold-based attacks). If a creature has Spell resistance, it applies to this damage. Note that weapons with exceptional reach, such as two-handed spears, do not endanger their users in this way.

When casting this spell, the character appears to be immolated, but the flames are thin and wispy, shedding no heat and giving light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color)—blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each version are as follows.

**Warm Shield:** The flames are warm to the touch. The character takes only half damage from cold-based attacks. If that attack allows a Reflex save for half damage, the character takes no damage on a successful save.

**Chill Shield:** The flames are cool to the touch. The character takes only half damage from fire-based attacks. If that attack allows a Reflex save for half damage, the character takes no damage on a successful save.

### **Fire Storm**

Evocation [Fire]  
Components: V, S  
Casting Time: 1 full round  
Range: Medium (100 ft. + 10 ft./level)  
Area: Two 10-ft. cubes/level (S)  
Duration: Instantaneous  
Resistance roll: 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 the character so desires. Any other creatures (and plant creatures the character wishes to affect) within the area take 1d6 points of fire damage per caster level (maximum 20d6).

### **Fire Trap**

Abjuration [Fire]  
Components: V, S, M  
Casting Time: 10 minutes  
Range: Touch  
Target: Object touched  
Duration: Permanent until discharged  
Resistance roll: Reflex half (see text)  
Spell Resistance: Yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap wards. The fire trap can ward any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth). When casting fire trap, the character selects a point on the item as the spell's center. When someone other than the character opens the item, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage +1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

The fire trapped item cannot have a second closure or warding spell placed on it. A knock spell does not affect a fire trap in any way, because knock only opens things and the fire trap in no way prevents one from opening the trapped item. An unsuccessful dispel magic spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam.

As the caster, the character can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast. "Attuning" usually involves a password that the character can share with friends.

### **Flame Arrow**

Conjuration (Creation) [Fire]

Components: V, S, M

Casting Time: 1 action

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

Targets or Effect: Up to one projectile/

level, all of which must be within 10 ft. of the character at the time of casting; or one fiery bolt/four levels

Duration: 1 round/Instantaneous

Resistance roll: See text

Spell Resistance: Yes

The character can either create flames that turn normal arrows, bolts, and stones into fiery projectiles, or the character can create fiery bolts and shoot them at enemies.

**Flaming Normal Projectiles:** When choosing this version, the character can affect up to one projectile per level. The projectiles must all be within 10 feet of the character at the time of casting. If shot before the end of the next round, these projectiles catch fire. If they hit, they deal additional fire damage equal to half the character's caster level (up to +10). The flaming projectiles can easily ignite flammable materials or structures. No Resistance roll is allowed for this version of the spell.

**Fiery Bolts:** When creating a fiery bolt, the character must succeed at a ranged touch attack roll to hit. The bolt deals 4d6 points of fire damage (Reflex save half). If the character creates extra bolts (at 8th level or higher), all bolts must be aimed at enemies that are all within 30 feet of each other.

### **Flame Blade**

Evocation [Fire]

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Effect: Sword-like beam

Duration: 1 minute/level (D)

Resistance roll: None

Spell Resistance: Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from the character's hand. The character wields this bladelike beam as if it were a scimitar. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, the character's 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 Strike**

Evocation [Fire]

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  
Resistance roll: 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]  
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  
Resistance roll: Reflex negates (see text)  
Spell Resistance: Yes

A burning globe of fire rolls in whichever direction the character points and burns those it strikes. It moves 30 feet per round and can leap up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature. (The subject can negate this damage with a successful Reflex save.) The flaming sphere rolls over barriers less than 4 feet tall, such as furniture and low walls. The sphere ignites flammable substances it touches and illuminates the same area as a torch.

The sphere moves as long as the character actively directs it (a move-equivalent action for the character); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. The sphere winks out if it exceeds the spell's range.

### **Flare**

Evocation [Light]  
Components: V  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Burst of light  
Duration: Instantaneous  
Resistance roll: Fortitude negates  
Spell Resistance: Yes

This cantrip creates a burst of bright light. If the character causes the light to burst directly in front of a single creature, that creature is dazzled. A dazzled creature suffers a –1 penalty on attack rolls. The creature recovers in 1 minute. Sightless creatures are not affected by flare.

### **Flesh to Stone**

Transmutation  
Components: V, S, M  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: Instantaneous  
Resistance roll: 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.

## **Fly**

Transmutation

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Resistance roll: 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, 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. Since dispelling a spell effectively ends it, the subject also falls in this way if the fly spell is dispelled.

## **Fog Cloud**

Conjuration (Creation)

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

Resistance roll: None

Spell Resistance: No

A bank of fog billows out from the point the character designates. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

## **Forbiddance**

Abjuration

Components: V, S, M, DF

Casting Time: 6 rounds

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

Area: 60-ft. cube/level (S)

Duration: Permanent

Resistance roll: See text

Spell Resistance: Yes

Forbiddance prevents creatures of a type determined by the caster when casting the spell 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 the character's option, the abjuration can be locked by a password, in which case it can be entered only by those speaking the proper words (no Resistance roll allowed to those who don't speak the password, although Spell resistance applies). A successful Will save negates the effects, and Spell resistance applies. Once a Resistance roll is failed, an intruder cannot enter the forbidden area (future Resistance rolls likewise fail). Intruders who enter by rolling successful Resistance roll 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 character's caster level.

## **Forcecage**

Evocation [Force]

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  
Resistance roll: None  
Spell Resistance: No

This powerful spell brings into being an immobile cubical prison with bars or solid walls of force (the character's choice). Creatures within the area are caught and contained unless they are too big to fit inside or can pass through the slits in the barred cage. All spells and breath weapons can pass through the gaps in the bars. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a wall of force spell, the forcecage resists dispel magic, but it is vulnerable to a disintegrate spell, and it can be destroyed by a sphere of annihilation or a rod of cancellation.

**Barred cage:** The barred cage is a 20-foot cube with bands of force (similar to a wall of force spell) for bars. The bands are a half-inch wide, with half-inch gaps between the bars.

**Windowless cell:** The cell is a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

### **Foresight**

Divination  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Personal or touch  
Target: See text  
Duration: 10 minutes/level  
Resistance roll: None or Will negates (harmless)  
Spell Resistance: No or Yes (harmless)

This spell grants the character a powerful sixth sense in relation to himself or another. Once the spell is cast, the character receives instantaneous warnings of impending danger or harm to the subject of the spell. The character is never surprised or flat-footed. In addition, the spell gives the character a general idea of what action the character might take to best protect himself - duck, jump right, close the eyes, and so on—and gives the character a +2 bonus to his DR and to Reflex saves. This insight bonus is lost whenever the character would lose an Agility bonus to his DR.

When another creature is the object of the spell, the character receives warnings about that creature. The character must communicate what the characters 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 the character acts on the warning without delay. The subject, however, does not gain the insight bonus to DR and Reflex saves.

### **Freedom**

Abjuration  
Components: V, S  
Casting Time: 1 action  
Range: See text  
Target: One creature  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: Yes

The subject is freed from spells and effects that restrict his movement. To free someone from the imprisonment spell, the character must know that person's name and background, and the character must cast this spell at the spot where that person was entombed.

## **Freedom of Movement**

Abjuration  
Components: V, S, M, DF  
Casting Time: 1 action  
Range: Personal or touch  
Target: The character or creature touched  
Duration: 10 minutes/level  
Resistance roll: None  
Spell Resistance: No or Yes (harmless)

This spell enables the character or the creature the character touches to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement. The spell also allows a character to move and attack normally while underwater, even with cutting weapons and with bludgeoning weapons provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.

## **Spells (G)**

### **Gaseous Form**

Transmutation  
Components: S, M/DF  
Casting Time: 1 action  
Range: Touch  
Target: Willing corporeal creature touched  
Duration: 2 minutes/level (D)  
Resistance roll: None  
Spell Resistance: No

The subject and all his gear become insubstantial, misty, and translucent. The subject gains damage reduction 20/+1. His material armor (including natural armor) becomes worthless, though his size, Agility, Deflection bonuses, and Armor bonuses from force armor (for example, from the mage armor spell) still apply. He becomes immune to poison and critical hits. He can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (Note that this does not rule out certain spells that the subject may have prepared using the meta-magic feats Silent Spell and Still Spell.) As with polymorph other, the subject loses supernatural abilities while in gaseous form. If he has a touch spell ready to use, it is discharged harmlessly when the spell takes effect.

The gaseous creature can't run but he can fly (speed 10, maneuverability perfect). He can pass through small holes or narrow openings, even mere cracks, with all he was wearing or holding in his hands, as long as the spell persists. He is subject to wind. He can't enter water or other liquid.

### **Gate**

Conjuration (Creation, Calling)  
Components: V, S  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: See text  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: No

Casting a gate spell has two effects. First, it creates an inter-dimensional connection between the character's plane of existence and the plane desired, allowing travel between the planes in either direction. Second, the character may then call a particular individual or type of being through the gate. The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction the character desires when it comes into existence (typically vertical and facing the character).

It is a two-dimensional window into the plane the character named, and anyone or anything that moves through is shunted instantly to the other side. The gate has a front and a back. Creatures moving through the gate from the front are transported to another plane; creatures moving through it from the back are not.

**Planar Travel:** As a mode of planar travel, gate functions much like the plane shift spell, except that the gate opens precisely at the point the character desires (a creation effect). Note that deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with the character—anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for inter-planar travel.

The character may hold the gate open only for a brief time (no more than 1 round per caster level) and must concentrate on doing so or sever the inter-planar connection.

**Calling creatures:** The second effect of the gate spell is to call an extra-planar creature to the character's aid (a calling effect). By naming a particular being or type of being as the character cast the spell, the character may cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. If the character chooses to call a type of being instead of a known individual the character may call either a single creature (of any Endurance level) or several creatures.

If several creatures, the character can call and control them as long as their Endurance level total does not exceed the character's caster level. In the case of a single creature, the character can control it if its Endurance level does not exceed twice the character's caster level. A single creature with more than twice the character's caster level in Endurance level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be commanded to perform a service for the character. These effects fall into two categories: immediate tasks and contractual service. Fighting for the character in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; the character need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell.

If the character chooses to exact a longer or more involved form of service from the called creature, the character must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward. In general, a gift of 1,000 per Endurance Level of the called creature per day of service is reasonable. (Unfortunately, some creatures want their payment in "livestock" rather than in coin, which may involve complications.) Immediately upon completion of the service, the being is transported to the character's vicinity, and the character must then and there turn over the promised reward.

After this is done, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in the character's being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack the character.

**Note:** When the character uses a calling spell such as gate to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type. For example, gate is a chaotic and evil spell when the character casts it to call a demon.

### **Geas/Quest**

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Target: One living creature

Resistance roll: None

As lesser geas, except that geas/quest affects a creature of any Endurance level and allows no Resistance roll. Instead of suffering penalties to abilities, the subject takes 3d6 points of damage each day he does not attempt to follow the geas/quest. Additionally, each day he must make a Fortitude Resistance roll or sicken. A sickened creature moves at half his normal speed and suffers -4 penalties on both Strength and Agility. He heals damage at one-tenth his normal rate and cannot benefit from any magical healing effects. A sickened creature must make a Fortitude save each day or become crippled. Once crippled, the subject is effectively disabled (as if he had 0 Endurance points) and can't choose to take strenuous actions. These effects end 1 day after the creature attempts to resume the geas/quest.

Remove curse ends the geas/quest only if its caster level is at least two higher than the character's caster level. Break enchantment does not end the geas/quest, although limited wish, miracle, and wish do.

Mages usually refer to this spell as geas, while divine mages call the same spell quest.



### **Gentle Repose**

Necromancy  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Touch  
Target: Corpse touched  
Duration: 1 day/level  
Resistance roll: Will negates (object)  
Spell Resistance: Yes (object)

The character preserves the remains of a dead creature so that they do not decay. Doing so extends the time limit on raising that creature from the dead (see raise dead). 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.

### **Ghost Sound**

Illusion (Figment)  
Components: V, S, M  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Illusory sounds  
Duration: 1 round/level (D)  
Resistance roll: Will disbelief (if interacted with)  
Spell Resistance: No

Ghost sound allows the character to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The character chooses what type of sound the spell creates when casting the spell and cannot thereafter change its basic character.

The volume of sound created, however, depends on the character's level. The character can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire cat is equal to the noise from twenty humans.

Note that ghost sound can enhance the effectiveness of a silent image spell.

### **Ghoul Touch**

Necromancy  
Components: V, S, M  
Casting Time: 1 action  
Range: Touch  
Target: Living humanoid touched  
Duration: 1d6+2 rounds  
Resistance roll: Fortitude negates  
Spell Resistance: Yes

Imbuing the character with negative energy, this spell allows the character to paralyze a single humanoid for 1d6+2 rounds with a successful melee touch attack. Additionally, the paralyzed subject exudes a carrion stench that causes retching and nausea in a 10-foot radius. Those in the radius (excluding the character) must make a Fortitude save or suffer a -2 penalty to all Attack rolls, Weapon damage rolls, Resistance rolls, Skill checks, and Ability checks until the spell ends.

### **Giant Vermin**

Transmutation  
Components: V, S, DF

Casting Time: 1 action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Targets: Up to three vermin, no two of which can be more than 30 ft. apart  
 Duration: 1 minute/level  
 Resistance roll: None  
 Spell Resistance: Yes

The character turn one or more normal-sized insects, arachnids, or other vermin into larger forms resembling giant vermin. Only one type of vermin can be transmuted (so a single casting cannot affect both an ant and a fly), and all must be grown to the same number of Endurance level. The number of vermin and the Endurance level to which they can be grown depends upon the character's level; see the accompanying table.

Caster Level	Target's New Endurance level	New Size	Defensive Rating	Attack/Damage	Saves		
					For	Ref	Will
7-9	3d8+6	Large	14	+4/1d8+4	+5	+0	+1
10-12	4d8+16	Huge	14	+8/2d6+8	+8	+0	+1
13-15	5d8+20	Huge	14	+8/2d6+8	+8	+0	+1
16-18	6d8+24	Huge	14	+9/2d6+8	+9	+1	+2
19-20	7d8+28	Huge	14	+9/2d6+8	+9	+1	+2

Any giant vermin created by this spell do not attempt to harm the character, but the character's control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

### Glitterdust

Conjuration (Creation)  
 Components: V, S, M  
 Casting Time: 1 action  
 Range: Medium (100 ft. + 10 ft./level)  
 Area: Creatures and objects within 10-ft. spread  
 Duration: 1 round/level  
 Resistance roll: Will negates (blinding only)  
 Spell Resistance: Yes

A cloud of glittering golden particles covers everyone and everything in the area, blinding creatures and visibly outlining invisible things. Blindness lasts for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Agility bonus to its Defensive rating, 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 Agility-based Skills.

### Globe of Invulnerability

Abjuration

As minor globe of invulnerability, except that it also excludes 4th-level spells and spell-like effects.

### Glyph of Warding

Abjuration  
 Components: V, S, M  
 Casting Time: 10 minutes  
 Range: Touch  
 Target or Area: Object touched or up to 5 sq. ft./level  
 Duration: Until discharged  
 Resistance roll: See text  
 Spell Resistance: Yes (object)

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph can guard a bridge

or passage, ward a portal, trap a chest or box, and so on. The character set the conditions of the ward. Typically, any creature violating the warded area without speaking a pass phrase (which the character set when casting the spell) is subject to the magic it stores. Glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or species (such as "drow" or "aberration"). Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of the character's religion. They cannot be set according to Class, Endurance level, or Level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally.

Multiple glyphs cannot be cast on the same area. However, if a cabinet had three drawers, each could be separately warded. When casting the spell, the character weaves a tracery of faintly glowing lines around the warding sigil. The glyph can be placed to conform to any shape up to the limitations of the character's total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection can fool a glyph. Read magic allows the character to identify a glyph of warding with a successful Spellcraft check (DC 13). Identifying the glyph does not discharge it and allows the character to know the basic nature of the glyph (version, type of damage caused, what spell is stored). Depending on the version selected, a glyph either blasts the intruder or activates a spell.

**Blast Glyph:** A blast deals 1d8 points of damage per two caster levels to the intruder and to all within 5 feet of the intruder (maximum 5d8). This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Those affected can make Reflex saves to take half damage.

**Spell Glyph:** The character can store any harmful spell of up to 3rd level that the character knows. All level-dependent features of the spell are based on the character's level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. All Resistance rolls operate as normal, except that the DC is based on the level of the glyph.

### **Goodberry**

Transmutation  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Targets: 2d4 fresh berries touched  
Duration: 1 day/level  
Resistance roll: None  
Spell Resistance: Yes

Casting goodberry upon a handful of freshly picked berries makes 2d4 of them magical. The character (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.

### **Grease**

Conjuration (Creation)  
Components: V, S, M  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target or Area: One object or a 10-ft. x 10-ft. square  
Duration: 1 round/level (D)  
Resistance roll: See text  
Spell Resistance: No

A grease spell covers a solid surface with a layer of slippery grease. Any creature entering the area or caught in it when the spell is cast must make a successful Reflex save or slip, skid, and fall. Those that successfully save can move at half speed across the surface. However, those that remain in the area must each make a new Resistance roll every round to avoid falling and to be able to move. The Administrator should adjust Resistance rolls by circumstance. For example, a creature charging down an incline that is suddenly greased has little chance to avoid the effect, but its ability to exit the affected area is almost assured (whether it wants to or not).

The spell can also be used to create a greasy coating on an item—a rope, ladder rungs, or a weapon handle, for instance. Material objects not in use are always affected by this spell, while objects wielded or employed by creatures receive a Reflex Resistance roll to avoid the effect. If the initial Resistance roll fails, the creature immediately drops the item. A Resistance roll must be made each round the creature attempts to pick up or use the greased item.

### **Greater Command**

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

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

Duration: 1 round/level

As command, except that up to one creature per level may be affected. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell.

### **Greater Dispelling**

Abjuration

As dispel magic, except that the maximum bonus on the dispel check is +20 instead of +10. Additionally, greater dispelling has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect.

### **Greater Glyph of Warding**

Abjuration

As glyph of warding, except that the blast deals up to 10d8 damage and the greater glyph can store a harmful spell of up to 6<sup>th</sup> level.

### **Greater Magic Fang**

Transmutation

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).

### **Greater Magic Weapon**

Transmutation

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 hour/level

Resistance roll: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell gives a weapon an enhancement bonus to attack and damage of +1 per three caster levels (maximum +5). An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attacks. Alternatively, the character can affect up to fifty arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group (such as in the same quiver). Projectiles (but not thrown weapons) lose their transmutation when used. If the character is a good Priest the weapon is considered blessed, which means it has special effects on certain creatures.

### **Greater Restoration**

Necromancy

Components: V, S, XP

Casting Time: 10 minutes

As lesser restoration, except the spell dispels all negative energy levels afflicting the healed creature, restoring the creature to the highest level it had previously achieved. This reverses level drains by a force or creature. The drained

levels are restored only if the time since the creature lost the level is no more than 1 week per caster level.

Greater restoration also dispels all magical effects penalizing the character's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also removes all forms of insanity, confusion, and similar mental effects. Greater restoration does not restore levels or Stamina points lost due to death.

**XP Cost:** 500 XP.

### **Greater Scrying**

Divination  
Components: V, S  
Casting Time: 1 action  
Duration: 1 hour/level

As scrying, except as noted above. All of the following spells can be cast reliably through the sensor: comprehend languages, darkvision, detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.

### **Greater Shadow Conjuration**

Illusion (Shadow)

As shadow conjuration, except that it can duplicate wizard or sorcerer conjurations of up to 4th level, and the illusory conjurations created are two-fifths (40%) as strong as the real thing instead of one-fifth as strong.

### **Greater Shadow Evocation**

Illusion (Shadow)

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 Endurance level or less, and creatures of 4 to 6 Endurance level get a Resistance roll. Creatures not killed take 1d10 x 0.4 points of damage each round.

Non-damaging effects, such as a web's ensnarement, are only 40% likely to work when the greater shadow evocation is recognized as mostly illusory (roll separately for each effect and each creature who recognizes the evocation as shadowy).

### **Guards and Wards**

Abjuration  
Components: V, S, M, F  
Casting Time: 30 minutes (D)  
Range: Anywhere within the area to be warded  
Area: Up to 200 sq. ft./level (S)  
Duration: 2 hours/level  
Resistance roll: None  
Spell Resistance: See text

This powerful spell is primarily used to defend the character's stronghold. The ward protects 200 square feet per caster level. The warded area can be up to 20 feet high, and shaped as the character desires. The character can ward several stories of a stronghold by dividing the area among them; the character must be somewhere within the area to be warded to cast the spell.

The spell creates the following magical effects within the warded area:

**Fog:** Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have full concealment (50% miss chance; the attacker cannot use sight to locate the target). Spell resistance: No.

**Arcane Locks:** All doors in the warded area are arcane locked. Spell resistance: No.

**Webs:** Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts. Spell resistance: Yes.

**Confusion:** Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type spell functions so as to make it 50% probable that intruders believe they are going in the exact opposite direction from the one they actually chose. This is an enchantment (mind-affecting) effect. Spell resistance: No.

**Lost Doors:** One door per caster level is covered by a glamor to appear as if it were a plain wall. Spell resistance: No.

In addition, the character can place the character's choice of one of the following five magical effects:

- Dancing lights in four corridors. The character can designate a simple program that causes the lights to repeat as long as the guards and wards spell lasts. Spell resistance: No.
- A magic mouth in two places. Spell resistance: No.
- A stinking cloud in two places. The vapors appear in the places the character 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.
- A suggestion in one place. The character selects an area up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. Spell resistance: Yes.

The whole warded area radiates strong magic of the abjuration school. A dispel magic cast on a specific effect, if successful, removes only that effect. A successful Mordenkainen's disjunction destroys the entire guards and wards effect.

### **Guidance**

Divination

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Resistance roll: None

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 bonus on a single Attack roll, Resistance roll, or Skill check. It must choose to use the bonus before making the roll to which it applies.

### **Gust of Wind**

Evocation

Components: V, S, F

Casting Time: 1 action

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

Effect: Gust of wind (10 ft. wide, 10 ft. high) emanating out from the character to the extreme of the range

Duration: 1 round

Resistance roll: Fortitude negates

Spell Resistance: Yes

This spell creates a strong blast of air that originates from the character and moves in the direction the character is facing. The force of this gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish these lights. Creatures caught in the area may be affected. Any creature is entitled to a Resistance roll to ignore the gust's effects.

A gust of wind can do anything a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of the range.



## Spells (H)

### Hallow

Evocation [Good]

Components: V, S, M, DF

Casting Time: One day

Range: Touch

Area: 10-ft./level radius emanating from the touched point

Duration: Instantaneous

Resistance roll: None

Spell Resistance: See text

Hallow makes a particular site, building, or structure a holy site. This has four major effects. First, the site or structure is guarded by a magic circle against evil effect. Second, all Personality checks to turn undead gain a +4 bonus and Personality checks to command undead suffer a -4 penalty. Spell resistance does not apply to this effect. (Note: This provision does not apply to the Nature magic version of the spell.) Third, any dead body interred in a hallowed site cannot be turned into an undead creature. Finally, the character may choose to fix a single spell effect to the hallow site. The spell effect lasts for one year and functions throughout the entire consecrated site, regardless of the normal duration and area or effect. The character may designate whether the effect applies to all creatures, creatures who share the character's faith, or creatures who adhere to another faith. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again.

Spell effects that may be tied to a hallow site include aid, bane, bless, cause fear, darkness, daylight, deeper darkness, detect evil, detect magic, 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 hallow (and its associated spell effect) at a time.

Hallow counters or dispels unhallow.

### **Hallucinatory Terrain**

Illusion (Glamer)  
Components: V, S, M  
Casting Time: 10 minutes  
Range: Long (400 ft. + 40 ft./level)  
Area: One 30-ft. cube/level (S)  
Duration: 2 hours/level  
Resistance roll: Will disbelief (if interacted with)  
Spell Resistance: No

The character makes natural terrain look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

### **Halt Undead**

Necromancy  
Components: V, S, M  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Targets: Up to three undead, no two of which can be more than 30 ft. apart  
Duration: 1 round/level  
Resistance roll: See text  
Spell Resistance: Yes

This spell renders up to three undead creatures immobile. Non-intelligent undead (such as skeletons and zombies) get no Resistance roll; intelligent undead do. If the spell is successful, it renders the undead immobile for the duration of the spell (similar to the effect of hold person on a living creature). The effect is broken if the halted creatures are attacked or take damage.

### **Harm**

Necromancy  
Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: Yes

Harm charges a subject with negative energy that causes the loss of all but 1d4 Endurance points. If used on an undead creature, harm acts like heal.

### **Haste**

Transmutation  
Components: V, S, M  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: 1 round/level  
Resistance roll: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)

The transmuted creature moves and acts more quickly than normal. This extra speed has several effects. On his turn, the subject may take an extra action, either before or after his regular action. He gains a +4 bonus to his DR. 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.



## **Heal**

Conjuration (Healing)  
Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: Yes (harmless)

Heal enables the character to channel positive energy into a creature to wipe away disease and injury. It completely cures all diseases, blindness, deafness, Endurance 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 feeblemind 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.

## **Healing Circle**

Conjuration (Healing)  
Components: V, S  
Casting Time: 1 action  
Range: 20 ft.  
Area: All living allies and undead creatures within a 20-ft.-radius burst centered on the character  
Duration: Instantaneous  
Resistance roll: Fortitude half (harmless)  
Spell Resistance: Yes (harmless)

Positive energy spreads out in all directions from the point of origin, curing 1d8 points of damage +1 point per caster level (maximum +20) to nearby living allies. Like cure spells, healing circle damages undead in its area rather than curing them.

## **Heat Metal**

Transmutation  
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  
Resistance roll: Will negates (object)  
Spell Resistance: Yes (object)

This spell is identical with chill metal 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 Resistance roll 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  
Components: V, S, DF  
Casting Time: 1 action  
Range: Five miles  
Effect: Ghostly hand  
Duration: 1 hour/level  
Resistance roll: None

Spell Resistance: No

The character creates the ghostly image of a hand, which the character can send to find someone within five miles. The hand then beckons to that person and leads her to the character if she follows it. When the spell is cast, the hand appears in front of the character. The character then specifies a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as Level, or Profession. 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.

<b>Distance</b>	<b>Time to Locate</b>	<b>Distance</b>	<b>Time to Locate</b>
Up to 100 ft.	1 round	Three miles	2 hours
1,000 ft.	1 minute	Four miles	3 hours
One mile	10 minutes	Five miles	4 hours
Two miles	1 hour		

Once the hand locates the subject, it beckons him to follow it. If he follows, the hand points in the character's direction, leading him in the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before him at a rate of anywhere up to 240 feet per round. Once the hand leads the subject to the character, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward the character. If he 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 the character, the hand disappears; he will have to rely on his own devices to locate the character.

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 the character, 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 the character and potential subjects. It cannot engage in combat or execute any other task aside from locating the subject and leading him back to the character. 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 the character cast the spell.

### **Heroes' Feast**

Evocation

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)

Resistance roll: None

Spell Resistance: Yes (harmless)

The character brings 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 nectar-like 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 Animal**

Enchantment (Compulsion)

[Mind-Affecting]

Components: V, S

Target: One animal

As hold person, except the spell affects an animal instead. Hold animal does not work on beasts, magical beasts, or vermin.

### **Hold Monster**

Enchantment (Compulsion) [Mind-Affecting]  
Components: V, S, M/DF  
Target: One living creature

As hold person, except this spell holds any living creature who fails its Will save.

### **Hold Person**

Enchantment (Compulsion) [Mind-Affecting]  
Components: V, S, F/DF  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One humanoid of Medium-size or smaller  
Duration: 1 round/level (D)  
Resistance roll: Will negates  
Spell Resistance: Yes

The subject freezes in place, standing helpless. He is aware and breathes normally but cannot take any physical actions, even speech. He can, however, execute purely mental actions (such as casting a spell with no components). A winged creature who is held cannot flap its wings and falls. A swimmer can't swim and may drown.

### **Hold Portal**

Abjuration  
Component: V  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One portal, up to 20 sq. ft./level  
Duration: 1 minute/level  
Resistance roll: None  
Spell Resistance: No

This spell magically bars a door, gate, window, or shutter of wood, metal, or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate the hold portal. For a portal affected by this spell, add 5 to the normal DC for forcing the portal.

### **Holy Aura**

Abjuration [Good]  
Components: V, S, F  
Casting Time: 1 action  
Range: 20 ft.  
Targets: One creature/level in a 20-ft.-radius burst centered on the character  
Duration: 1 round/level (D)  
Resistance roll: See text  
Spell Resistance: Yes (harmless)

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 bonus to DR and a +4 bonus to saves. Unlike protection from evil, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, the warded creatures gain Spell resistance 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).

### **Holy Word**

Evocation [Good, Sonic]

Components: V  
Casting Time: 1 action  
Range: 30 ft.  
Area: Creatures in a 30-ft.-radius spread centered on the character  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: Yes

Uttering holy word has two effects. If the character is on the character's home plane, the spell instantly banishes non-good extra-planar 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 the character's plane who hear the holy word and are not good suffer the following ill effects:

<b>Endurance level</b>	<b>Effect</b>
12 or more	Deafened
Less than 12	Blinded, deafened
Less than 8	Paralyzed, blinded, deafened
Less than 4	Killed, paralyzed, blinded, deafened

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.  
**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.

### **Horrid Wilting**

Necromancy  
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  
Resistance roll: Fortitude half  
Spell Resistance: Yes

This spell evaporates moisture from the bodies of all the subject living creatures, dealing 1d8 points of damage per caster level (maximum 25d8). This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their Resistance rolls.

### **Hypnotic Pattern**

Illusion (Pattern) [Mind-Affecting]  
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  
Resistance roll: 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 Endurance level affected (maximum +10). Creatures with the fewest Endurance level are affected first; and, among creatures with equal endurance levels, those who are closest to the spell's point of origin are affected first. Endurance levels that are not sufficient to affect a creature are wasted. Affected creatures gaze at the lights, heedless of all else, acting as if they are affected by hypnotism. However, the character cannot make suggestions as with hypnotism. Sightless creatures are not affected.

### **Hypnotism**

Enchantment (Compulsion) [Mind-Affecting]

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)  
Resistance roll: Will negates  
Spell Resistance: Yes

The character's gestures and droning incantation cause creatures nearby to stop and stare blankly at the character, hypnotized. The character can use their rapt attention to make the character's suggestions and requests seem more plausible. Roll 2d4 to see how many total Endurance levels the character affects. Creatures with fewer Endurance levels are affected before creatures with more Endurance levels. Only creatures who can see or hear the character are affected, but they do not need to understand the character to be hypnotized.

If the character uses this spell in combat, the targets gain a +2 bonus to their Resistance rolls. If the spell affects only a single creature not in combat at the time, the Resistance roll 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 Resistance roll. Any obvious threat, such as casting a spell, drawing a sword, or aiming a gun, automatically breaks the hypnotism, as does shaking or slapping the creature. A hypnotized creature's ally may shake it free of the spell as a standard action.

While the subject is hypnotized, the character can make a suggestion or request (provided the character can communicate with it). The suggestion must be brief and reasonable. An affected creature reacts as though it were two steps more friendly in attitude. Even once the spell ends, it retains its new attitude toward the character, but only with respect to that particular suggestion.

A creature who fails its Resistance roll does not remember that the character enspelled it.

## **Spells (I)**

### **Ice Storm**

Evocation [Cold]  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Long (400 ft. + 40 ft./level)  
Area: Cylinder (20-ft. radius, 40 ft. high)  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: Yes

Great hailstones pound down, dealing 5d6 points of damage to creatures in their path; the damage is 3d6 impact plus 2d6 cold.

### **Identify**

Divination  
Components: V, S, M/DF  
Casting Time: 8 hours  
Range: Touch  
Targets: Up to 1 touched object per level  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: No

The spell determines the single most basic function of each magic item, including how to activate that function (if appropriate), and how many charges are left (if any). For example, a +2 vorpal sword, a +2 dancing sword, and a +2 sword would all register as "+2 to attack and damage rolls." If a magic item has multiple different functions that are equally basic, identify determines the lowest-level function. If these functions are also of equal level, the Administrator decides randomly which is identified.

### **Illusory Script**

Illusion (Phantasm) [Mind-Affecting]  
Components: V, S, M  
Casting Time: 1 minute or longer (see text)  
Range: Touch  
Target: One touched object weighing no more than 10 lb.  
Duration: 1 day/level  
Resistance roll: Will negates (see text)  
Spell Resistance: Yes

The character writes instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magic writing. Only the person (or people) designated by the character at the time of the casting are able to read the writing; it's completely unintelligible to any other character, although an illusionist recognizes it as illusory script.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a Resistance roll. A successful Resistance roll means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by the character at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth.

If successfully dispelled by dispel magic, the illusory script and its secret message disappear. The hidden message can be read by a combination of the true seeing spell with the read magic or comprehend languages spell. The casting time depends on how long a message the character wishes to write, but it is always at least 1 minute.

### **Illusory Wall**

Illusion (Figment)  
Components: V, S  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Image 1 ft. x 10 ft. x 10 ft.  
Duration: Permanent  
Resistance roll: Will disbelief (if interacted with)  
Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or probing searches reveal the true nature of the surface, though they do not cause the illusion to disappear.

### **Imbue with Spell Ability**

Evocation  
Components: V, S, DF  
Casting Time: 10 minutes  
Range: Touch  
Target: Creature touched  
Duration: Until discharged  
Resistance roll: Will negates (harmless)  
Spell Resistance: Yes (harmless)

The character transfers some of the character's currently prepared spells, and the ability to cast them, to another creature. Only a creature with a Logic score of at least 5 and an Intuition score of at least 9 can receive this bestowal. Only Divine abjurations, divinations, or conjuration (healing) spells can be transferred. The number and level of spells that the subject can be granted depends on his Endurance level; even multiple castings of imbue with spell ability can't exceed this limit. If the character's limit of 4th-level spells decreases, and it drops below the current number of active imbue with spell ability spells, the more recently cast imbued spells are dispelled.

**Endurance level of Recipient**

1-2  
3-4  
5+

**Spells Imbued**

One 1st-level spell  
Up to two 1st-level spells  
Up to two 1st- and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, etc.) function according to the character's level, not the level of the recipient. Once the character casts imbue with spell ability on another character, the character cannot prepare a new 4th-level spell to replace it until the recipient uses the transferred spells or is slain. In the meantime, the character remains responsible to the character's deity or the character's 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, he must have humanlike hands. To cast a spell with a material component or focus, he must have the materials or focus.

**Implosion**

Evocation

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)

Resistance roll: Fortitude negates

Spell Resistance: Yes

The character creates a destructive resonance in a corporeal creature's body. For each round the character concentrates, the character causes one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.) The character 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

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Resistance roll: None

Spell Resistance: Yes

When the character casts imprisonment and touches an opponent, the target is entombed in a state of suspended animation (see the temporal stasis spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a freedom spell is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a locate object spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but discern location does. A wish or miracle spell will not free the recipient but will reveal where it is entombed. The imprisonment spell functions only if the target's name and some facts about its life are known.

**Improved Invisibility**

Illusion (Glamer)

Components: V, S

Target: The character or creature touched

Duration: 1 minute/level (D)

Resistance roll: Will negates (harmless)

As invisibility, except the spell doesn't end if the subject attacks.

**Incendiary Cloud**

Conjuration (Creation) [Fire]

Components: V, S  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Cloud spreads 30 ft. wide and 20 ft. high  
Duration: 1 round/level  
Resistance roll: 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 cloudkill spell, the smoke moves away from the character at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, 10 feet farther away from where the character was when the character cast the spell. By concentrating, the character can make the cloud (actually its point of origin) move up to 60 feet each round. Any portion of the cloud that would extend beyond the character's maximum range dissipates harmlessly reducing the remainder's spread thereafter.

As with fog cloud, wind disperses the smoke, and the spell can't be cast underwater.

### **Inflict Critical Wounds**

Necromancy

As inflict light wounds, except the character deals 4d8 points of damage +1 point per caster level (maximum +20).

### **Inflict Light Wounds**

Necromancy  
Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: Instantaneous  
Resistance roll: Will half (see text)  
Spell Resistance: Yes

When laying the character's hand upon a creature, the character channels 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

As inflict light wounds, except the character deals 1-4 point of damage.

### **Inflict Moderate Wounds**

Necromancy

As inflict light wounds, except the character deals 2d8 points of damage +1 point per caster level (maximum +10).

### **Inflict Serious Wounds**

Necromancy  
As inflict light wounds, except the character deals 3d8 points of damage +1 point per caster level (maximum +15).

### **Insanity**

Enchantment (Compulsion) [Mind-Affecting]  
Components: V, S



Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One living creature  
Duration: Instantaneous  
Resistance roll: 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]  
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  
Resistance roll: See text  
Spell Resistance: No

A horde of creeping, hopping, and flying insects swarm in a thick cloud when the character casts this spell. The insects limit vision to 10 feet, and spell casting within the cloud is impossible. Creatures inside the insect plague, regardless of Defensive rating, 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 Endurance levels 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 Endurance levels 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.

### **Invisibility**

Illusion (Glamer)  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Personal or touch  
Target: The character or a creature or object weighing no more than 100 lb./level  
Duration: 10 minutes/level (D)  
Resistance roll: None or Will negates (harmless, object)  
Spell Resistance: No or Yes (harmless, object)

The creature or object touched vanishes from sight, even from darkvision. If the recipient is a creature carrying gear, the gear vanishes, too. If the character casts the spell on someone else, neither the character nor the character's allies can see the subject, unless the character can normally see invisible things or 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.

### **Invisibility Purge**

Evocation  
Components: V, S  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 1 minute/level (D)

The character surrounds himself 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 stalker, remain invisible.

### **Invisibility Sphere**

Illusion (Glamer)  
Components: V, S, M  
Area: 10-ft. radius sphere around the creature or object touched

As invisibility, except this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient. Those affected by this spell cannot see each other but can see themselves. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

### **Invisibility to Animals**

Abjuration  
Components: S, DF  
Casting Time: 1 action  
Range: Touch  
Targets: One creature touched/level  
Duration: 10 minutes/level  
Resistance roll: 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.

### **Invisibility to Undead**

Abjuration  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Targets: One touched creature/level  
Duration: 10 minutes/level (D)  
Resistance roll: Will negates  
Spell Resistance: Yes

Undead cannot perceive the warded creatures. Non-intelligent undead are automatically affected and act as though the warded creatures are not there. Intelligent undead get Resistance rolls. If they fail, they can't see the warded creatures. However, if they have reason to believe unseen opponents are present, they can attempt to find or strike them. If a warded character touches an undead, or attacks any creature (even with a spell), the spell ends for all recipients.

**Note:** An intelligent undead creature gets one Resistance roll against the spell. It either sees all the warded creatures or none of them.

## **Iron Body**

Transmutation

Components: V, S, M/DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level (D)

This spell transforms the character's body into living iron, which grants the character several powerful resistances and abilities. The character gains damage reduction 50/+3. The character is immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect the character's physiology or respiration, because the character has no physiology or respiration while this spell is in effect. The character takes only half damage from acid and fire of all kinds. However, the character also becomes vulnerable to all special attacks that affect iron golems.

The character gains a +6 bonus to the character's Strength score, but the character suffer a -6 Agility penalty as well (to a minimum Agility score of 1), and the character's speed is reduced to half normal. The character has an arcane spell failure chance of 50% and a -8 Armor check penalty, just as if the character were clad in full plate armor. The character cannot drink (and thus can't use potions) or play wind instruments.

The character's unarmed attacks deal 1d6 points of lethal damage, and the character is considered "armed" when making unarmed attacks (a Small caster deals 1d4 points of damage, not 1d6). The character's weight increases by a factor of ten, causing the character to sink in water like a stone. However, the character could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell expires.

## **Ironwood**

Transmutation

Components: V, S

Casting Time: 1 minute/lb. transformed

Range: Touch

Target: 5 lb. of touched wood/level

Duration: 1 day/level (D)

Resistance roll: None

Spell Resistance: No

Ironwood is a magical substance created by Nature mages 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, the character 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 Nature mages.

Further, if the character made only half as much ironwood as the spell would normally allow, any weapon, shield, or suit of armor so transmuted is treated as a +1 magic item.

## **Spells (J, K & L)**

### **Jump**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Resistance roll: 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.

### **Keen Edge**

Transmutation

Components: V, S

Casting Time: 1 action

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

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 minutes/level

Resistance roll: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the chance of a weapon inflicting a critical on a victim. 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.

### **Knock**

Transmutation

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)

Resistance roll: None

Spell Resistance: No

The knock spell opens stuck, barred, locked, held, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open an Arcane locked door, the spell does not remove the Arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or 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

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: Instantaneous

The character instantly knows the direction of north from the character's current position. The spell is effective in any environment in which "north" exists, but it may not work in extra-planar settings. The character's knowledge of north is correct at the moment of casting, but note that the character can get lost again within moments if the character doesn't find some external reference point to help the character keep track of direction.

### **Legend Lore**

Divination

Components: V, S, M, F

Casting Time: See text

Range: Personal

Target: The character

Duration: See text

Legend lore brings to the character's mind legends about an important person, place, or thing. If the person or thing is at hand, or if the character is in the place in question, the casting time is only 1d4 x 10 minutes. If the character has only detailed information on the person, place, or thing, casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help the character find the person, place, or thing, thus allowing a better legend lore next time). If the character knows only rumors, casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs the character to more detailed information, thus allowing a better legend lore).

During the casting, the character cannot engage in other than routine activities: eating, sleeping, etc. When completed, the divination brings legends (if any) about the person, place, or things to the character's mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, the character gains no information. As a rule of thumb, characters 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

### **Leomund's Secret Chest**

Conjuration (Summoning)

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

Resistance roll: None

Spell Resistance: No

The character hides a chest on the Ethereal Plane for up to 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the character can retrieve it by concentrating (a standard action), and it appears next to the character.

The chest must be exceptionally well crafted and expensive, constructed for the character by master crafters. If made principally of wood, it must be ebony, rosewood, sandalwood, teak, or the like, and all of its corner fittings, nails, and hardware must be platinum. If constructed of ivory, the metal fittings of the chest must be gold. If the chest is fashioned from bronze, copper, or silver, its fittings must be silver or electrum (a valuable metal). The cost of such a chest is never less than 5,000.

Once it is constructed, the character must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy (The replica costs 500.). The character can have but one pair of these chests at any given time—even wishes do not allow exceptions. The chests themselves are non-magical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the character casts the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. The character needs the replica to recall the chest. After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back, although an extra-planar 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.

### **Leomund's Secure Shelter**

Conjuration (Creation)

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)

Resistance roll: None

Spell Resistance: No

The character conjures a sturdy cottage or lodge made of material that is common in the area where the spell is cast—stone, timber, or (at worst) sod. The floor is level, clean, and dry. In all respects the lodging resembles a normal

cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege machinery or giants). The door, shutters, and even chimney are secure against intrusion, the former two being arcane locked and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an unseen servant is conjured to provide service to the character for the duration of the shelter.

The secure shelter contains rude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

### **Leomund's Tiny Hut**

Evocation [Force]

Components: V, S, M

Casting Time: 1 action

Range: 20 ft.

Effect: 20-ft.-radius sphere centered on the character's location

Duration: 2 hours/level (D)

Resistance roll: None

Spell Resistance: No

The character creates an unmoving, opaque sphere of force of any color the character desires around himself. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to nine other Medium-size creatures can fit into the field with the character; they can freely pass into and out of the hut without harming it. However, if the character removes himself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises, respectively, the interior temperature on a 1-degree-for-1 basis (thus, if it's –20° outside, inside it'll be 50°). The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it. The interior of the hut is a hemisphere. The character can illuminate it dimly upon command or extinguish the light as desired.

Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it although the occupants cannot be seen from outside the hut (they have total concealment).

### **Leomund's Trap**

Illusion (Glamer)

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Permanent

Resistance roll: None

Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. The character places the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, screw-on cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time. If another Leomund's trap is active within 50 feet when the spell is cast, the casting fails.

### **Lesser Geas**

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)  
Target: One living creature of up to 7 Endurance levels  
Duration: 1 day/level or until discharged (D)  
Resistance roll: Will negates  
Spell Resistance: Yes

A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the character. The creature must have 7 or fewer Endurance levels and be able to understand the character. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The geased creature must follow the given instructions until the geas is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions (such as "Wait here" or "Defend this area against attack"), the spell remains in effect for a maximum of 1 day per caster level.

Note that a clever recipient can subvert some instructions. For example, if the character orders the recipient to protect the character from all harm, it might place the character in a nice, safe dungeon for the duration of the spell.

If the subject is prevented from obeying the lesser geas for a whole day, he suffers a -2 penalty on each Ability score. Each day, another -2 penalty accumulates, up to a total of -8. Abilities are not reduced below 1. The ability penalties end 1 day after the character resumes obeying the lesser geas.

A lesser geas (and all ability penalties) can be ended by break enchantment, limited wish, remove curse, miracle, or wish. Dispel magic does not affect a lesser geas.

### **Lesser Restoration**

Conjuration (Healing)  
Components: V, S  
Casting Time: 3 rounds  
Range: Touch  
Target: Creature touched  
Duration: Instantaneous  
Resistance roll: 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 from a wraith's touch).

### **Levitate**

Transmutation  
Components: V, S, F  
Casting Time: 1 action  
Range: Personal or close (25 ft.+ 5 ft./2 levels)  
Target: The character or one willing creature or one object (total weight up to 100 lb./level)  
Duration: 10 minutes/level (D)  
Resistance roll: None  
Spell Resistance: No

Levitate allows the character to move himself, another creature, or an object up and down as the character wishes. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The character can mentally direct the recipient to move up or down as much as 20 feet each round. The character cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base speed).

A levitating creature who attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

## **Light**

Evocation [Light]  
Components: V, M/DF  
Casting Time: 1 action  
Range: Touch  
Target: Object touched  
Duration: 10 minutes/level (D)  
Resistance roll: None  
Spell Resistance: No

This spell causes an object to glow like a torch, shedding light in a 20-foot radius from the point the character touches. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

## **Lightning Bolt**

Evocation [Electricity]  
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  
Resistance roll: Reflex half  
Spell Resistance: Yes

The character releases a powerful stroke of electrical energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at the character's fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

## **Limited Wish**

Universal  
Components: V, S, XP  
Casting Time: 1 action  
Range: See text  
Target, Effect, or Area: See text  
Duration: See text  
Resistance roll: None  
Spell Resistance: Yes

A limited wish lets the character create nearly any type of effect. A limited wish can do any of the following:

- Duplicate any spell of 6th level or lower, provided the spell is not prohibited to the character.
- Duplicate any spell of 4th level or lower even if it's prohibited to the character.
- Undo the harmful effects of many other spells, such as geas/quest or insanity.
- Have any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or suffering a -7 penalty on its next Resistance roll.

A duplicated spell allows Resistance rolls and Spell resistance as normal (but the save DC is for a 7th-level spell). When a limited wish duplicates a spell that has an XP cost, the character must pay that cost or 300 XP, whichever is more.

**XP Cost:** 300 XP or more (see above).

## **Liveoak**

Transmutation  
Components: V, S  
Casting Time: 10 minutes



Range: Touch  
Target: Tree touched  
Duration: 1 day/level (D)  
Resistance roll: 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, the character can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of the character's dwelling place, within a place sacred to the character, or within 300 feet of something that the character wishes 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 the character 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 Administrator's option, the character can extrapolate stats for a smaller tree from the treant statistics if the character cast liveoak on a smaller oak.)

If liveoak is dispelled, the tree takes root immediately, wherever it happens to be. If released by the character, it tries to return to its original location before taking root.

### **Locate Creature**

Divination  
Components: V, S, M  
Duration: 10 minutes/level

As locate object, except this spell locates a known or familiar creature. The character slowly turns and senses when facing in the direction of the creature to be located, provided the creature is within range. The character also knows in which direction the creature is moving, if any. The spell can locate a creature of a specific type (such as human or unicorn) or a specific creature known to the character. It cannot find a creature of a general type (such as humanoid or beast). To find a type of creature, the character must have seen such a creature up close (within 30 feet) at least once. Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

### **Locate Object**

Divination  
Components: V, S, F/DF  
Casting Time: 1 action  
Range: Long (400 ft. + 40 ft./level)  
Area: Circle, centered on the character, with a radius of 400 ft. + 40 ft./level  
Duration: 1 minute/level  
Resistance roll: None  
Spell Resistance: No

The character senses the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, and even a ladder. The character can search for general items such as a stairway, a sword, or a jewel, in which case the character locates the nearest one of its type if more than one is within range. Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The character cannot specify a unique object (such as "Baron Vulden's signet ring") unless the character has observed that particular item firsthand (not through divination).

The spell is blocked by lead. Creatures cannot be found by this spell. Polymorph any object fools it.

### **Spells (M)**

#### **Mage Armor**

Conjuration (Creation) [Force]  
Components: V, S, F

Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 1 hour/level (D)  
Resistance roll: Will negates (harmless)  
Spell Resistance: Yes (harmless)

An invisible but tangible field of force surrounds the subject of mage armor, providing a +4 armor bonus to DR. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

### **Mage Hand**

Transmutation  
Components: V, S  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: Non-magical, unattended object weighing up to 5 lb.  
Duration: Concentration  
Resistance roll: None  
Spell Resistance: No

The character points a finger at an object and can lift it and move it at will from a distance. The character can move the object up to 15 feet in any direction, though the spell ends if the distance between the character and the object ever exceeds the spell's range.

### **Magic Circle against Chaos**

Abjuration [Lawful]

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]  
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 the character may choose when casting the spell. A magic circle can be focused inward rather than outward. In this case, it serves as an immobile, temporary magical prison for a summoned creature. The creature cannot cross the circle's boundaries.

The character must beat a creature's Spell resistance 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' Spell resistance. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only.

This spell is not cumulative with protection from evil and vice versa.

### **Magic Circle against Good**

Abjuration [Evil]

As magic circle against evil, except that it is similar to protection from good instead of protection from evil.

### **Magic Circle against Law**

Abjuration [Chaotic]

As magic circle against evil, except that it is similar to protection from law instead of protection from evil.

## **Magic Fang**

Transmutation

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Resistance roll: Will negates (harmless)

Spell Resistance: Yes (harmless)

Magic fang gives one natural weapon of the subject a +1 bonus to attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike's damage from subdual damage to normal damage.) If the character is a good Nature mage, the natural weapon is considered blessed, which means it has special effects on certain creatures.

## **Magic Jar**

Necromancy

Components: V, S, F

Casting Time: 1 action

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

Target: One creature

Duration: 1 hour/level or until the character returns to the character's body

Resistance roll: Will negates (see text)

Spell Resistance: Yes

By casting magic jar, the character places the character's own soul in a gem or large crystal (known as the magic jar), leaving the character's body lifeless. Then the character can attempt to take control of a nearby body, forcing its soul into the magic jar. The character may move back to the jar (returning the trapped soul to its body) and attempt to possess another body. The spell ends when the character sends the character's soul back to the character's own body (leaving the receptacle empty).

To cast the spell, the magic jar must be within spell range and the character must know where it is, though the character does not need line of sight or effect to it. When the character transfers the character's soul upon casting, the character's body is, as near as anyone can tell, dead.

While in the magic jar, the character can sense and attack any life force within 10 feet per caster level (on the same plane). The character does need line of effect from the jar to the creatures. The character, however, cannot determine the exact creature types or positions of these creatures. In a group of life forces, the character can sense a difference of four or more Endurance levels and can determine whether a life force is positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. The character possesses the body and forces the creature's soul into the magic jar unless the subject succeeds at a Will save. Failure to take over the host leaves the character's life force in the magic jar, and the target automatically succeeds at further Resistance rolls if the character attempts to possess its body again.

If successful, the character's life force occupies the host body, and the host's life force is imprisoned in the magic jar. The character keeps most mental abilities and gains some physical abilities, as with polymorph other (except that the character gets the creature's actual physical abilities, not average ones).

As a standard action, the character can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when the character shifts from the jar to the character's own body. If the host body is slain, the character returns to the magic jar, if within range and the life force of the host departs (that is, it is dead). If the host body is slain beyond the range of the spell, both the character and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while the character is in the magic jar, the character returns to the character's body (or dies if the character's body is out of range or destroyed). If the spell ends while the character is in a host, the character returns to the character's body (or dies, if it is out of range of the character's current position), and the soul in the magic jar returns

to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host.

Incorporeal creatures with the magic jar ability can use a handy, nearby object (not just a gem or crystal) as the magic jar.

### **Magic Missile**

Evocation [Force]

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

Resistance roll: None

Spell Resistance: Yes

A missile of magical energy darts forth from the character's fingertip and unerringly strikes its target. The missile deals 1d4+1 points of damage. The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell.

For every two levels of experience past 1st, the character gains an additional missile. The character has two at 3rd level, three at 5th level, four at 7th level, and the maximum of five missiles at 9th level or higher. If the character shoots multiple missiles, the character can have them strike a single creature or several creatures. A single missile can strike only one creature. The character must designate targets before the character rolls for Spell resistance or roll damage.

### **Magic Mouth**

Illusion (Glamer)

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

Resistance roll: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the character and can be delivered over a period of 10 minutes. The mouth cannot speak verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated. For instance, if it were placed upon a statue, the mouth of the statue would actually move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, door, or any other object or creature.

The spell functions when specific conditions are fulfilled according to the character's command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish invisible creatures, Level, Endurance level, or profession 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.

### **Magic Stone**

Transmutation

Components: V, S, DF

Casting Time: 1 action

Range: Touch  
Targets: Up to three pebbles touched  
Duration: 30 minutes or until discharged  
Resistance roll: Will negates (harmless, object)  
Spell Resistance: Yes (harmless, object)

The character transmutes 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 bonus to attack and damage rolls. The creature using the stones makes a normal ranged attack to use a magic 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  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Target: Armor or shield touched  
Duration: 1 hour/level  
Resistance roll: Will negates (harmless, object)  
Spell Resistance: Yes (harmless, object)

The character imbues a suit of armor or a shield that the character touches 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 DR bonus for purposes of this spell.

**Note:** An enhancement bonus increases armor's or a shield's benefit to the wearer's DR. 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  
Components: V, S, F, DF  
Casting Time: 1 action  
Range: Touch  
Target: Weapon touched  
Duration: 1 minute/level  
Resistance roll: Will negates (harmless, object)  
Spell Resistance: Yes (harmless, object)

Magic weapon gives a weapon a +1 bonus to attack and damage rolls. If the character is a good Divine Mage, the weapon is considered blessed, which means it has special effects on certain creatures.

### **Major Creation**

Conjuration (Creation)  
Casting Time: 10 minutes  
Range: Close (25 ft. + 5 ft./2 levels)  
Duration: See text

As minor creation, except the character can also create an object of mineral nature: stone, crystal, metal, etc. The duration of the created item varies with its relative hardness and rarity:

<b>Hardness and Rarity Examples</b>	<b>Duration</b>	<b>Hardness and Rarity Examples</b>	<b>Duration</b>
Vegetable matter	2 hours/level	Gems	10 minutes/level
Stone, crystal, base metals	1 hour/level	Mithral*	2 rounds/level
Precious metals	20 minutes/level	Adamantite**	1 round/level

\*Includes similar rare metals. Items made of mithral are 50% lighter than similar items made of steel.

\*\*Items made of adamantite weigh 75% as much as similar items made of steel. They are also harder and better capable of retaining

an edge, so armor and shields provide 1 higher DR and weapons allow +1 on attack and damage rolls (although the items are not magical).

### **Major Image**

Illusion (Figment)

Duration: Concentration + 3 rounds

As silent image, except sound, smell, and thermal illusions are included in the spell effect. While concentrating, the character can move the image within the range. The image disappears when struck by an opponent unless the character causes the illusion to react appropriately.

### **Make Whole**

Transmutation

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, staves, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized.

### **Mark of Justice**

Transmutation

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent (see text)

Resistance roll: None

Spell Resistance: Yes

When moral persuasion fails to win a criminal over to right conduct, the character can use mark of justice to encourage the criminal to walk the straight and narrow path. The character draws an indelible mark on the subject and states some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, the character designates some sort of criminal behavior that activates the mark, but the character can pick any act the character pleases. 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, the character 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 the character's mark of justice. These restrictions apply regardless of whether the mark has activated.

### **Mass Charm**

Enchantment (Charm) [Mind-Affecting]

Components: V

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

Duration: 1 day/level

As charm person, except the spell affects a number of creatures (persons or not) whose combined Endurance level do not exceed twice the character's level (or at least one creature regardless of Endurance level). If there are more potential targets than the character can affect, the character chooses them one at a time until the character chooses a creature with too many Endurance levels.

### **Mass Haste**

Transmutation

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)

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)

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 80 feet.)

### **Mass Suggestion**

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

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

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

As suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

### **Maze**

Conjuration (Creation) [Force]

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: See text

Resistance roll: None

Spell Resistance: No

The character conjures up an extra-dimensional 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 Logic score:

<b>Logic Score of Mazed Creature</b>	<b>Time Trapped in Maze</b>	<b>Logic Score of Mazed Creature</b>	<b>Time Trapped in Maze</b>
Under 3	2d4 minutes	9–12	4d4 rounds
3	1d6 minutes	13–15	3d4 rounds
4–5	1d4 minutes	16–17	2d4 rounds
6–8	5d4 rounds	18+	1d4 rounds

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 teleport and dimension door, do not help a creature escape a maze spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

### **Meld into Stone**

Transmutation  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 10 minutes/level

Meld into stone enables the character to meld the character's body and possessions into a single block of stone. The stone must be large enough to accommodate the character's body in all three dimensions. When the casting is complete, the character and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, the character remains in contact, however tenuous, with the face of the stone through which the character melded. The character remains aware of the passage of time and can cast spells on himself while hiding in the stone. Nothing that goes on outside the stone can be seen, but the character can still hear what happens around the character. Minor physical damage to the stone does not harm the character, but its partial destruction to the extent that the character no longer fits within it expels the character and deals the character 5d6 points of damage. The stone's complete destruction expels the character and slays the character instantly unless the character succeeds at a Fortitude save (DC 18).

At any time before the duration expires, the character can step out of the stone through the surface that the character entered. If the spell's duration runs out or the effect is dispelled before the character voluntarily exits the stone, the character is violently expelled and takes 5d6 points of damage.

The following spells harm the character if cast upon the stone that the character is occupying: Stone to flesh expels the character and deals the character 5d6 points of damage. Stone shape deals the character 3d6 points of damage but does not expel the character. Transmute rock to mud expels the character and then slays the character instantly unless the character succeed at a Fortitude save (DC 18), in which case the character is merely expelled. Finally, passwall expels the character without damage.

### **Melf's Acid Arrow**

Conjuration (Creation) [Acid]  
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  
Resistance roll: None  
Spell Resistance: Yes

A magical arrow of acid springs from the character's hand and speeds to its target. The character must succeed at a ranged touch attack to hit the character's target. The arrow deals 2d4 points of acid damage. There is no splash damage. For every three caster levels (maximum 18), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage for that round. At 3rd–5th level, the acid lasts for 2 rounds; at 6th–8th level, the acid lasts for 3 rounds; and so on, to a maximum of 7 rounds at 18th level.

### **Mending**

Transmutation  
Components: V, S  
Casting Time: 1 action  
Range: 10 ft.  
Target: One object of up to 1 pound  
Duration: Instantaneous  
Resistance roll: Will negates (harmless, object)  
Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (not warps). In metallic objects, it will weld a broken ring, a chain link, a medallion, or a slender dagger, 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. The spell cannot mend broken magic rods, staves, or wands.

### **Message**

Transmutation [Language-Dependent]  
Components: V, S, F  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Targets: One creature/level  
Duration: 10 minutes/level  
Resistance roll: None  
Spell Resistance: No

The character can whisper messages and receive whispered replies with little chance of being overheard. The character points a finger at each creature to be included in the spell effect. When the character whispers, the whispered message is audible to all of the targeted creatures who are within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between the character and the subject, and the path's entire length lies within the spell's range. The creatures who receive the message can whisper a reply that the character hears. The spell transmits sound, not meaning. It doesn't transcend language barriers.

**Note:** To speak a message, the character must mouth the words and whisper, possibly allowing trained characters the opportunity to read the character's lips.

### **Meteor Swarm**

Evocation [Fire]  
Components: V, S  
Casting Time: 1 action  
Range: Long (400 ft. + 40 ft./level)  
Area: Pattern of fireball-like spreads (see text)  
Duration: Instantaneous  
Resistance roll: None or Reflex half (see text)  
Spell Resistance: Yes

Meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When the character casts it, either four large spheres (2-foot-diameter) or eight small spheres (1-foot-diameter) spring from the character's outstretched hand and streak in a straight line to the spot the character selects. The meteor spheres leave a fiery trail of sparks. Any creature in the straight-line path of these spheres is struck by each one and takes 24d6 points of fire damage (no save).

If the spheres reach their destination, each bursts like a fireball in a spread. Each large sphere deals 6d6 points of fire damage. The four spheres explode with their points of origin forming a diamond or box pattern around the spell's central point of origin, which the character designates upon casting. Each large sphere has a 15-foot-radius spread, and each blast is 20 feet apart along the sides of the pattern, creating overlapping areas of the spell's effect and exposing the center to all four blasts.

The smaller spheres each have a 7 1/2-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 the character designated upon casting) of a box within a diamond or vice versa, with each of the outer sides measuring 20 feet long. The center has four areas of overlapping effect, and numerous peripheral areas have two or three overlapping areas 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  
Components: V, S

Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: 1 day  
Resistance roll: 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]  
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)  
Resistance roll: 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 penalty to all Intuition 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)  
Components: V, S, M  
Casting Time: 1 minute  
Range: 0 ft.  
Effect: Unattended, non-magical object of nonliving plant matter, up to 1 cu. ft./ level  
Duration: 1 hour/level  
Resistance roll: None  
Spell Resistance: No

The character creates a non-magical, unattended object of nonliving, vegetable matter: linen clothes, a hemp rope, a wooden ladder, etc. The volume of the item created cannot exceed 1 cubic foot per caster level. The character must succeed at an appropriate skill check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts. Attempting to use any created object as a material component causes the spell to fail.

### **Minor Globe of Invulnerability**

Abjuration  
Components: V, S, M  
Casting Time: 1 action  
Range: 10 ft.  
Area: 10-ft.-radius spherical emanation, centered on the character  
Duration: 1 round/level  
Resistance roll: None  
Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds the character and excludes all spell effects of up to 3rd level. The area or effect of any such spells does not include the area of the minor globe of invulnerability. Such spells fail to affect any target located within the globe. This includes spell-like abilities and spells or spell-like effects from devices. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are

not affected by the globe. The globe can be brought down by a targeted dispel magic spell, but not by an area dispel magic. The character can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled. For example, creatures inside the globe would still see a mirror image created by a caster outside the globe. If that caster then entered the globe, the images would wink out, to reappear when the caster exited the globe. Likewise, a caster standing in the area of a light spell would still receive sufficient light for vision, even though that part of the light spell volume in the globe would not be luminous.

If a given spell has more than one level depending on which type of magic it is, use the level appropriate to the caster to determine whether minor globe of invulnerability stops it.

### **Minor Image**

Illusion (Figment)

Duration: Concentration+2 rounds

As silent image, except this spell includes some minor sounds but not understandable speech.

### **Miracle**

Evocation

Components: V, S, XP (see text)

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Resistance roll: See text

Spell Resistance: Yes

The character doesn't so much cast a miracle as request one. The character states what the character would like to have happen and requests that the character's deity (or the power the character prays to for spells) intercede. The Administrator then determines the particular effect of the miracle. A miracle can do any of the following:

- Duplicate any spell of up to 7th level.
- Undo the harmful effects of certain spells, such as feblemind 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 Divine Mage can make a very powerful request. Casting such a miracle costs the Mage 5,000 XP because of the powerful divine energies involved. A request that is out of line with the deity's nature is refused.

A duplicated spell allows Resistance roll and Spell resistance as normal (but save DCs are for a 9th-level spell). When a miracle duplicates a spell that has an XP cost, the character must pay that cost.

**XP Cost:** 5,000 XP (for some uses of the miracle spell; see above).

### **Mirage Arcana**

Illusion (Glamer)

Components: V, S

Casting Time: 1 action

Area: One 20-ft. cube/level (S)

Duration: Concentration+1 hour/level (D)

As hallucinatory terrain, except that it enables the character to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike hallucinatory terrain, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

## **Mirror Image**

Illusion (Figment)

Components: V, S

Casting Time: 1 action

Range: Personal (see text)

Target: The character

Duration: 1 minute/level

Several illusory duplicates of the character pop into being, making it difficult for enemies to know which target to attack. The figments stay near the character and disappear when struck. Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images). These figments separate from the character and remain in a cluster, each within 5 feet of at least one other figment or the character. The character can move into and through a mirror image. When the character and the mirror image separate, observers can't use vision or hearing to tell which one is the character and which the image. The figments may also move through each other. The figments mimic the character's actions, pretending to cast spells when the character casts a spell, drink potions when the character drinks a potion, levitate when the character levitates, and so on.

Enemies attempting to attack the character or cast spells at the character must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack roll against a figment destroys it. A figment's DR is 10 + size modifier + Agility modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being struck by a fireball).

While moving, the character can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If the character is invisible or an attacker shuts her eyes, the spell has no effect, though being unable to see carries the same penalties as being blinded: In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Agility bonus to DR, 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 Agility-based skills.

## **Misdirection**

Illusion (Glamer)

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

Resistance roll: Will negates (object)

Spell Resistance: No

By means of this spell, the character misdirects the information from divination spells that reveal auras (including detect evil, detect magic, discern lies, etc.). On casting the spell, the character chooses another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds at his save. For instance, the character could make the character's self, 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)

Components: S

Casting Time: 1 action

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

Target/Effect: The character/one illusory double

Duration: 1 round/level (D)

Resistance roll: None/Will disbelief (if interacted with)

Spell Resistance: No

An illusory double of the character (a figment) appears, and at the same time, the character become invisible (as improved invisibility, a glamer). The character is then free to go elsewhere while the character's double moves away. The double appears within range but thereafter moves according to the character's intent at the time of casting. The character can make the figment appear superimposed perfectly over the character's own body so that observers don't notice an image appearing and the character turning invisible. The character and the figment can then move in different directions. The double moves at the character's speed can talk and gesture as if it were real, and even smells and feels real. The double cannot attack or cast spells, but it can pretend to do so.

### **Mord's Disjunction**

Abjuration

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

Resistance roll: Will negates (object)

Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that the character carries or touches, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a dispel magic spell does), and permanent magic items must make successful Will saves or be turned into normal items. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher. The character also has a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined. Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, the character must succeed at a Will save (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.

### **Mord's Faithful Hound**

Conjuration (Creation)

Components: V, S, M

Casting Time: 1 action

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

Effect: Phantom watchdog

Duration: 1 hour/caster level or until discharged, then 1 round/caster level

Resistance roll: None

Spell Resistance: No

The character conjures up a phantom watchdog that is invisible to everyone but the character. It then guards the area where it was conjured. The phantom watchdog immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those already within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions. It is stationary.

If an intruder approaches to within 5 feet of the watchdog, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of damage) once per round. The dog also gets the bonuses appropriate to an invisible creature. (For most defenders, the invisible creature gets a +2 attack bonus and the defender loses any Agility bonus to DR.) The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a +3 weapon for purposes of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If the character is ever more than 100 feet distant from the watchdog, the spell ends.

### **Mord's Lucubration**

Transmutation

Components: V, S

Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: Instantaneous

The character instantly recalls any one spell of up to 5th level that the character has used during the past 24 hours. The spell must have been actually cast during that time period. The recalled spell is stored in the character's mind as though prepared in the normal fashion. If the recalled spell requires material components, the character must provide these. The recovered spell is not usable until the material components are available.

### **Mord's Magnificent Mansion**

Conjuration (Creation)  
Components: V, S, F  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Extra-dimensional mansion, up to three 10-ft. cubes/level (S)  
Duration: 2 hours/level  
Resistance roll: None  
Spell Resistance: No

The character conjures up an extra-dimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those the character designates may enter the mansion, and the portal is shut and made invisible behind the character when the character enters. The character may open it again from the character's own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

The character can create any floor plan the character desires to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter. The servants function as unseen servant spells except that they are visible and can go anywhere in the mansion. There are two such servants for each caster level. Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place occurs as normal.

### **Mord's Sword**

Evocation [Force]  
Components: V, S, F  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: One sword  
Duration: 1 round/level (D)  
Resistance roll: None  
Spell Resistance: Yes

The character brings into being a shimmering, sword-like plane of force. The sword strikes at any opponent within its range as the character desires starting the round that the character cast the spell. The sword attacks its designated target once each round. Its attack bonus is the character's level + the character's Logic bonus with a +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of damage, with a threat range of 19–20.

The sword always strikes from the character's direction. It does not get a flanking bonus or help a combatant get one. If the sword goes beyond the spell range from the character, if it goes out of the character's sight, or if the character is not directing it, the sword returns to the character and hovers.

Each round after the first, the character can use a standard action to switch the sword to a new target. If the character does not, the sword continues to attack the previous round's target. The sword cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. The sword's DR against touch attacks is 13.

If an attacked creature has Spell resistance the resistance is checked the first time Mordenkainen's sword strikes it. If

the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

### **Mount**

Conjuration (Summoning)  
Components: V, S, M  
Casting Time: 1 full round  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: One mount  
Duration: 2 hours/level  
Resistance roll: None  
Spell Resistance: No

The character summons a light horse or a pony (the character's choice) to serve the character as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

### **Move Earth**

Transmutation  
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  
Resistance roll: 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 glacier-like 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.

### **Spells (N & O)**

#### **Negative Energy Protection**

Abjuration  
Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: Living creature touched  
Duration: 1 round/level  
Resistance roll: Will negates (harmless)  
Spell Resistance: Yes (harmless)

The warded creature gains partial protection from undead creatures who use negative energy 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 Endurance level.

If the warded creature succeeds, the energies cancel with a bright flash of light and a thunderclap. The warded creature takes only Endurance point damage from the attack and does not suffer any of the other effects of the energy drain. 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 positive energy damage.

### **Neutralize Poison**

Conjuration (Healing)

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: Instantaneous

Resistance roll: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

The character detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional damage or effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as Endurance point damage, temporary ability damage, or effects that don't go away on their own. This spell also neutralizes the poison in a poisonous creature or object. A poisonous creature replenishes its poison at its normal rate.

### **Nightmare**

Illusion (Phantasm) [Mind-Affecting, Evil]

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Resistance roll: Will negates

Spell Resistance: Yes

The character sends a hideous and unsettling phantasmal vision to a specific creature whom the character names or otherwise specifically designates. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject tired out and unable to regain spells for the next 24 hours.

Dispel evil cast on the subject while the character is casting the spell dispels the nightmare and stuns the character for 10 minutes per caster level of the dispel evil. While the character is stunned, the character can't act, the character loses any Agility bonus to DR, and attackers get a +2 bonus against the character.

If the recipient is awake when the spell begins, the character can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon the character becomes alert again and completes the casting. If the character is disturbed during the trance, the spell ends.

If the character chooses to enter a trance, the character is not aware of the character's surroundings or the activities around the character while in the trance. The character is defenseless, both physically and mentally, while in the trance. (the character always fails any Resistance roll, for example.)

Creatures who don't sleep or dream (such as elves, but not half-elves) are immune to this spell.

### **Nondetection**

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 1 hour/level

Resistance roll: 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 Mage who cast nondetection. If the character cast nondetection on the character's self or on an item currently in the character's possession, the DC is 15 + the character's caster level. If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

### **Nystul's Magic Aura**

Illusion (Glamer)  
Components: V, S, F  
Casting Time: 1 action  
Range: Touch  
Target: One touched object weighing up to 5 lb./level  
Duration: 1 day/level  
Resistance roll: None (see text)  
Spell Resistance: No

The character makes an item's aura register to detection spells (and similar spells) as though it were either a magic item of the type that the character specifies or the subject of a spell that the character specifies. The character could make an ordinary sword register as a +2 vorpal sword as far as magical detection is concerned or make a +2 vorpal sword register as if it were a +1 sword. If the object bearing Nystul's magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will Resistance roll. 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.

### **Nystul's Undetectable Aura**

Illusion (Glamer)  
Components: V, S, F  
Casting Time: 1 action  
Range: Touch  
Target: Object touched weighing up to 5 lb./level  
Duration: 1 day/level  
Resistance roll: None (see text)  
Spell Resistance: No

This spell allows the character to mask a magic item's aura from detection. If the object bearing Nystul's undetectable aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will Resistance roll.

### **Obscure Object**

Abjuration  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Touch  
Target: One object touched of up to 100 lb./level  
Duration: 8 hours  
Resistance roll: 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.

### **Obscuring Mist**

Conjuration (Creation)  
Components: V, S  
Casting Time: 1 action

Range: 30 ft.  
Effect: Cloud centered on the character spreads 30 ft. and is 20 ft. high  
Duration: 1 minute/level  
Resistance roll: None  
Spell Resistance: No

A misty vapor arises around the character. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from the gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

### **Open/Close**

Transmutation  
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  
Resistance roll: Will negates (object)  
Spell Resistance: Yes (object)

The character can open or close (caster's choice) a door, chest, box, window, bag, pouch, bottle, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things that are of standard weight. The lid of a big chest or an oversized door is beyond the spell's capability.

### **Otiluke's Freezing Sphere**

Evocation [Cold]  
Components: V, S, F  
Casting Time: 1 action  
Range: See text  
Target, Effect, or Area: See text  
Duration: See text  
Resistance roll: See text  
Spell Resistance: Yes

Otiluke's freezing sphere is a multipurpose spell. The character can cast any one of the following three versions:

**Frigid Sphere:** A tiny sphere of freezing matter steaks from the character's 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. This ice lasts for 1 round per caster level. The sphere has no effect if it strikes a creature, even a water-based creature, but creatures swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must succeed at a Strength check (DC 25) to do so.

**Cold Ray:** A ray of cold springs from the character's hand to close range (25 feet + 5 feet/2 levels). The character must succeed at a ranged touch attack to hit the character's target. The ray instantaneously deals 1d6 points of cold damage per caster level (maximum 20d6).

**Globe of Cold:** The character creates a small globe about the size of a sling stone, cool to the touch but not harmful. This globe is a grenade-like weapon and can be hurled either as a thrown weapon (range increment 20 feet) or in a sling. The globe bursts on impact, dealing 6d6 points of cold damage instantaneously to all targets within a 10-foot radius. Affected creatures can attempt Reflex saves for half damage. If the character does not hurl the globe, it bursts on its own after 1 round per caster level. The character can command the globe to burst sooner if the character wishes, but the time cannot be changed once set (though it still bursts on impact after being hurled).

### **Otiluke's Resilient Sphere**

Evocation [Force]  
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  
Resistance roll: Reflex negates  
Spell Resistance: Yes

A globe of shimmering force encloses a creature, provided it is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a rod of cancellation, a wand of negation, disintegrate, or a targeted dispel magic spell. These destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the only effect that act produces is to move the sphere slightly. The globe can be physically moved either by people outside it or by the struggles of those within.

### **Otiluke's Telekinetic Sphere**

Evocation [Force]  
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)  
Resistance roll: Reflex negates (object)  
Spell Resistance: Yes (object)

As Otiluke's resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an Otiluke's telekinetic sphere weighs only one-sixteenth of its normal weight. The character can telekinetically lift anything in the sphere that normally weighs up to 5,000 pounds. The range of the telekinetic control extends to a maximum distance of medium range from the character (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

The character moves objects or creatures in the sphere that weigh up to a total of 5,000 pounds by concentrating on the sphere. The character can begin moving a sphere the round after casting the spell. A round's concentration (a standard action) moves the sphere up to 30 feet. If the character ceases concentrating, the sphere does not move that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, the spell's duration ends, or the character begins concentrating again. If the character ceases concentrating (voluntarily or due to failing a Concentration check), the character can resume concentrating on the character's next turn or any later turn during the spell's duration.

Note that even if more than 5,000 pounds of weight is engulfed, the perceived weight is only one-sixteenth of the actual weight, so the orb can be rolled without exceptional effort. The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere. The character can move the sphere telekinetically even if the character is in it.

### **Otto's Irresistible Dance**

Enchantment (Compulsion) [Mind-Affecting]  
Components: V  
Casting Time: 1 action  
Range: Touch  
Target: Living creature touched  
Duration: 1d4+1 rounds  
Resistance roll: 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 Defensive rating of the creature by -4, makes Reflex saves impossible except on a roll of 20, and makes it impossible to use a shield.



## Spells (P)

### Passwall

Transmutation

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)

Resistance roll: None

Spell Resistance: No

The character creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. If the wall's thickness is more than 1 foot per caster level, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or the character dismisses it, creatures in the passage are ejected out the far exit if there is one or out the sole exit if there is only one.

### Pass without Trace

Transmutation

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: One creature/level touched

Duration: 10 minutes/level

Resistance roll: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subjects can move through any type of terrain—mud, snow, dust, etc.—and leave neither footprints nor scent. Tracking the subject is impossible by non-magical means.

## Permanency

Universal

Components: V, S, XP

Casting Time: 2 rounds

Range: See text

Target, Effect, or Area: See text

Duration: Permanent (see text)

Resistance roll: None

Spell Resistance: No

This spell makes certain other spells permanent. Depending on the spell, the character must be at least a minimum level and must expend a number of XP. The character can make these spells permanent in regard to himself:

<b>Spell</b>	<b>Minimum Level</b>	<b>XP Cost</b>
Comprehend languages	9th	500 XP
Darkvision	10th	1,000 XP
Detect magic	9th	500 XP
Protection from arrows	11th	1,500 XP
Read magic	9th	500 XP
See invisibility	10th	1,000 XP
Tongues	11th	1,500 XP

The character casts the desired spell and then follows it with the permanency spell. The character cannot cast these spells on other creatures. This application of permanency can be dispelled only by a caster of greater level than the character was when the character cast the spell. In addition to personal use, permanency can be used to make the following spells permanent on himself, another creature, or an object (as appropriate):

<b>Spell</b>	<b>Minimum Level</b>	<b>XP Cost</b>
Enlarge	9th	500 XP
Magic Fang	9th	500 XP
Resistance	9th	250 XP

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

<b>Spell</b>	<b>Minimum Level</b>	<b>XP Cost</b>
Alarm	9th	500 XP
Dancing lights	9th	500 XP
Ghost sound	9th	500 XP
Gust of wind	11th	1,500 XP
Invisibility	10th	1,000 XP
Magic mouth	10th	1,000 XP
Phase door	15th	3,500 XP
Prismatic sphere	17th	4,500 XP
Shrink item	11th	1,500 XP
Solid fog	12th	2,000 XP
Stinking cloud	11th	1,500 XP
Symbol	16th	4,000 XP
Teleportation circle	17th	4,500 XP
Wall of fire	12th	2,000 XP
Wall of force	13th	2,500 XP
Web	10th	1,000 XP

Spells cast on other creatures, objects, or locations (not on the character) are vulnerable to dispel magic as normal. The Administrator may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell. If the Administrator has already determined that the application is not possible, the research automatically fails. Note that the character never learns what is possible except by the success or failure of the character's research.

### **Permanent Image**

Illusion (Figment)

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent (D)

As silent image, except the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, the character can move the image within the limits of the range, but it is static while the character are not concentrating.

### **Persistent Image**

Illusion (Figment)

Duration: 1 minute/level (D)

As silent image, except the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by the character. The figment follows that script without the character's having to concentrate on it. The illusion can include intelligible speech if the character wishes. For instance, the character could create the illusion of several Orcs playing cards and arguing, culminating in a fistfight.

### **Phantasmal Killer**

Illusion (Phantasm) [Fear, Mind-Affecting]

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Resistance roll: Will disbelief (if interacted with), then Fortitude partial

Spell Resistance: Yes

Only the spell's subject can see the phantasmal killer. The character see only a shadowy shape. The subject first gets a Will Resistance roll to recognize the image as unreal. If the subject fails, the phantasm touches him, and he must succeed at a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage. If the subject of a phantasmal killer attack succeeds in disbelieving and he is wearing a helm of telepathy, the beast can be turned upon the character. The character must then disbelieve it or suffer its deadly fear attack.

### **Phantom Steed**

Conjuration (Creation)

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horse-like creature

Duration: 1 hour/level

Resistance roll: None

Spell Resistance: No

The character conjures a quasi-real, horse-like creature. The steed can be ridden only by the character or by the one person for whom the character specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but all normal animals shun it and refuse to attack it. (Dire animals and non-intelligent creatures, such as vermin, can attack it.) The mount has a Defensive rating of 18 (-1 size, +4 natural armor, +5 Ag) and 7 Endurance points +1 Endurance point per caster level. If it loses all its Endurance points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels. Thus, the mount created by a 12th-level caster has the 8th, 10th, and 12th caster level abilities.

**8th Level:** The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

**10th Level:** The mount can ride over water as if it were firm, dry ground.

**12th Level:** The mount can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. The mount cannot simply take off and fly. 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)

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

Resistance roll: None

Spell Resistance: No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except the character, and only the character can use the passage. The character disappears when the character enters the phase door and appears when the character exits. If the character desires, the character can take one other creature (Medium-size or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can the character see through it without using it. Gems of true seeing and similar magic reveal the presence of a phase door but do not allow its use.

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. The character can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as the character desires. They can be based on a creature's name, or identity, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Endurance levels, and Endurance points don't qualify.

### **Plant Growth**

Transmutation

Components: V, S, DF

Casting Time: 1 action

Range: See text

Target or Area: See text

Duration: Instantaneous

Resistance roll: 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 Administrator 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 the character's 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. The character 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, Divine or Nature based Mages cast this spell at planting time as part of the spring festivals.

### **Poison**

Necromancy

Components: V, S, DF  
 Casting Time: 1 action  
 Range: Touch  
 Target: Living creature touched  
 Duration: Instantaneous (see text)  
 Resistance roll: Fortitude negates (see text)  
 Spell Resistance: Yes

Calling upon the venomous powers of natural predators, the character inflicts the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Stamina damage immediately and another 1d10 points of temporary Stamina damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + one-half caster level + caster's Intuition modifier).

### **Polymorph Any Object**

Transmutation  
 Components: V, S, M/DF  
 Casting Time: 1 action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Target: One creature or object  
 Duration: See text  
 Resistance roll: Will negates (object) (see text)  
 Spell Resistance: Yes (object)

As polymorph other, except this spell changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The Administrator determines the duration by using the following guidelines:

<b>Changed Subject Is:</b>	<b>Increase to Duration Factor*</b>
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Logic	+2

\*Add all that apply. Look up the total on the next table.

<b>Duration Factor</b>	<b>Example</b>	<b>Duration</b>
0	Pebble to human	20 minutes
2	Marionette to human	1 hour
4	Human to marionette	3 hours
5	Lizard to mantichore	12 hours
6	Sheep to wool coat	2 days
7	Shrew to mantichore	1 week
9+	Mantichore to shrew	Permanent

Unlike polymorph other, polymorph any object does grant the creature the Logic score of its new form. If the original form didn't have a Intuition or Personality score, it gains those scores of the new form.

As with other polymorph spells, damage sustained in the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force, although the Administrator will have to adjudicate many of these situations.

Also note that a polymorph effect often detracts from an item's or creature's powers but does not add new powers except perhaps movement capabilities not present in the old form. A non-magical 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.

### **Polymorph Other**

Transmutation

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Permanent

Resistance roll: Fortitude negates

Spell Resistance: Yes

Polymorph other changes the subject into another form of creature. The new form can range in size from Diminutive to one size larger than the subject's normal form. Upon changing, the subject regains lost Endurance 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, Agility, and Stamina scores. Natural abilities include armor, attack routines (claw, claw, and bite; swoop and rake; and constriction; but not petrification, breath weapons, energy drain, energy effects, etc.), and similar gross physical qualities (presence or absence of wings, number of extremities, etc.). Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings, but not magical flight and other magical forms of travel, such as blink, dimension door, phase door, plane shift, teleport, and teleport without error. Extremely high speeds for certain creatures are the result of magical ability, so they are not granted by this spell.

Other non-magical abilities (such as an owl's low-light vision) are considered natural abilities and are retained. Any part of the body or piece of equipment that is separated from the whole reverts to its original form. The creature's new scores and faculties are average ones for the race or species into which it has been transformed. The character cannot, for example, turn someone into a mighty weight lifter to give the subject great Strength.

The subject retains its Logic, Intuition, and Personality scores, Level and Profession, Endurance points (despite any change in its Stamina score), base attack bonus, and base saves. (New Strength, Agility, and Stamina scores may affect final attack and save bonuses.) The subject retains its own type (for example, "humanoid"), extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. The subject can cast spells for which it has components. It needs a human-like voice for verbal components and human-like hands for somatic components. The subject does not gain the spell-like abilities of its new form. The subject does not gain the supernatural abilities (such as breath weapons and gaze attacks) or the extraordinary abilities of the new creature.

The new form can be disorienting. Any time the polymorphed creature is in a stressful or demanding situation (such as combat), the creature must succeed at a Will save (DC 19) or suffer a -2 penalty on all Attack rolls, Saves, Skill checks, and Ability checks until the situation passes. Creatures who are polymorphed for a long time (years and years) grow accustomed to their new form and can overcome some of these drawbacks (Administrator's discretion).

When the polymorph occurs, the creature's equipment, if any, transforms to match the new form. If the new form is a creature who does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes nonfunctional. Material components and focuses melded in this way cannot be used to cast spells. If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead creatures), the subject's equipment changes to match the new form and retains its properties.

The character can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under the character's control, but must fall within the norms for the new form's species. The subject can be changed into a member of its own species or even into itself. (If changed into itself, it does not suffer the above mentioned penalties from the disorientation of a new form.)

The subject is effectively disguised as an average member of the new form's race. If the character uses this spell to create a disguise, the character gains a +10 bonus on the character's Disguise check.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed. A natural shapeshifter (a lycanthrope, doppelganger, etc.) can take its natural form as a standard action.

### **Polymorph Self**

Transmutation  
Components: V  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 1 hour/level (D)

As polymorph other, except that the character assumes the form of a different creature. The character can change form as often as desired for the duration of the spell simply by willing it so. Each change is a full round action. The character regains Endurance points as if having rested for a day only from the initial transformation, however.

### **Power Word, Blind**

Conjuration (Creation)  
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  
Resistance roll: 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 Endurance point totals first, selecting subjects one at a time until the next target would put it over the limit of 200. (Creatures with negative Endurance points count as having 0 Endurance points.) The duration of the spell depends on the total Endurance points of the affected creatures:

<b>Endurance Points</b>	<b>Duration</b>
Up to 50	Permanent
51 to 100	1d4+1 minutes
101 to 200	1d4+1 rounds

### **Power Word, Kill**

Conjuration (Creation) [Death]  
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  
Resistance roll: None  
Spell Resistance: Yes

When power word, kill is uttered, the character can either target a single creature or let the spell affect a group. If power word, kill is targeted at a single creature, that creature dies if it has 100 or fewer Endurance 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 Endurance points, and only up to a total of 200 Endurance points of such creatures. The spell affects creatures with the lowest Endurance point totals first until the next creature would put the total over the limit of 200. (Creatures with negative Endurance points count as having 0 Endurance points.)

### **Power Word, Stun**

Conjuration (Creation)  
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  
Resistance roll: None  
Spell Resistance: Yes

When a power word, stun spell is uttered, one creature of the character's choice is stunned, whether the creature can hear the word or not. A creature with 50 or fewer Endurance points remains stunned for 4d4 rounds, one with 51 to 100 Endurance points is stunned for 2d4 rounds, one with 101 to 150 Endurance points is stunned for 1d4 rounds, and a creature with 151 Endurance points or more is not affected.

A stunned creature can't act and loses any Agility bonus to its Defensive rating. Attackers gain +2 bonuses to attack it.

### **Prayer**

Conjuration (Creation)  
Components: V, S, DF  
Casting Time: 1 action  
Range: 30 ft.  
Area: All allies and foes within a 30-ft.-radius burst centered on the character  
Duration: 1 round/level  
Resistance roll: None  
Spell Resistance: Yes

The character brings special favor upon the character's allies (and possibly the character) and brings disfavor to the character's enemies. The character and the character's allies gain a +1 bonus on Attack rolls, Weapon damage rolls, Resistance rolls, and Skill checks, while foes suffer a -1 penalty on such rolls.

### **Prestidigitation**

Universal  
Components: V, S  
Casting Time: 1 action  
Range: 10 ft.  
Target, Effect, or Area: See text  
Duration: 1 hour  
Resistance roll: See text  
Spell Resistance: No

Prestidigitations are minor tricks that novice Mages use for practice. Once cast, the prestidigitiation spell enables the character to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can slowly lift 1 pound of material. They can color, clean, or soil items in a 1-foot cube each round. They can chill, warm, or flavor 1 pound of nonliving material. They cannot inflict damage or affect the concentration of mages. Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitiation lacks 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 the character's hand, generating puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and making little whirlwinds to sweep dust under rugs.

### **Prismatic Sphere**

Abjuration  
Components: V  
Range: 10 ft.  
Effect: 10-ft.-radius sphere centered on the character

As prismatic wall, except the character conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds the character and protects the character 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 Endurance levels lasts 2d4 x 10 minutes. The character can pass into and out of the prismatic sphere and remain near it without harm. However, when the character is inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures who attempt to attack the character or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since the character is at the center of the sphere, so the lower half is usually excluded by the floor surface the character is standing on. The colors of the sphere have the same effects as the colors of a prismatic wall.

### **Prismatic Spray**

Evocation

Components: V, S

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Resistance roll: See text

Spell Resistance: Yes

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the character's hand. Each beam has a different power. Creatures in the area of the spell with 8 Endurance levels 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.

<b>1d8</b>	<b>Color of Beam</b>	<b>Effect</b>
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 20 points of damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as insanity spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Struck by two rays; roll again twice, ignoring any "8" results.	

### **Prismatic Wall**

Abjuration

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

Resistance roll: See text

Spell Resistance: See text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects the character from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and the character can pass through and remain near the wall without harm. However, any other creature with fewer than 8 Endurance levels 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 the character or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on. A rod of cancellation or a Mordenkainen's disjunction spell destroys a prismatic wall, but an antimagic field fails to penetrate it. Dispel magic and greater dispelling cannot dispel the wall or anything beyond it. Spell resistance is effective against a prismatic wall, but the caster level check must be repeated for each color present.

<b>Color</b>	<b>Order</b>	<b>Effect of Color</b>	<b>Negated By</b>
Red	1st	Stops non-magical ranged weapons Deals 20 points of fire damage (Reflex half)	Cone of Cold
Orange	2nd	Stops magical ranged weapons Deals 40 points of acid damage (Reflex half)	Gust of Wind
Yellow	3rd	Stops poisons, gasses, and petrification Deals 80 points of electricity damage (Reflex half)	Disintegrate
Green	4th	Stops breath weapons Poison (Kills; Fortitude take 20 points damage)	Passwall
Blue	5th	Stops divination and mental attacks Turned to stone (Fortitude negates)	Magic Missile
Indigo	6th	Stops all spells Will save or become insane (as insanity spell)	Daylight
Violet	7th	Energy field destroys all objects and Dispel Magic effects Creatures are sent to another plane (Will negates)	

The violet effect makes the special effects of the other six colors redundant, but they are included here because certain magic items can create prismatic effects one color at a time, and Spell resistance might render some colors ineffective (see above).

### **Produce Flame**

Evocation [Fire]  
 Components: V, S  
 Casting Time: 1 action  
 Range: Touch  
 Effect: Flame in the character's palm  
 Duration: 1 round/level (D)  
 Resistance roll: None  
 Spell Resistance: Yes

Flames appear in the character's hand. The character can hurl them or use them to touch enemies. The bright flames, which illuminate out to 20 feet as torches do, appear in the character's open hand and harm neither the character nor the character's equipment.

The character can strike opponents with a melee touch attack, dealing fire damage equal to 1d4 +1 point per two caster levels (maximum +10). Alternatively, the character can hurl the flames up to 120 feet as a thrown weapon. When doing so, the character attacks with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner does the character hurl the flames than a new set appears in the character's hand.

### **Programmed Image**

Illusion (Figment)  
 Effect: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)  
 Duration: Permanent until triggered, then 1 round/level

As silent image, except this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech. The character sets the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as Endurance level. (See magic mouth for more details about such triggers.)

### **Project Image**

Illusion (Shadow)  
 Components: V, S, M  
 Casting Time: 1 action  
 Range: Medium (100 ft. + 10 ft./level)  
 Effect: One shadow duplicate  
 Duration: 1 round/level (D)

Resistance roll: Will disbelief (if interacted with)  
Spell Resistance: No

The character creates a shadow duplicate of himself; it looks, sounds, and smells like the character but is intangible. The shadow mimics the character's actions (including speech) unless the character concentrate on making it act differently. The character can see through its eyes and hear through its ears as if the character were standing where it is, and during the character's turn in a round the character can switch from seeing through its eyes to seeing normally, or back again. If the character desires, any spell the character casts whose range is touch or greater can originate from the shadow instead of from the character. (The shadow is quasi-real, just real enough to cast spells that the character originates.) The shadow can cast spells on itself only if those spells affect shadows.

The character must maintain line of effect to the shadow at all times. If the character's line of effect is obstructed, the spell ends. If the character use dimension door, teleport, plane shift, or a similar spell that breaks the character's line of effect, even momentarily, the spell ends.

### **Protection from Arrows**

Abjuration  
Components: V, S, F  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 10 minutes/level or until discharged  
Resistance roll: 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 bonus or any magical attack bypasses the reduction. The damage reduction increases with the caster level to 10/+2 at 5th, 10/+3 at 10th, 10/+4 at 15th, and 10/+5 at 20th. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

### **Protection from Chaos**

Abjuration [Lawful]

As protection from evil, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned or conjured creatures cannot touch the subject.

### **Protection from Elements**

Abjuration  
Components: V, S, DF  
Casting Time: 1 action  
Duration: 10 minutes/level or until discharged

As endure elements, but protection from elements grants temporary invulnerability to the selected energy type. When the spell absorbs 12 points per caster level of elemental damage, it is discharged.

Note: Protection from elements overlaps (and does not stack with) resist elements and endure elements. If a character is warded by protection from elements and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by resist elements and endure elements at the same time, the resist spell absorbs damage but the endure spell does not.

### **Protection from Evil**

Abjuration [Good]  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 1 minute/level (D)

Resistance roll: 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 bonus to DR and a +2 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. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

### **Protection from Good**

Abjuration [Evil]

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]

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

Components: V, S, M, F

Casting Time: 1 action

Range: Touch

Targets: Up to one creature/four levels touched

Duration: 10 minutes/level

Resistance roll: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects gain a +8 bonus on Resistance rolls against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

**Focus:** One 1,000+ gem per creature granted the protection. Each recipient must carry one such gem for the duration of the spell. If a recipient loses the gem, the spell ceases to affect him.

### **Prying Eyes**

Divination

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)

Resistance roll: None

Spell Resistance: No

The character creates ten or more semi-tangible, visible magical orbs (called "eyes") that move out, scout around, and return as the character directs them when casting the spell. When an eye returns, it relays what it has seen to the character and then disappears. Each eye is about the size of a small apple and can see 120 feet (normal vision only) in all directions.

The spell conjures 1d4 eyes plus one eye per caster level. While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct that has 1 Endurance point, has DR 18 (+8 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 the character's ability to receive visual information about the character's surroundings. An eye traveling through darkness must find its way by touch.

When the character creates the eyes, the character specifies instructions the character wants the eyes to follow in a command of up to twenty-five words. Any knowledge the character possesses is known by the eyes as well. In order to report their findings, the eyes must return to the character's hand. Each replays in the character's mind everything it has seen during its existence. It takes an eye only 1 round to replay 1 hour of recorded images. If an eye ever gets more than one mile distant from the character, it instantly ceases to exist. However, the character's link with the eye is such that the character won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to the character. After relaying its findings, an eye disappears. Dispel magic can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if the eye is sent into darkness, then it's very possible that it could hit a wall or similar obstacle and destroy itself.

### **Purify Food and Drink**

Universal  
Components: V, S  
Casting Time: 1 action  
Range: 10 ft.  
Target: 1 cu. ft./level of contaminated food and water  
Duration: Instantaneous  
Resistance roll: 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  
Components: V, S, M  
Casting Time: 1 action  
Range: Long (400 ft. + 40 ft./level)  
Target: One fire source, up to a 20-ft. cube  
Duration: 1d4+1 rounds or 1d4+1 rounds after creatures leave the smoke cloud (see text)  
Resistance roll: Will negates or Fortitude negates (see text)  
Spell Resistance: Yes or No (see text)

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version the character chooses.

**Fireworks:** The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect blinds creatures within 120 feet of the fire source for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Agility bonus to its DR, 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 Agility-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 Agility 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.



## Spells (Q & R)

### Quench

Transmutation

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 magic item

Duration: Instantaneous

Resistance roll: 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 non-magical fires in its area. The spell also dispels fire spells in the area, though the character 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, the character can target the spell on a single magic item that creates or controls flame, such as a wand 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.)

### **Rainbow Pattern**

Illusion (Pattern) [Mind-Affecting]  
Components: (V), S, M, F (see text)  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Colorful lights with a 15-ft.-radius spread  
Duration: Concentration+1 round/level (D)  
Resistance roll: Will negates  
Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors captivates those within it. Rainbow pattern captivates a maximum of 24 Endurance levels of creatures. Creatures with the fewest Endurance levels are affected first. Among creatures with equal Endurance levels, 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 police officer cannot run away or attack but suffers no penalties when attacked. An attack on a captivated creature frees it from the spell immediately.

With a simple gesture (a free action), the character can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All captivated creatures follow the moving rainbow of light, trying to get or remain within the effect.

Captivated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), each captivated creature gets a second save. If the view of the lights is completely blocked (by an obscuring mist spell, for instance), creatures who can't see them are no longer affected. The spell does not affect sightless creatures.

### **Raise Dead**

Conjuration (Healing)  
Components: V, S, M, DF  
Casting Time: 1 minute  
Range: Touch  
Target: Dead creature touched  
Duration: Instantaneous  
Resistance roll: None (see text)  
Spell Resistance: Yes (harmless)

The Divine Mage restores life to a deceased creature. The caster can raise creatures who have been dead only up to 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no Resistance roll. The subject loses 1 Stamina point permanently when raised.

Raise dead cures Endurance point damage up to a total of 1 Endurance point per Endurance level. Any Ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature who has died of old age.

Coming back from the dead is an ordeal. The subject of the spell loses one Stamina point permanently that cannot be restored by any spell. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised.

### **Random Action**

Enchantment (Compulsion) [Mind-Affecting]  
Components: V, S, DF  
Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)  
Target: One living creature  
Duration: 1 round  
Resistance roll: Will negates  
Spell Resistance: Yes

The enchanted creature is compelled to act randomly for 1 round. Rather than deciding its action for itself, the subject of the spell takes an action determined randomly on the following table:

<b>1d8</b>	<b>Action</b>
1	Attack self (succeed on any roll other than a natural 1).
2	Attack nearest being (for this purpose, a familiar counts as part of the subject's "self").
3	Flee away from caster at top possible speed.
4	Drop anything held.
5	Stand motionless (as if stunned).
6	Do nothing but defend (total defense).
7	Speak (in the subject's native tongue, usually regarding surface thoughts) or make noises (if not capable of speech).
8	Attack caster with melee or ranged weapons (or close with caster if attacking is not possible). Nothing can affect this die roll in any way. It is always entirely random.

### **Rary's Telepathic Bond**

Divination  
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  
Resistance roll: None  
Spell Resistance: No

The character forges a telepathic bond among creatures, each of which must have a Logic 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 Resistance roll or Spell resistance. 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 Enfeeblement**

Necromancy  
Components: V, S  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Ray  
Duration: 1 minute/level  
Resistance roll: Fortitude negates  
Spell Resistance: Yes

A coruscating ray springs from the character's hand. The character must succeed at a ranged touch attack to strike a target. The subject suffers a -1d6 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]  
Components: V, S  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: Ray  
Duration: Instantaneous

Resistance roll: None  
Spell Resistance: Yes

A ray of freezing air and ice projects from the character's pointing finger. The character must succeed at a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

### **Read Magic**

Universal  
Components: V, S, F  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 10 minutes/level

By means of read magic, the character can read magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the character has read the magical inscription, the character is thereafter able to read that particular writing without recourse to the use of read magic. The character can read at the rate of one page (250 words) per minute. The spell allows the character to identify a glyph of warding with a successful Spellcraft check against DC 13 or a symbol with a successful Spellcraft check against DC 19.

### **Reduce**

Transmutation  
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  
Resistance roll: 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:

<b>Height Decrease</b>	<b>Weight Decrease</b>
-10% (x 0.9)	-30% (x 0.7)
-20% (x 0.8)	-50% (x 0.5)
-30% (x 0.7)	-60% (x 0.4)
-40% (x 0.6)	-80% (x 0.2)
-50% (x 0.5)	-90% (x 0.1)

All equipment worn or carried by a creature is reduced by the spell. Magical properties are not decreased by this spell—a smaller +3 sword is still +3, a smaller wand is still capable of its normal functions, and a smaller dose of a potion still has its normal effects. Weight, mass, and strength are affected, though. Thus, a hurled stone would have less mass (and cause less damage), chains would be easier to burst, a rope made thinner and easier to sever, and so on. A creature's Endurance points, Defensive rating, and Attack rolls do not change, but Strength decreases with size. For every 10% of reduction, a creature's Strength score suffers a penalty of -1, to a minimum score of 1.

A shrinking object may damage weaker materials affixed to it, but a reduced object shrinks only as long as the object itself is not damaged. Multiple magical effects that reduce size do not stack. Reduce counters and dispels enlarge.

### **Refuge**

Transmutation [Teleportation]  
Components: V, S, M  
Casting Time: 1 action  
Range: Touch  
Target: Object touched

Duration: Permanent until discharged  
Resistance roll: None  
Spell Resistance: No

The character creates powerful magic in some specially prepared object—a statuette, a jeweled rod, a gem, etc. This object contains the power to instantaneously transport its possessor across any distance within the same plane to the character's abode. Once the item is transmuted, the character must give it willingly to an individual and at the same time inform him of a command word to be spoken when the item is to be used. To make use of the item, the subject speaks the command word at the same time that he rends or breaks the item (a standard action). When this is done, the individual and all that he is wearing and carrying (up to a maximum of 50 lb./level) are instantaneously transported to the character's abode. No other creatures are affected (aside from a familiar that is touching the subject).

The character can alter the spell when casting it so that it transports the character to within 10 feet of the possessor of the item when it is broken and the command word spoken. The character will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once deciding to alter the spell in this fashion the character has no choice whether or not to be transported.

### **Regenerate**

Conjuration (Healing)  
Components: V, S, DF  
Casting Time: 3 full rounds  
Range: Touch  
Target: Living creature touched  
Duration: Instantaneous  
Resistance roll: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed 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  
Components: V, S, DF  
Casting Time: 10 minutes  
Range: Touch  
Target: Dead creature touched  
Duration: Instantaneous  
Resistance roll: None (see text)  
Spell Resistance: Yes (harmless)

With this spell, the character brings 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. If the subject's soul is not willing to return, the spell does not work; therefore, subjects who want to return receive no Resistance roll. Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. 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 Logic, Intuition, and Personality scores, as well as any abilities or skills he formerly possessed. His, base attack bonus, base Resistance roll bonuses, and Endurance points are unchanged. Strength, Agility, and Stamina scores depend partly on his new body. Eliminate the character's racial adjustments (since he is no longer of his previous race).

The new incarnation is determined on the following table or by Administrator's choice.

<b>d%</b>	<b>Incarnation</b>	<b>Str</b>	<b>Ag</b>	<b>Sta</b>
01–03	Badger	+4	+8	+4
04–09	Bear, black	+8	+2	+4
10–13	Bear, brown	+15	+2	+8

14–17	Boar	+4	+0	+6
18–25	Centaur	+8	+4	+4
26–28	Dryad	+0	+4	+0
29–32	Eagle	+0	+4	+2
33–42	Elf	+0	+2	–2
43–46	Gnome	–2	+0	+2
47–48	Hawk	–4	+6	+0
49–58	Halfling	–2	+2	+0
59–78	Human	+0	+0	+0
79–80	Leopard	+6	+8	+4
81–82	Owl	–4	+6	+0
83–85	Pixie	–4	+8	+0
86–88	Satyr	+0	+2	+2
89–90	Sprite	–4	+6	+0
91–96	Wolf	+2	+4	+4
97–99	Wolverine	+10	+8	+8
100	Other ? ? ? (Administrator’s choice)			

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. 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.

#### **Remove Blindness/Deafness**

Conjuration (Healing)

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Resistance roll: 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 Curse**

Abjuration

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Resistance roll: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove curse instantaneously removes all curses on an object or a person. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher. Remove curse counters and dispels bestow curse.

#### **Remove Disease**

Conjuration (Healing)

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous  
Resistance roll: 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  
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  
Resistance roll: Will negates (harmless)  
Spell Resistance: Yes (harmless)

The character instills courage in the subject, granting the creature a +4 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 bonus. Remove fear counters and dispels cause fear.

### **Remove Paralysis**

Conjuration (Healing)  
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  
Resistance roll: Will negates (harmless)  
Spell Resistance: Yes (harmless)

The character can free one or more creatures from the effects of any temporary paralysis or from related magic, including a ghoul's touch, a 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 Metal or Stone**

Abjuration  
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 the character  
Duration: 1 round/level  
Resistance roll: None  
Spell Resistance: No

Like repel wood, this spell creates waves of invisible and intangible energy that roll forth from the character. All metal or stone objects in the path of the spell are pushed away from the character 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 the character can then do other things or go elsewhere without affecting the spell's power.

### **Repel Vermin**

Abjuration  
Components: V, S, DF  
Casting Time: 1 action  
Range: 10 ft.  
Area: 10-ft.-radius emanation centered on the character  
Duration: 10 minutes/level  
Resistance roll: None or Will negates (see text)  
Spell Resistance: Yes

An invisible barrier holds back vermin. A vermin with less than one-third the character's level in Endurance levels cannot penetrate the barrier. A vermin with at least one-third the character's level in Endurance level 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  
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 the character  
Duration: 1 minute/level  
Resistance roll: None  
Spell Resistance: No

Waves of energy roll forth from the character, moving in the direction that the character determines, causing all wooden objects in the path of the spell to be pushed away from the character 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 the character can then do other things or go elsewhere without affecting the spell's power.

### **Repulsion**

Abjuration  
Components: V, S, F/DF  
Casting Time: 1 action  
Range: Up to 10 ft./level  
Area: Up to 10-ft.-radius/level emanation centered on the character  
Duration: 1 round/level (D)  
Resistance roll: Will negates  
Spell Resistance: Yes

An invisible, mobile field surrounds the character and prevents creatures from approaching the character. The character decides how big the field is at the time of casting (up to the limit the character's level allows). Creatures within or entering the field must attempt saves. If they fail, they become unable to move toward the character for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack the character with ranged weapons. If the character moves closer to an affected creature, nothing happens. (The creature is not forced back.) The creature is free to make melee attacks against the character if the character comes within reach. If a repelled creature moves away from the character and then tries to turn back toward the character, it cannot move any closer if it is still within the spell's area.



## **Resistance**

Abjuration  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 1 minute  
Resistance roll: Will negates (harmless)  
Spell Resistance: Yes (harmless)

The character imbues the subject with magical energy that protects him from harm, granting him a +1 resistance bonus on saves.

## **Resist Elements**

Abjuration  
Components: V, S, DF  
Casting Time: 1 action  
Duration: 1 minute/level

As endure elements, except resist elements absorbs the first 12 points of damage each round.

**Note:** Resist elements overlaps (and does not stack with) endure elements and protection from elements. If a character is warded by protection from elements and one or both of the other spells, the protection spell absorbs damage until it is exhausted. If a character is warded by resist elements and endure elements at the same time, the resist spell absorbs damage but the endure spell does not.

## **Restoration**

Conjuration (Healing)  
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.

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 Stamina points lost due to death.

## **Resurrection**

Conjuration (Healing)  
Casting Time: 10 minutes

As raise dead, except the character is 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 a 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 Endurance points, vigor, and health. However, the subject loses one point of Stamina permanently.

The character can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. The character cannot revive someone who has died of old age.

## **Reverse Gravity**

Transmutation

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)  
Resistance roll: 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.

### **Righteous Might**

Transmutation  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 1 round/level

The character grows to double the character's height, and the character's gear grows proportionally. This increase has the following effects:

- The character gains a +4 enlargement bonus to Strength.
- The character's size becomes one step larger.
- Mass increases by a factor of eight.
- Weapons increase in size one step, increasing their damage as shown below.

<b>Old Damage</b>	<b>New Damage</b>
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	1d10
1d10	1d12
1d12	2d8

Magical properties of magic items that get bigger do not change.

### **Rope Trick**

Transmutation  
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)  
Resistance roll: 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 extra-dimensional space that is outside the multiverse of extra-dimensional spaces ("planes"). The character and up to seven others can climb up the rope and disappear into this place of safety where no creature can find the character. Climbing the rope counts as climbing a knotted rope which requires a Climb check against DC 5. The rope can be taken into the extra-dimensional 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 inter-dimensional interface, nor can area effects cross it. Those in the extra-dimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. Anything inside the extra-dimensional 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 extra-dimensional space.

**Note:** Creating an extra-dimensional space within or taking an extra-dimensional space into an existing extra-dimensional space is hazardous.

### **Rusting Grasp**

Transmutation

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One non-magical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

Duration: See text

Resistance roll: None

Spell Resistance: No

The character corrodes iron and iron alloys at a touch. Any iron or iron alloy item the character touches 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.

The character may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of Defensive rating gained from metal armor (up to the maximum amount of protection the armor offered) through corrosion. For example, full plate armor (DR +8) 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. The character must succeed at a melee touch attack against the weapon. A metal weapon that is hit is instantaneously destroyed. Note: Striking at an opponent's weapon provokes an Attack of opportunity. Also, the character 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 the character can make one melee touch attack per round.



## Spells (S)

### Sanctuary

Abjuration

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Resistance roll: Will negates

Spell Resistance: No

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 non-attack spells or otherwise act. This allows a warded spell caster to heal wounds, for example, or to bless, perform an augury, summon creatures, cast a light spell in the area, and so on.

### Scare

Necromancy [Fear, Mind-Affecting]

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

Resistance roll: Will negates

Spell Resistance: Yes

As cause fear, except this spell causes all targeted creatures of less than 6 Endurance levels to become frightened.

### Screen

Illusion (Glamer)

Components: V, S

Casting Time: 10 minutes

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

Area: 30-ft. cube/level (S)

Duration: 1 day

Resistance roll: None or Will disbelief (if interacted with) (see text)

Spell Resistance: No

This spell combines several elements to create a powerful protection from scrying and direct observation. When the spell is cast, the character dictates what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by the character with no save allowed. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlookers in the area would become suspicious if the column of a marching army disappeared at one point to reappear at another. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

### Scrying

Divination

Components: V, S, M/DF, F

Casting Time: 1 hour  
Range: See text  
Effect: Magical sensor  
Duration: 1 minute/level  
Resistance roll: None  
Spell Resistance: No

The character can see and hear a creature, who may be at any distance. The character must succeed at a Scry check to do so. The difficulty of the task depends on how well the character knows the subject and what sort of physical connection (if any) the character has to that creature. Furthermore, if the subject is on another plane, the character gets a -5 penalty on the Scry check.

<b>Knowledge</b>	<b>DC</b>
None*	20
Secondhand (the character has heard of the subject)	15
Firsthand (the character has met the subject)	10
Familiar (the character know the subject well)	5

\*The character must have some sort of connection to a creature the character has no knowledge of.

<b>Connection</b>	<b>Scry Check Bonus</b>
Likeness or picture	+5
Possession or garment	+8
Body part (lock of hair, nail clippings, etc.)	+10

This spell creates a magical sensor located near the subject. Any creature with Logic 12 or higher can notice the sensor by making a Scry check (or an Logic check) against DC 20. The following spells can be cast through a scrying spell: comprehend languages, read magic, tongues, and darkvision. The following spells have a 5% chance per caster level of operating correctly: detect magic, detect chaos, detect evil, detect good, detect law, and message.

**Arcane magic Focus:** A mirror worth at least 1,000. The mirror must be at least 2 feet by 4 feet.

**Divine magic Focus:** A holy water font costing not less than 100.

**Nature magic Focus:** A natural pool of water.

### **Searing Light**

Evocation  
Components: V, S  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: Ray  
Duration: Instantaneous  
Resistance roll: None  
Spell Resistance: Yes

Focusing holy power like a ray of the sun, the character projects a blast of light from the character's open palm. The character must succeed at a ranged touch attack to strike the character's target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). Undead creatures take 1d6 points of damage per caster level (maximum 10d6), and undead creatures particularly vulnerable to sunlight, such as vampires, take 1d8 points of damage per caster level (maximum 10d8). Constructs and inanimate objects take only 1d6 points of damage per two caster levels (maximum 5d6).

### **Secret Page**

Transmutation  
Components: V, S, M  
Casting Time: 10 minutes  
Range: Touch  
Target: Page touched, up to 3 sq. ft. in size  
Duration: Permanent  
Resistance roll: None  
Spell Resistance: No

Secret page alters the actual contents of a page so that they appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks. The text of a spell can be changed to show a ledger page or even another spell. Explosive runes or sepia snake sigil can be cast upon the secret page. A comprehend languages spell alone cannot reveal the secret page's contents. The character is able to reveal the original contents by speaking a special word, perusing the actual page, and then returning it to its secret page form at will. The character can also remove the spell by double repetition of the special word. A detect magic spell reveals dim magic on the page in question but does not reveal its true contents. True seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with comprehend languages. Secret page can be dispelled, and the hidden writings can be destroyed by means of an erase spell.

### **See Invisibility**

Divination

Components: V, S, M

Casting Time: 1 action

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

Area: Cone

Duration: 10 minutes/level (D)

Resistance roll: None

Spell Resistance: No

The character sees any objects or beings that are invisible, as well as any that are astral or ethereal, as if they were normally visible. The spell does not reveal the method used to obtain invisibility, though an astral traveler is easy to identify if he has a silver cord. It does not reveal illusions or enable the character to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

### **Seeming**

Illusion (Glamer)

Components: V, S

Casting Time: 1 action

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

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

Duration: 12 hours

Resistance roll: Will negates or Will disbelief (if interacted with)

Spell Resistance: Yes or No

As change self, except the character can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with SR.

### **Sending**

Evocation

Components: V, S, M/DF

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round (see text)

Resistance roll: None

Spell Resistance: No

The character contacts a particular creature with whom the character is familiar and send a short message of twenty-five words or less to the subject. The subject recognizes the character if it knows the character. It can answer in like manner immediately. Creatures with Logic scores as low as 1 can understand the sending, though the subject's ability to react is limited normally by its Logic. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as the character is, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably, at the option of the Administrator).

### **Sepia Snake Sigil**

Conjuration (Creation) [Force]

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; until released or 1d4 days +1 day/level (see text)

Resistance roll: Reflex negates

Spell Resistance: No

When the character casts sepia snake sigil, a small symbol appears in the text of one written work such as a book, scroll, or map. When this symbol is read, the sepia snake springs into being and strikes at the nearest living creature (but does not attack the character). The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at the character's command or when 1d4 days +1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. He is preserved in a state of suspended animation, unaware of his surroundings. He can be damaged by outside forces (and perhaps even killed), since the field provides him with no protection against physical injury. However, if he is reduced to -1 to -9 Endurance points, he does not lose Endurance points or stabilize until the spell ends.

The hidden sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical. A dispel magic can remove the sigil. An erase spell destroys the entire page of text. Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as secret page.

### **Sequester**

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature or object (up to a 2-ft. cube/level) touched

Duration: 1 day/level (D)

Resistance roll: Will negates (object)

Spell Resistance: Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by sequester, it also renders the affected creature or object invisible to any form of sight or seeing. Thus, sequester can mask a secret door, a treasure vault, etc. The spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a robe of eyes or a gem of seeing). Living creatures (and even undead creatures) affected by sequester become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

**Note:** The Will Resistance roll prevents a character from being sequestered. There is no save to see the sequestered creature or object or to detect it with a divination spell.

### **Shadow Walk**

Illusion (Shadow)

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Up to one touched creature/level

Duration: 1 hour/

level (D)

Resistance roll: Will negates

Spell Resistance: Yes

To use the shadow walk spell, the character must be in an area of heavy shadows. The character and any creature the character touches are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it

borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. The character can take more than one creature along with the character (subject to the character's level limit), but all must be touching each other. In the region of shadow, the character can move at a rate of up to seven miles every 10 minutes, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, a character can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. The character knows where the character will come out on the Material Plane.

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this requires the potentially perilous transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by the character when shadow walk is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow the character, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by the character). Creatures unwilling to accompany the character into the Plane of Shadow receive a Will Resistance roll, negating the effect if successful.

### **Shambler**

Conjuration (Creation)

Components: V, S

Casting Time: 1 action

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

Effect: Three or more shambling mounds, no two of which can be more than 30 ft. apart (see text)

Duration: Seven days or seven months (D) (see text)

Resistance roll: None

Spell Resistance: No

Shambler creates 1d4+2 shambling mounds of 11 Endurance levels. (See the Monster Manual for details about shambling mounds.) The creatures willingly aid the character in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with the character for seven days unless the character dismisses 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 shambling mounds do only if the terrain is rainy, marshy, or damp.

### **Shapechange**

Transmutation

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 10 minutes/level

As polymorph other, except this spell enables the character to assume the form of any single creature of less than deity status (including unique dragon types, or the like) or any single object. The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension. Unlike polymorph other, this spell allows incorporeal forms to be assumed.

The character's new form works like a polymorph other form. The character still does not gain the supernatural or spell-like abilities of the character's new form, though the character does gain its extraordinary abilities while keeping the character's own. The character also gains the type of the new form (for example, "dragon" or "magical beast") in place of the character's own. The new form does not disorient the character. Parts of the character's body or pieces of equipment that are separated from the character do not revert to their original forms. Thus, a new form's poison bite is effective.

The character can become just about anything the character is familiar with. The character can change form once each round as a free action. The change takes place either immediately before the character's regular action or immediately after it, but not during the action.

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



## **Shatter**

Evocation [Sonic]

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

Resistance roll: Will negates (object); Will negates (object) or Fortitude half (see text)

Spell Resistance: Yes (object)

Shatter creates a loud, ringing noise that shatters brittle, non-magical objects; sunders a single solid, non-magical object; or damages a crystalline creature. Used as an area attack, shatter destroys non-magical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, and so forth. All such objects within a 3-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per the character's level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, the character can target shatter against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of damage per caster level (maximum 10d6), with a Fortitude save for half damage.

## **Shield**

Abjuration [Force]

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level (D)

Shield creates an invisible, mobile disk of force that hovers in front of the character. It negates magic missile attacks directed at the character. The disk also intercepts attacks, providing three-quarters cover (+7 DR and +3 on Reflex saves against attacks that affect an area). The disk moves out of the way when the character attacks, so it does not provide cover to opponents. The disk protects the character only against magic missiles and attacks from one direction. The character designates half the battlefield as being blocked by the shield. The other half is not. The character can change the defensive direction of the shield (that is, rotate the dividing line) once as a free action on each of the character's turns.

## **Shield of Faith**

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Resistance roll: 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 bonus, with an additional +1 to the bonus for every six levels the character has (maximum +5 bonus).

## **Shield of Law**

Abjuration [Lawful]

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on the character

Duration: 1 round/level (D)

Resistance roll: 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 bonus to DR and a +4 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 Spell resistance of 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).

### **Shield Other**

Abjuration  
Components: V, S, F  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature  
Duration: 1 hour/level (D)  
Resistance roll: Will negates (harmless)  
Spell Resistance: Yes (harmless)

This spell wards the subject and creates a mystic connection between the character and the subject so that some of the subject's wounds are transferred to the character. The subject gains a +1 bonus to DR and a +1 bonus to saves. Additionally, the subject takes only half damage from all wounds and attacks (including those inflicted by special abilities) that deal it Endurance point damage. The amount of damage not taken by the warded creature is taken by the character. Forms of harm that do not involve Endurance points, such as charm effects, temporary ability damage, level draining, and disintegration, are not affected.

If the subject suffers a reduction of Endurance points from a lowered Stamina score, the reduction is not split with the character because it is not Endurance point damage. When the spell ends, subsequent damage is no longer divided between the subject and the character, but damage already split is not reassigned to the subject. If the character and the subject of the spell move out of range of each other, the spell ends.

### **Shillelagh**

Transmutation  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Target: One touched non-magical oak club or quarterstaff  
Duration: 1 minute/level  
Resistance roll: Will negates (object)  
Spell Resistance: Yes (object)

The character's own oak cudgel or unshod quarterstaff becomes a weapon with a +1 bonus to attack and damage rolls that deals 1d10 points of damage (+1 point for the enhancement bonus) when the character wields it. If the character does not wield it, it behaves as if unaffected by this spell.

### **Shocking Grasp**

Transmutation [Electricity]  
Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: Creature or object touched  
Duration: Until discharged  
Resistance roll: None  
Spell Resistance: Yes (object)

This spell imbues the character's hand with a powerful electrical charge that the character can use to damage an

opponent. The character's successful melee touch attack deals 1d8 points of electrical damage +1 point per caster level (maximum +20). When delivering the jolt, the character gains a +3 attack bonus if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, etc.).

### **Shout**

Evocation [Sonic]

Components: V

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Resistance roll: Fortitude partial (see text) (object)

Spell Resistance: Yes (object)

The character emits an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 2d6 points of damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of damage per caster level (maximum 15d6).

Crystalline creatures are allowed Fortitude saves to reduce the damage by half, and creatures holding fragile objects can negate damage to them with successful Reflex saves. A deaf character, in addition to the obvious effects, suffers a -4 penalty on initiative 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

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One touched object of up to 2 cu. ft./level

Duration: 1 day/level (see text)

Resistance roll: Will negates (object)

Spell Resistance: Yes (object)

The character is able to shrink one non-magical item (if it is within the size limit) to one-twelfth of its normal size in each dimension (to about 1/2,000th the original volume and mass). Optionally, the character can also change its now-shrunken composition to a cloth-like one. Objects changed by a shrink item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Restoring the shrunken object to its normal size and composition ends the spell.

If shrink item is made permanent (see the permanency spell), the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

### **Silence**

Illusion (Glamer)

Components: V, S

Casting Time: 1 action

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

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

Duration: 1 minute/level

Resistance roll: Will negates or none (object)

Spell Resistance: Yes or no (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 Spell resistance, if any. Items in a creature's possession or magic items that emit sound receive saves and Spell resistance, and unattended objects and points in

space do not.

### **Silent Image**

Illusion (Figment)

Components: V, S, F

Casting Time: 1 action

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

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration

Resistance roll: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by the character. The illusion does not create sound, smell, texture, or temperature. The character can move the image within the limits of the size of the effect.

### **Simulacrum**

Illusion (Shadow)

Components: V, S, M, XP

Casting Time: 12 hours

Range: Touch

Effect: One duplicate creature

Duration: Instantaneous

Resistance roll: None

Spell Resistance: No

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. The duplicate appears to be exactly the same as the original, but there are differences: The simulacrum has only 51% to 60% (50%+1d10%) of the Endurance points, knowledge (including level, skills, and speech), and personality of the real creature. Creatures familiar with the original might detect the ruse with a successful Spot check. The character must make a Disguise check when the character casts the spell to determine how good the likeness is.

At all times the simulacrum remains under the character's absolute command. No special telepathic link exists, so command must be exercised in some other manner. The simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 1 day, 100 dollars per Endurance point, and a fully equipped magical laboratory can repair damage to the simulacrum.

**XP Cost:** 1,000 XP.

### **Slay Living**

Necromancy [Death]

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Resistance roll: Fortitude partial

Spell Resistance: Yes

The character can slay any 1 living creature. The character must succeed at a melee touch attack to touch the subject, and the subject can avoid death with a successful Fortitude save. If he succeeds, he instead takes 3d6 points of damage +1 point per caster level. (Of course, the subject might die from damage even if he succeeds at his save.)

### **Sleep**

Enchantment (Compulsion) [Mind-Affecting]

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)  
Area: Several living creatures within a 15-ft.-radius burst  
Duration: 1 minute/level  
Resistance roll: Will negates  
Spell Resistance: Yes

A sleep spell causes a comatose slumber to come upon one or more creatures. Roll 2d4 to determine how many total Endurance levels of creatures can be affected. Creatures with the fewest Endurance level are affected first. Among creatures with equal Endurance level, those who are closest to the spell's point of origin are affected first. No creature with 5 or more Endurance level is affected, and Endurance level that are not sufficient to affect a creature are wasted. Creatures with fewer Endurance levels are affected first.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

**Note:** Extra Endurance points are irrelevant for determining how many Endurance level a creature has. An ogre with 4d8+8 Endurance points still has only 4 Endurance levels and can be affected by the spell.

### **Sleet Storm**

Conjuration (Creation) [Cold]  
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  
Resistance roll: 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.

### **Slow**

Transmutation  
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  
Resistance roll: 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 -2 penalties to their Defensive rating, Melee attack rolls, Melee damage rolls, and Reflex saves. Slowed creatures jump half as far as normal. Slow counters and dispels haste but does not otherwise affect magically speeded or slowed creatures.

### **Snare**

Transmutation  
Components: V, S, DF  
Casting Time: 3 rounds  
Range: Touch  
Target: Touched non-magical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level  
Duration: Until triggered or broken  
Resistance roll: None  
Spell Resistance: No

This spell enables the character 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 the character casts snare upon it, the cordlike object blends with its surroundings (DC 23 Search check 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.

An entangled creature suffers a –2 penalty to Attack rolls and suffers a –4 penalty to effective Agility. If the snare is anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but can't run or charge. A character capable of spell casting 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 Endurance points and DR 7. A successful escape from the snare breaks the loop and ends the spell.

### **Soften Earth and Stone**

Transmutation

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

Resistance roll: 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 chopped. The character affects 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 (Administrator'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 over the surface.

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 soften earth and stone does not affect dressed or worked stone, vertical surfaces such as cliff faces or cavern ceilings can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face or the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure (such as a wall or a tower) by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

### **Solid Fog**

Conjuration (Creation)

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. Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

### **Soul Bind**

Necromancy

Components: V, S, F

Casting Time: 1 action

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

Target: Corpse

Duration: Permanent

Resistance roll: Will negates

Spell Resistance: No

The character draws the soul from a newly dead body and imprison it in a gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

**Focus:** A gem of at least 1,000 value for every Endurance level possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted.

### **Sound Burst**

Evocation [Sonic]

Components: V, S, F/DF

Casting Time: 1 action

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

Area: 10-ft.-radius spread

Duration: Instantaneous

Resistance roll: Will partial

Spell Resistance: Yes

The character blasts an area with a tremendous cacophony. Creatures in the area take 1d8 points of sonic damage and must succeed at Will saves to avoid being stunned for 1 round. A stunned creature can't act and loses any Agility bonus to its DR. Attackers gain +2 bonuses to attack it. Deafened creatures are not stunned but are still damaged.

### **Speak with Animals**

Divination

Components: V, S

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 minute/level

The character can comprehend and communicate with animals. The character is 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 the character (as determined by the Administrator).

**Note:** This spell does not work on beasts, magical beasts, or vermin.

### **Speak with Dead**

Necromancy [Language-Dependent]

Components: V, S, DF

Casting Time: 10 minutes

Range: 10 ft.

Target: One dead creature

Duration: 1 minute/level

Resistance roll: Will negates (see text)

Spell Resistance: No

The character grants the semblance of life and intellect to a corpse, allowing it to answer several questions that the character puts to it. The character 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. The corpse gets a Will save to resist the spell as if it were alive. If the corpse has been subject to speak with dead within the past week, the new spell fails. The character can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let the character actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

Any corpse that has been turned into an undead creature can't be spoken to with speak with dead.

### **Speak with Plants**

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

The character can comprehend and communicate with plants, including normal plants and plant creatures. The character is 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 the character (as determined by the Administrator).

### **Spectral Hand**

Necromancy  
Components: V, S  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: One spectral hand  
Duration: 1 minute/level (D)  
Resistance roll: None  
Spell Resistance: No

A ghostly, glowing hand shaped from the character's life force materializes and moves as the character desires, allowing the character to deliver low-level touch range spells at a distance. On casting the spell, the character loses 1d4 Endurance points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The Endurance points can be healed as normal.) For as long as the spell lasts, any touch range spell that the character casts of 4th level or lower can be delivered by the spectral hand.

The spell gives the character a +2 bonus to the character's melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from the character's direction. The hand can flank targets like a creature can. If the hand goes beyond the spell range, goes out of the character's sight, or if the character is not directing it, the hand returns to the character and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (one-half damage on a failed save against an area spell and no damage on a successful save), the character's save bonuses, and a DR of at least 22. The character's Logic modifier applies to the hand's DR as if it were the hand's Agility modifier. The hand has 1 to 4 Endurance points, the same number that the character lost in creating it.



### **Spell Immunity**

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

The warded creature is immune to the effects of one specified spell for every four levels the character has. The spells must be of 4th level or lower. The warded creature effectively has unbeatable Spell resistance 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.

A creature can have only one spell immunity spell in effect on it at a time.

### **Spell Resistance**

Abjuration  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 1 minute/level  
Resistance roll: Will negates (harmless)  
Spell Resistance: Yes (harmless)

The creature gains Spell resistance equal to 12 + caster level.

### **Spellstaff**

Transmutation  
Components: V, S, F  
Casting Time: 10 minutes  
Range: Touch  
Target: Wooden quarterstaff touched  
Duration: Permanent until discharged (D)  
Resistance roll: Will negates (object)  
Spell Resistance: Yes (object)

The character stores one spell that the character can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and the character cannot have more than one spellstaff at any given time. The character can cast a spell stored within a staff just as though it were among those the character had prepared, but it does not count against the character's normal total for a given day. The character uses up any applicable material components required to cast the spell when the character stores it in the spellstaff.

### **Spell Turning**

Abjuration  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: Until expended or 10 minutes/ level

Spells (and spell-like effects) targeted against the character rebound on the original caster. The abjuration turns only spells that have the character as a target. Effect and area spells are not affected. Spell turning also fails to affect touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The Administrator secretly rolls the exact number. Each spell turned subtracts its level from the amount of spell turning left. A spell might be only partially turned. Subtract the 1d4+6 result from the spell level of the incoming spell. Divide the remaining levels of the incoming spell by the spell level of the incoming spell to see what fraction of the effect gets through.

For damaging spells, the character and the caster each take a fraction of the damage. For non-damaging spells, each of opponents has a proportional chance to be affected. If the character and a spell casting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result:

<b>d%</b>	<b>Effect</b>
01–70	Spell drains away without effect.
71–80	Spell affects both of the characters equally at full effect.
81–97	Both turning effects are rendered non-functional for 1d4 minutes.
98–100	Both of the characters go through a rift into another plane.

### **Spider Climb**

Transmutation  
Components: V, S, M  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 10 minutes/level  
Resistance roll: 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.

### **Spike Growth**

Transmutation  
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)  
Resistance roll: 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 Endurance 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.

### **Spike Stones**

Transmutation  
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)  
Resistance roll: Reflex 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.

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 movement penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost Endurance 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.

### **Spiritual Weapon**

Evocation [Force]

Components: V, S, DF

Casting Time: 1 action

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

Effect: Magic weapon of force

Duration: 1 round/level (D)

Resistance roll: None

Spell Resistance: Yes

A melee weapon made of pure force springs into existence and attacks opponents at a distance, as the character directs it, dealing 1d8 damage per hit. The weapon takes the shape of a weapon favored by the character's deity or a weapon with some spiritual significance or symbolism to the character. It strikes the opponent the character designates, starting with one attack the round the spell is cast and continuing each round thereafter. It uses the character's 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 the character's direction. It does not get a flanking bonus or help a combatant get one. The character's feats or combat actions (such as charge) do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of the character's sight, or if the character is not directing it, the weapon returns to the character and hovers.

Each round after the first, the character can use a standard action to switch the weapon to a new target. If the character does not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if the character's base attack bonus would allow it to. The spiritual weapon cannot be attacked or damaged.

If an attacked creature has Spell resistance, 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.

### **Statue**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Resistance roll: 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 Endurance 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.

## **Status**

Divination

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: One creature touched/three levels

Duration: 1 hour/level

Resistance roll: Will negates (harmless)

Spell Resistance: Yes (harmless)

When a caster needs to keep track of comrades that may get separated, status allows him to mentally monitor their relative position and general condition. The caster is aware of direction and distance to the creatures and their status: unharmed, wounded, disabled, staggered, unconscious, dying, dead, etc. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If they leave it, the spell ceases to function for them.

## **Stinking Cloud**

Conjuration (Creation)

Components: V, S, M

Casting Time: 1 action

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

Effect: Cloud that spreads in 30-ft. radius, 20 ft. high

Duration: 1 round/level

Resistance roll: 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 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.

## **Stone Shape**

Transmutation

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

Resistance roll: None

Spell Resistance: No

The character can form an existing piece of stone into any shape that suits the character's purpose. For example, the character can make a stone weapon, a special trapdoor, or a crude idol. Stone shape also permits the character to reshape a stone door to make an exit where one didn't exist or to seal a door shut. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

## **Stoneskin**

Abjuration

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Resistance roll: Will negates (harmless)

Spell 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 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.

### **Stone Tell**

Divination  
Components: V, S, DF  
Casting Time: 10 minutes  
Range: Personal  
Target: The character  
Duration: 1 minute/level

The character gains the ability to speak with stones, which relate to the character 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 the character is looking for. The character can speak with natural or worked stone.

### **Stone to Flesh**

Transmutation  
Components: V, S, M  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long  
Duration: Instantaneous  
Resistance roll: 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 can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) The character can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

### **Storm of Vengeance**

Conjuration (Summoning)  
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)  
Resistance roll: 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 1d4x10 minutes. If the character does not maintain concentration on the spell after casting it, the spell ends. If the character continues to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during the character's turn.

**Second Round:** Acid rains down in the area, dealing 1d6 points of acid damage. No save is allowed.

**Third Round:** The character calls six bolts of lightning down from the cloud. The character decides 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.

### Suggestion

Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]

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

Resistance roll: Will negates

Spell Resistance: Yes

The character influences the actions of the enchanted creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do. The character can instead specify conditions that will trigger a special activity during the duration. 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 Administrator.

### Summon Swarm

Conjuration (Summoning)

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

Resistance roll: 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. Spell casting or concentrating on spells within the swarm is impossible.

<b>1d20</b>	<b>Swarm Type*</b>	<b>1d20</b>	<b>Swarm Type*</b>
1–8	Rats (animals)	17–18	Centipedes (vermin, poisonous)
9–14	Bats (animals)	19–20	Flying beetles (vermin)
15–16	Spiders (vermin, poisonous)		

\*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 spell casting and concentration. The creatures' attacks are non-magical. 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 Endurance 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 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 he has summoned bats or beetles).

## **Sunbeam**

Evocation

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 the character

Duration: 1 round/level or until all beams are exhausted

Resistance roll: Reflex negates and half (see text)

Spell Resistance: Yes

For the duration of this spell, the character can use a standard action to evoke a dazzling beam of intensely hot light each round. The character can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or the character's 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 Agility bonus to its Defensive rating, 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 Agility-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.

## **Sunburst**

Evocation

Components: V, S, M/DF

Casting Time: 1 action

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

Area: 10 ft./level-radius burst

Duration: Instantaneous

Resistance roll: Reflex partial (see text)

Spell Resistance: Yes

Sunburst causes a globe of searing heat and radiance to explode silently from a point the character selects. All creatures in the globe are blinded and are dealt 3d6 points of damage. (A successful Reflex save negates the blindness and reduces the damage by half.) In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Agility bonus to DR, 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 Agility-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.

## **Symbol**

Universal [see text]

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

Resistance roll: See text

Spell Resistance: Yes

This spell allows the character to scribe any of the potent runes described below. A symbol can be quickly scribed in the air or on some surface. Alternatively, the character can carefully inscribe it on a surface. The symbol harms those

who trigger it (usually those who pass over it, touch it, read it, etc.) A quickly scribed symbol has a casting time of 1 action. The resulting rune becomes active immediately. It lasts 10 minutes per caster level and glows faintly while it lasts. Symbols of fear, hopelessness, pain, or persuasion can be used in this manner. Symbols of death, discord, insanity, pain, sleep, and stunning cannot.

A carefully engraved symbol has a casting time of 10 minutes. The symbol is inactive when finished and remains so until triggered. Once triggered, it becomes active and glows, usually lasting 10 minutes per caster level. Some symbols can last indefinitely once triggered. For example, a symbol of death ends when it has slain 150 Endurance points worth of creatures. To be effective, a symbol must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol ineffective.

As a default, a symbol is triggered whenever a creature does one or more of the following, as the character selects: reads, touches, 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 inoperative triggers it if it reacts to touch. To trigger a symbol, a creature must be within 60 feet of the rune.

The character can set special triggering conditions of the character's own. These can be as simple or elaborate as the character desires. Special conditions for triggering a symbol can be based on a creature's name, or identity, but otherwise must be based on observable actions or qualities. Intangibles such as Level, Profession, Endurance level, and Endurance points don't qualify. For example, a symbol can be set to activate when a good creature approaches, but not when a Cop 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. The character ignore the effects of the character's own symbols and cannot inadvertently trigger them. When scribing a symbol quickly, the character can instantly attune any number of creatures to the symbol, rendering them immune to its effects, provided the creatures are within 60 feet of the rune when it is created and that the character is aware of their presence. When creating a carefully inscribed symbol, the character can specify a password or phrase that prevents a creature using it from triggering the symbol. The character also can attune any number of creatures to the symbol, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (up to ten creatures) takes 1 hour. Attuning a large group (up to twenty-five creatures) takes 1 day. Attuning larger groups takes proportionately longer, as the Administrator sees fit.

When triggered, a symbol affects all creatures within a 60-foot radius except for the character and any individuals attuned to it. If a symbol has a password, anyone using the password remains immune to that particular rune's effects so long as the character remains within 60 feet of the rune. If the character leaves the radius and returns later, he must use the password again. Once triggered, a symbol remains active until its duration expires. Creatures who subsequently meet an active symbol's triggering conditions suffer its effects.

A successful dispel magic removes the effects of a symbol from a creature unless the symbol's effect is instantaneous (death, stunning) or the description specifies another remedy (insanity). The rune itself can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol. Destruction of the surface where a symbol rests destroys the symbol but also triggers its effects.

Read magic allows the character to identify a symbol with a successful Spellcraft check (DC 19). Identifying the symbol does not discharge it and allows the character to know the version of the symbol. A symbol can be rendered permanent with the permanency spell, provided it is carefully engraved upon a permanent, non-portable 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 Endurance points worth of creatures, the limit applies each 10 minutes. For example, a permanent symbol of death could slay 150 Endurance points worth of creatures every 10 minutes. Known symbols include:

**Death:** One or more creatures within the radius whose combined total Endurance points do not exceed 150, must succeed at Fortitude saves or die. The symbol affects the closest creatures first, skipping creatures with too many Endurance points to affect. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts until it has affected 150 Endurance points worth of creatures.

**Discord:** All creatures with a Logic score of 3 or higher within 60 feet immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have opposing ethos, there is a 50% chance that they attack each other. Bickering lasts 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts 2d4



rounds. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts 10 minutes per caster level. This version is a mind affecting spell.

**Fear:** This symbol can be scribed quickly or carefully engraved on a surface. Creatures within the radius are afflicted by a powerful version of the fear spell. If scribed in the air, this symbol requires a Will save to resist. If the rune is carefully inscribed, the save DC increases by 4. Once triggered, the symbol lasts 10 minutes per caster level. This version is a mind affecting spell.

**Hopelessness:** All creatures within the radius must attempt Will saves. If the rune is carefully engraved on a surface, the save DC increases by 4. If the save fails, the creature suffers from hopelessness for 3d4x10 minutes and submits to simple demands from foes, such as to surrender or get out. The effect is similar to that of the suggestion spell. If no foes are present to make demands, there is a 25% chance that a hopeless creature proves unable to take any action except hold its ground. If the creature remains free to act, there is a 25% chance it retreats from the rune at normal speed. In either case, the creature can defend normally if attacked. Once triggered, the symbol lasts 10 minutes per caster level. This version is a mind-affecting spell.

**Insanity:** One or more creatures within the radius, whose combined total Endurance points do not exceed 150, become insane (as the insanity spell; Will Resistance roll negates). The symbol affects the closest creatures first, skipping creatures with too many Endurance points to affect. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts until it has affected 150 Endurance points worth of creatures. This version is a mind-affecting spell.

**Pain:** Creatures within the radius suffer wracking pains that reduce Agility scores by 2 and impose a –4 penalty on Attack rolls, Skill checks, and Ability checks (Fortitude negates). Both effects last 2d10x10 minutes. This symbol can be scribed quickly or carefully engraved on a surface. If carefully inscribed, the save DC increases by 4. Once triggered, the symbol lasts 10 minutes per caster level.

**Persuasion:** This symbol can be scribed quickly or carefully engraved on a surface. All creatures within the radius must succeed at Will saves to resist. If the symbol is carefully inscribed, the save DC increases by 4. If the save fails, the creature becomes the same alignment as the character for 1d20 x 10 minutes. During this time, affected creatures become friendly to the character as though subjected to charm person. This version is a mind-affecting spell.

**Sleep:** Creatures within the radius fall into a catatonic slumber if they have 8 or fewer Endurance level (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.

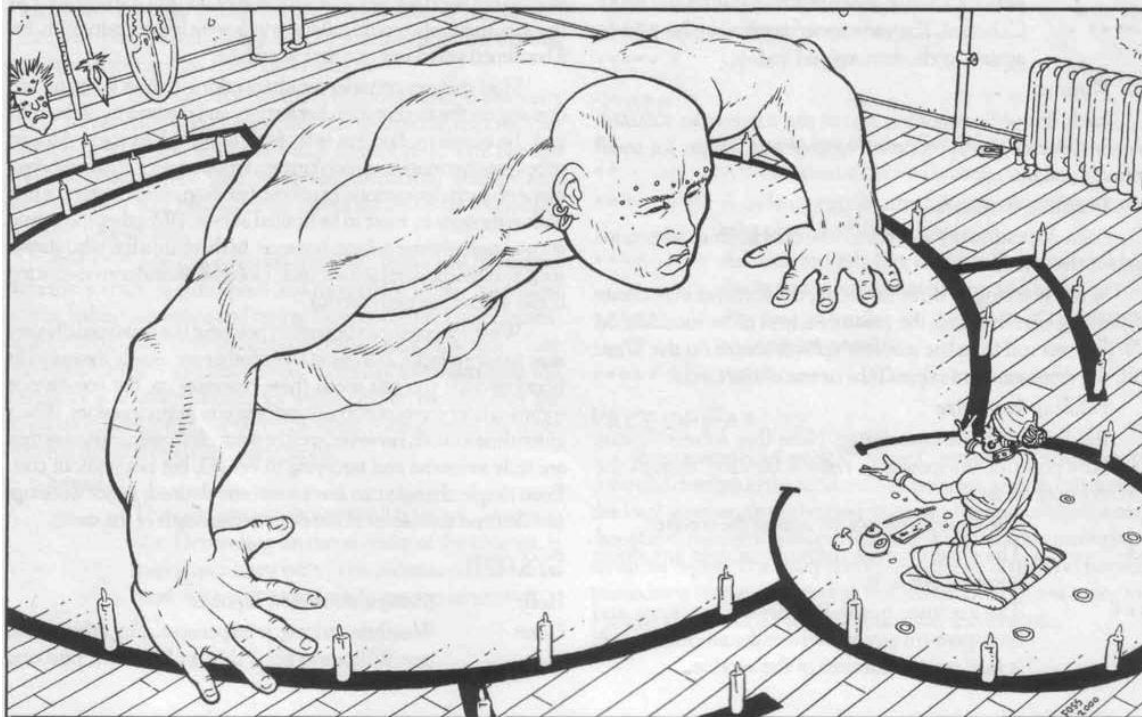
**Stunning:** One or more creatures within the radius whose total Endurance points do not exceed 250 become stunned (Fortitude negates). The symbol affects the closest creatures first, skipping creatures with too many Endurance points to affect. A stunned creature can't act and loses any Agility bonus to its Defensive rating. Attackers gain +2 bonuses to attack it. In addition, the stunned creatures drop what they are holding. This symbol must be carefully engraved on a surface.

### **Sympathy**

Enchantment (Compulsion) [Mind-Affecting]  
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  
Resistance roll: Will negates (see text)  
Spell Resistance: Yes

The character cause an object or location to emanate magical vibrations that attract either a specific type of intelligent creature or creatures, as defined by the character. The particular type of creature to be affected must be named specifically—for example, Red dragons, Hill giants, Wererats, Lammasu, Catoblepas, Vampires, etc. Larger groups, such as "goblinoids," are not specific enough.

Creatures of the type 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.



## Spells (T)

### Tasha's Hideous Laughter

Enchantment (Compulsion)  
Components: V, S, M  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Target: One creature (see text)  
Duration: 1d3 rounds  
Resistance roll: Will negates  
Spell Resistance: Yes

This spell afflicts the subject with uncontrollable 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 Logic 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 Resistance roll, because humor doesn't "translate" well.

### Telekinesis

Transmutation  
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)  
Resistance roll: Will negates (object)(see text)  
Spell Resistance: Yes (object) (see text)

The character moves objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

**Sustained Force:** A sustained force moves a creature or object weighing up to 25 pounds per caster level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with Spell resistance. This version of the spell lasts up to 1 round per caster level, but it ends if the character ceases

concentration.

The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the character's range. The spell ends if the object is forced beyond the range. If the character ceases concentration for any reason, the object falls or stops. An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. The character might even be able to untie simple knots, though delicate activities such as these require Logic checks against a DC set by the Administrator.

**Violent Thrust:** Alternatively, the spell energy can be expended in a single round. The character can hurl one or more objects or creatures who are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. The character can hurl up to a total weight of 25 pounds per caster level.

The character must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using the character's base attack bonus + the character's Logic 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 telekinised creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

### Teleport

Transmutation [Teleportation]

Components: V

Casting Time: 1 action

Range: Personal and touch

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

Duration: Instantaneous

Resistance roll: None and Will negates (object)

Spell Resistance: No and Yes (object)

This spell instantly transports the character to a designated destination. Distance is not a factor, but inter-planar travel is not possible. The character can bring along objects and willing creatures totaling up to 50 pounds per caster level. As with all spells where the range is personal and the target is the character, the character need not make a Resistance roll, nor is Spell resistance applicable to the character. Only objects held or in use (attended) by another person receive Resistance rolls and Spell resistance.

The character must have some clear idea of the location and layout of the destination. The character can't simply teleport if the character doesn't know where the location is, what it looks like, or what's in it. The clearer the character's mental image, the more likely the teleportation works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

**Note:** Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation. To see how well the teleportation works, roll d% and consult the Teleport table.

	<b>On Target</b>	<b>Off Target</b>	<b>Similar Area</b>	<b>Mishap</b>
<b>Familiarity</b>				
Very familiar	01-97	98-99	100	—
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
Description	01-52	53-76	77-92	93-100
False destination (1d20+80)	—	—	81-92	93-100

Refer to the following information for definitions of the terms on the table.

**Familiarity:** "Very familiar" is a place where the character has been very often and where the character feels at home. "Studied carefully" is a place the character knows well, either because the character has been there often or the character has used other means (such as scrying) to study the place. "Seen casually" is a place that the character has seen more than once but with which the character is not very familiar. "Viewed once" is a place that the character has

seen once, possibly using magic. "Description" is a place whose location and appearance the character knows through someone else's description, perhaps even from a precise map.

"False destination" is a place that doesn't exist. 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 the character to hope to arrive at or even be off target from.

**On Target:** The character appears where the character wants to be.

**Off Target:** The character appears safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to be traveled. The Administrator determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, etc. If the character was teleporting to a coastal city and wound up 18 miles out at sea, the character could be in trouble.

**Similar Area:** The character winds up in an area that's visually or thematically similar to the target area. Generally, the character appears in the closest similar place, but since the spell has no range limit, the character could conceivably wind up somewhere else across the globe.

**Mishap:** The character and anyone else teleporting with the character have gotten "scrambled." the travellers each take 1d10 points of damage, and the character rerolls on the chart to see where the travellers wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

### **Teleportation Circle**

Transmutation [Teleportation]

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)

Resistance roll: None

Spell Resistance: Yes

The character 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 the character designates the destination for the circle, the character can't change it. The spell fails if the character attempts to set the circle to teleport creatures into a solid object, to a place with which the character is not familiar and has no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If the character intends to keep creatures from activating it accidentally, the character needs to mark the circle in some way, such as by placing it on a raised platform.

### **Teleport without Error**

Transmutation [Teleportation]

As teleport, except there is no chance the character arrives off target. The character must have at least a reliable description of the place to which the character is teleporting. If the character attempts to teleport with insufficient information (or with misleading information), the character disappears and simply reappears in the character's original location.

### **Temporal Stasis**

Transmutation

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Permanent

Resistance roll: None

Spell Resistance: Yes

The character must succeed at a melee touch attack. The character places 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.

### **Tenser's Floating Disk**

Evocation [Force]  
Components: V, S, M  
Casting Time: 1 action  
Range: Close (25 ft. + 5 ft./2 levels)  
Effect: 3-ft.-diameter disk of force  
Duration: 1 hour/level  
Resistance roll: None  
Spell Resistance: No

The character creates a slightly concave, circular plane of force that follows the character about and carries loads for the character. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the character at a rate of no more than the character's normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and the character.

The disk winks out of existence when the spell duration expires. The disk also winks out if the character moves beyond range (by moving too fast or by such means as a teleport spell) or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

### **Tenser's Transformation**

Transmutation  
Components: V, S, M  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 1 round/level

The character can't cast spells, even from magic items. The character gain 1d6 temporary Endurance points per caster level, a +4 natural armor bonus to DR, a +2d4 Strength bonus, a +2d4 Agility bonus, a +1 base attack bonus per two caster levels (which may give the character an extra attack), a +5 bonus on Fortitude saves, and proficiency with all weapons. The character attacks opponents with melee or ranged weapons if the character can, even resorting to unarmed attacks if that's all the character can do.

**Material Component:** A Potion of Strength, which the character drinks (and whose effects are subsumed by the spell effects).

### **Time Stop**

Transmutation  
Components: V  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 1d4+1 rounds (apparent time)

This spell seems to make time cease to flow for everyone but the character. In fact, the character speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. The character is free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm the character. While the time stop is in effect, other creatures are invulnerable to the character's attacks and spells; however, the character can create spell effects and leave them to take effect when the time stop spell ends. (The spells' durations do not begin until the time stop is over.)

The character cannot move or harm items held, carried, or worn by a creature stuck in normal time, but the character can affect any item that is not in another creature's possession. The character is undetectable while time stop lasts. The

character cannot enter an area protected by an antimagic field, or by protection from chaos/evil/good/law, or by a magic circle spell, while under the effects of time stop.

### **Tongues**

Divination  
Components: V, M/DF  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 10 minutes/level  
Resistance roll: 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 him/herself understood as far as his/her voice carries. This spell does not predispose any creature addressed toward the subject in any way.

### **Transmute Metal to Wood**

Transmutation  
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  
Resistance roll: None  
Spell Resistance: Yes (object; see text)

This spell enables the character 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 a Spell resistance of 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 DR 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 DR bonus every time it is struck by a natural attack roll of 19 or 20.

Only a limited wish, miracle, or wish or 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  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Area: Up to two 10-ft. cubes/level (S)  
Duration: Permanent  
Resistance roll: 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.

### **Transmute Rock to Mud**

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

Area: Up to two 10-ft. cubes/level (S)  
Duration: Permanent (see text)  
Resistance roll: 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 Defensive rating. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. For example, a 10th-level caster could convert twenty 10-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. Castles and large stone buildings are generally immune to the effects of the spell, since transmute rock to mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

### **Transport via Plants**

Transmutation  
Components: V, S  
Casting Time: 1 action  
Range: Unlimited  
Target: The character  
Duration: 1 round

The character 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 the character, but it also must be alive. If the character is uncertain of the location of a particular kind of destination plant, the character needs merely designate direction and distance ("an oak tree one hundred miles due north of here"), and the transport via plants spell moves the character as close as possible to the desired location. If a particular destination plant is desired (the oak tree outside the character's grove, for instance) but the plant is not living, the spell fails and the character is 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 the character.

### **Trap the Soul**

Conjuration (Summoning)  
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)  
Resistance roll: 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 the character were casting a regular spell at the subject. This allows Spell resistance (if any) and a Will Resistance roll 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 Spell resistance is successful, the gem shatters.

**Trigger Object:** The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of Spell resistance or a save.

**Material Component:** Before the actual casting of trap the soul, the character must procure a gem of at least 1,000 value for every Endurance level possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted. (While characters have no concept of level as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as characters advance.)

Focus (Trigger Object Only): If the trigger object method is used, a special trigger object, prepared as described above, is needed.

### **Tree Shape**

Transmutation  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 1 hour/level (D)

By means of this spell, the character is 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 the character is, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, the character can observe all that transpires around the character just as if the character were in the character's normal form, and the character's Endurance points and saves remain unaffected. The character gains a +10 natural armor bonus to DR but has an effective Agility score of 1. The character is immune to critical hits while in tree form. All clothing and gear carried or worn changes with the character. The character can dismiss tree shape as a free action.

### **Tree Stride**

Transmutation [Teleportation]  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: The character  
Duration: 1 hour/level or until expended (see text)

The character gains the ability to enter trees and move from inside one tree to inside another tree. The first tree the character enters and all others the character enters must be of the same type, must all be living, and must have girth at least equal to the character's. By moving into an oak tree (for example), the character instantly knows the location of all other oak trees within transport range (see below) and may choose whether the character wants to pass into one or simply step back out of the tree the character moved into. The character may choose to pass to any tree of the appropriate kind within the transport range shown in the following table:

<b>Type of Tree</b>	<b>Range of Transport</b>
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

The character 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 the character exit a tree. Each transport is a full-round



action.

The character can, at the character's option, remain within a tree without transporting, though the character is forced out when the spell ends. If the tree in which the character are concealed is chopped down or burned, the character is slain if the character does not exit before the process is complete.

### **True Resurrection**

Conjuration (Healing)

Casting Time: 10 minutes

As raise dead, except the caster 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 the character unambiguously identifies 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 Endurance points, vigor, and health, with no loss of Stamina. The character 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.

### **True Seeing**

Divination

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Resistance roll: Will negates (harmless)

Spell Resistance: Yes (harmless)

The character confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus his/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 the emotions and ethos of creatures at a glance.

### **True Strike**

Divination

Components: V, F

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round

The character gains temporary, intuitive insight into the immediate future during the character's next attack. The character's next single attack roll (within the duration of the spell) gains a +20 bonus. Additionally, the character is not affected by the miss chance that applies to attacks against a concealed target.

## Spells (U, V, W, X, Y & Z)

### Unhallow

Evocation [Evil]

Components: V, S, M

Casting Time: One day

Range: Touch

Area: 10-ft./level radius emanating from the touched point

Duration: Instantaneous

Resistance roll: None

Spell Resistance: See text

Unhallow makes a particular site, building, or structure an unholy site. This has two major effects. First, the site or structure is guarded by a magic circle against good effect. Secondly the character 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. The character may designate whether the effect applies to all creatures, creatures who share the character's faith, or creatures who adhere to another faith. For example, the character may create a bless effect that aids all creatures of like faith in the area, or a curse effect that hinders creatures of 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.

Spell 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.

### Unholy Aura

Abjuration [Evil]

Components: V, S, F

Casting Time: 1 action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on the character

Duration: 1 round/level (D)

Resistance roll: See text

Spell Resistance: Yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects: First, the warded creatures gain a +4 bonus to its Defensive rating and a +4 bonus to its Resistance rolls. Unlike the effect of protection from good, this benefit applies against all attacks, not just against attacks by evil creatures. Second, the warded creatures gain Spell resistance of 25 against good spells and spells cast by good creatures. Third, the abjuration blocks possession and mental influence, just as protection from good does. Finally, if a good creature succeeds at a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude save negates).

### Unseen Servant

Conjuration (Creation)

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

Resistance roll: None

Spell Resistance: No

The unseen servant is an invisible, mindless, shapeless force that performs simple tasks at the character's command. It

can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so, thus allowing the character to command the servant to clean the floor and then turn the character's attention elsewhere as long as the character remains 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 the character attempts to send it beyond the spell's range (measured from the character's current position), the servant ceases to exist.

### **Vampiric Touch**

Necromancy

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour (see text)

Resistance roll: None

Spell Resistance: Yes

The character must succeed at a melee touch attack. The character's touch deals 1d6 points of damage per two caster levels (maximum 10d6). The character gains temporary Endurance points equal to the damage the character inflicts. However, the character can't gain more than the subject's current Endurance points +10, which is enough to kill the subject. The temporary Endurance points disappear 1 hour later.

### **Vanish**

Transmutation [Teleportation]

Range: Touch

Target: One touched object of up to

50 lb./level and 3 cu. ft./level

Resistance roll: Will negates (object)

Spell Resistance: Yes (object)

As teleport, except it teleports an object, not the character. Creatures and magical forces (such as a delayed blast fireball bead) cannot be made to vanish. There is a 1% chance that a vanished item is disintegrated instead. If desired, a vanished object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object vanished remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

### **Veil**

Illusion (Glamer)

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)

Resistance roll: Will negates (see text)

Spell Resistance: Yes (see text)

The character instantly changes the appearance of the subjects and then maintain that appearance for the spell's duration. The character can make the subjects appear to be anything the character wishes. A party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. The character must succeed at a Disguise check to duplicate the appearance of a specific individual. This spell gives the character a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will resistance rolls or with Spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but Spell resistance doesn't

help.

### **Ventriloquism**

Illusion (Figment)

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)

Resistance roll: Will disbelief (if interacted with)

Spell Resistance: No

The character can make the character's voice (or any sound that the character 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. The character can speak in any language the character knows. 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).

### **Virtue**

Transmutation

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute

Resistance roll: Yes (harmless)

Spell Resistance: Yes (harmless)

The subject gains 1 temporary Endurance point.

### **Vision**

Divination

Components: V, S, M, XP

Casting Time: 1 action

As legend lore, except vision works more quickly but produces some strain on the character. The character poses a question about some person, place, or object, then cast the spell. If the person or object is at hand or if the character is in the place in question, the character receives a vision about it with a successful Scry check (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.

### **Wail of the Banshee**

Necromancy [Death, Sonic]

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

Resistance roll: Fortitude negates

Spell Resistance: Yes

The character emits a terrible scream that kills creatures who hear it (except for the character). The spell affects up to one creature per caster level. Creatures closest to the point of origin are affected first.

### **Wall of Fire**

Evocation [Fire]

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

Resistance roll: See text

Spell Resistance: Yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by the character, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 2d6 points of fire damage +1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures. If the character evokes the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall by making a successful Reflex save. (If the creature ends up on the hot side of the wall, it takes 2d4 points of damage, as normal.)

If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out.

### **Wall of Force**

Evocation [Force]

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)

Resistance roll: None

Spell Resistance: No

A wall of force spell creates an invisible wall of force. The wall of force cannot move, it is immune to damage of all kinds, and it is totally unaffected by most spells, including dispel magic. However, disintegrate immediately destroys it, as does a rod of cancellation, a sphere of annihilation, and Mordenkainen's disjunction. Spells and breath weapons cannot pass through the wall in either direction, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through the wall of force.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level, or into a sphere or hemisphere with a radius of up to 1 foot per level. The wall of force must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

### **Wall of Ice**

Evocation [Cold]

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

Resistance roll: 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. Suddenly melting the wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

**Ice Plane:** A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be

anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall is primarily defensive in nature and is used to stop pursuers from following the character and the like. Each 10-foot square of wall has 3 Endurance points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose Endurance points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level.

**Hemisphere:** The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. Thus, a 7<sup>th</sup> level caster can create a hemisphere 10 feet in radius. It is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach. The character can create the hemisphere so that it traps one or more creatures, though these creatures can avoid being trapped by the hemisphere by making successful Reflex saves.

### **Wall of Iron**

Conjuration (Creation)

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

Resistance roll: See text

Spell Resistance: No

The character causes a flat, vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though the character can shape its edges to fit the available space.

The wall of iron is 1 inch thick per four caster levels. The character can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 Endurance 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 Endurance points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If the character desires, the wall can be created vertically resting on a flat surface but not attached to the surface so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must succeed at a Strength check (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.

### **Wall of Stone**

Conjuration (Creation)

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Resistance roll: See text

Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. The character can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, the character can create a wall of stone in almost any shape the character desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20

feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. Thus, a 20th-level caster can create a span with a surface area of ten 5-foot squares. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by disintegrate or by normal means such as breaking and chipping. Each 5-foot square has 15 Endurance points per inch of thickness. Creatures can hit the wall automatically, but the wall is so hard that the first 8 points of damage from each blow are ignored. A section of wall whose Endurance points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures avoid entrapment with successful Reflex saves.

### **Wall of Thorns**

Conjuration (Creation)  
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)  
Resistance roll: None  
Spell Resistance: No

The wall of thorns 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 Defensive rating. Agility bonuses to DR and dodge bonuses do not count for this calculation. (Creatures with a Defensive rating of 25 or higher take no damage from contact with the wall.)

The character can make the wall as thin as 5 feet thick, which allows the character to shape the wall as a number of 10-by-10-by-5-foot blocks equal to caster level x2. 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.

### **Warp Wood**

Transmutation  
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  
Resistance roll: Will negates (object)  
Spell Resistance: Yes (Object)

The character cause wood to bend and warp, permanently destroying its straightness, form, and strength. At 1st level, the character can warp a hand axe handle or ten crossbow bolts. At 3rd level, the character can warp the shaft of a

typical short spear. 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 their Attack rolls.

Alternatively, the character can unwarp 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  
Components: V, S, M/DF  
Casting Time: 1 action  
Range: Touch  
Target: Living creatures touched  
Duration: 2 hours/level (see text)  
Resistance roll: Will negates (harmless)  
Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures the character touches. The spell does not make creatures unable to breathe air.

### **Water Walk**

Transmutation  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Targets: One touched creature/level  
Duration: 10 minutes/level  
Resistance roll: 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.

### **Web**

Conjuration (Creation)  
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  
Resistance roll: 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 Agility, 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 (DC 20) or an Escape Artist check (DC 25). Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist



check), a creature may progress through the web very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

The web provides one-quarter cover for every 5 feet of the substance between the character and an opponent—one-half cover for 10 feet of web, three-quarters for 15 feet, and total cover for 20 feet or more. The strands of a web 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.

### **Weird**

Illusion (Phantasm) [Fear, Mind-Affecting]

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

As phantasmal killer, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though the character sees the attackers as shadowy shapes. If a subject's Fortitude save succeeds, the subject still takes 3d6 points of damage and is stunned for 1 round. The subject's Strength score also drops 1d4 points for 10 minutes. A stunned creature can't act and loses any Agility bonus to DR. Attackers gain +2 bonuses to attack it.

### **Whirlwind**

Evocation [Air]

Components: V, S, DF

Casting Time: 1 action

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

Effect: Cyclone 10 ft. wide at base,

30 ft. wide at top, and 30 ft. tall

Duration: 1 round/level

Resistance roll: Reflex negates (see text)

Spell Resistance: Yes

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. The character 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 the character. The whirlwind always moves during the character's 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 the character or the character's allies—and then dissipates (The character can't regain control of the cyclone, even if comes back within range.)

Any Large or smaller creature who comes in contact with the whirlwind must succeed at a Reflex save or take 3d6 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. The character may direct the cyclone to eject any carried creatures whenever the character wishes, depositing the hapless souls wherever the whirlwind happens to be when they are released.

### **Whispering Wind**

Transmutation

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

Resistance roll: None

Spell Resistance: No

The character sends a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to the character, provided that it can find a way to the location. (It can't pass

through walls, for instance.) The whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The character can prepare the spell to bear a message of up to twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. The character can likewise cause the whispering wind to move as slowly as one mile per hour or as quickly as one mile per 10 minutes. When the spell reaches its objective, it swirls and remains until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

### **Wind Walk**

Transmutation

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Targets: The character and one touched creature/ three levels

Duration: 1 hour/level (D)

Resistance roll: No and Will negates (harmless)

Spell Resistance: No and Yes (harmless)

The character alters the substance of the character's body to a cloudlike vapor and move through the air, possibly at great speed. The character can take other creatures with the character, each of which acts independently. A magical wind wafts a wind walker along at up to 600 feet per round (60 mph) or as slow as 5 feet per round (1/2 mph), as the walker wills. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, etc.

A wind walker can regain his physical form as desired and later resume the cloud form. Each change to and from vaporous form requires 5 rounds. The character, however, may dismiss the spell, ending it immediately. The character may even dismiss it for individual wind walkers and not others. While in vaporous form, subjects gain damage reduction 20/+1, though they may sustain damage from high winds (as determined by the Administrator). No spell casting is possible in vaporous form.

For the last minute of the spell, a wind walker automatically descends 60 feet per round (for a total of 600 feet), though he may descend faster if he wishes. This descent serves as a warning that the spell is about to end.

### **Wind Wall**

Evocation

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Resistance roll: None (see text)

Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a 30% miss chance. (A giant-thrown boulder, a siege projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, the character can shape it in any continuous path along the ground that the character likes. It is possible to create cylindrical or square wind walls to enclose specific points. A 5th-level caster can create a wall up to 50 feet long and up to 25 feet high, which is sufficient to form a cylinder of wind 15 feet in diameter.

### **Wish**

Universal

Components: V, XP

Casting Time: 1 action

Range: See text  
Target, Effect, or Area: See text  
Duration: See text  
Resistance roll: See text  
Spell Resistance: Yes

Wish is the mightiest spell a character can cast. By simply speaking aloud, the character can alter reality to better suit the character. Even wish, however, has its limits. A wish can do any one of the following:

- Duplicate any spell of 8th level or lower, even if the spell is prohibited to the character.
- 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 ex in value.
- Grant a creature a +1 bonus to an ability score. Two to five wish spells cast in immediate succession can grant a creature a +2 to +5 bonus to an Ability score (two wishes for a +2 bonus, three for a +3 bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled.

**Note:** A bonus may not exceed +5 for a single ability score, and bonuses to a particular ability score do not stack, so only the best one applies.

- Remove injuries and afflictions. A single wish can aid one creature per caster level, and all subjects must be cured of the same type of affliction. For example, the character could heal all the damage the character's party has suffered, or remove all the poison effects from the party, but not do both with the same wish. A wish can never restore the experience point loss from casting a spell or the Stamina loss from being raised from the dead.
- Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the feat takes two wishes, one to recreate the body and another to infuse the body with life again. A wish cannot prevent a character who was brought back to life from losing a Stamina point as stated before.
- Transport travelers. A wish can lift one creature per caster level from anywhere on any plane and place these creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate and Spell resistance.
- Undo misfortune. A wish can undo a single recent event. The wish forces a reroll of any roll made within the last round (including the character's last turn). Reality reshapes itself to accommodate the new result. For example, the wish could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate and Spell resistance.

The character may wish for greater effects than these, but doing so is dangerous. Such a wish gives the opportunity to fulfill the character's request without fulfilling it completely. (The wish may pervert the character's intent into a literal but undesirable fulfillment or only a partial fulfillment.)

Duplicated spells allow saves and Spell resistance as normal (but save DCs are for 9th-level spells). When a wish duplicates a spell that has an XP cost, the character must pay 5,000 XP or that cost, whichever is more.

**XP Cost:** 5,000 XP or more (see above).

### **Wood Shape**

Transmutation  
Components: V, S, DF  
Casting Time: 1 action  
Range: Touch  
Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level  
Duration: Instantaneous  
Resistance roll: Will negates (object)  
Spell Resistance: Yes (object)

Wood shape enables the character to form one existing piece of wood into any shape that suits the character's purpose. For example, the character can make a wooden weapon, fashion a special trapdoor, or sculpt a crude idol. This spell also permits the character 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

Evocation [Chaotic, Sonic]

Components: V

Casting Time: 1 action

Range: 30 ft.

Area: Creatures in a 30-ft.-radius spread centered on the character

Duration: Instantaneous

Resistance roll: None

Spell Resistance: Yes

Uttering word of chaos creates two effects: If the character is on the character's home plane, non-chaotic extra-planar 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 the character's plane who hear the word of chaos and are not chaotic suffer the following ill effects:

HD	Effect
12 or more	Deafened
Less than 12	Stunned, deafened
Less than 8	Confused, stunned, deafened
Less than 4	Killed, confused, stunned, deafened

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 Agility bonus to Defensive rating. 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]

Components: V

Casting Time: 1 action

Range: Unlimited

Target: The character and objects and willing creatures totaling up to 50 lb./level

Duration: Instantaneous

Resistance roll: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

Word of recall teleports the character instantly back to the character's sanctuary when the word is uttered. The character must designate the sanctuary when the character prepares 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. The character can be transported any distance within a plane but cannot travel between planes. The character can transport, in addition to himself objects and creatures weighing up to 50 pounds per caster level. Thus, a 15th-level Divine Mage 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 Resistance roll (or Spell resistance) prevents items in its possession from being teleported. Unattended, non-magical objects receive no Resistance roll.

## Zone of Truth

Enchantment (Compulsion) [Mind-Affecting]

Components: V, S, DF

Casting Time: 1 action

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

Area: 5-ft.-radius/level emanation

Duration: 1 minute/level

Resistance roll: Will negates

Spell Resistance: Yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Creatures are allowed a save to avoid the effects when the spell is cast or when they first enter the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.



# The Magic of the Universal Role Playing System Revealed

