

Volume Three

Wizard's Spell



Compendium

Wizard's Spell Compendium

Volume Three

Credits

Design: It is impossible to list all the creators of the spells cataloged in these volumes, but credit goes to everyone who created a spell in a module, boxed set, accessory, hardbound book or magazine article published in the last 20 years.

Compilation: Mark Middleton

Development and Editing: Jon Pickens

Additional Development: L. Richard Baker III

Project Coordination: Thomas Reid and Steve Winter

Interior Black and White Art: Glen Michael Angus and Arnie Sveckle

Art Direction: Dawn Murin

Graphic Design: Tanya Matson and Dawn Murin

Typesetting: Angelika Lokotz and Eric Haddock

Acknowledgments: L. Richard Baker III, Brad Bolas, Ed Greenwood, Bruce Heard, Miranda Horner, Julia Martin, Mark Middleton, Roger E. Moore, John Rateliff, Terry O'Neal, Steven E. Schend, slade, Keith Strohm, Skip Williams. And of course, James M. Ward.

Based on the original *DUNGEONS & DRAGONS* rules created by E. Gary Gygax and Dave Arneson.

Monster Summoning I to Sprites

TABLE OF CONTENTS

Introduction	2
How to Use This Book	2
Spell Frequency	4
Icons	7
Mo	8
N	32
O	53
P	74
Q	143
R	145
S to Sp	183
Most Common Spell List	287

U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
+1-206-624-0933



EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 34
2300 Turnhout
Belgium
+32-14-44-30-44

Visit our website at www.tsr.com

AD&D, ADVANCED DUNGEONS & DRAGONS, AL-QADIM, BATTLESYSTEM, BIRTHRIGHT, DARK SUN, DRAGON, DRAGONLANCE, DUNGEON MASTER, FIEND FOLIO, FORGOTTEN REALMS, GREYHAWK, MONSTROUS COMPENDIUM, MYSTARA, PLANESCAPE, POLYHEDRON, RAVENLOFT, RED STEEL, RPGA, the RPGA logo, SPELLJAMMER, and WORLD OF GREYHAWK, and the TSR logo are registered trademarks owned by TSR, Inc.

DEITIES & DEMIGODS, MONSTROUS MANUAL, and ROLE PLAYING GAME ASSOCIATION are trademarks owned by TSR, Inc.

All TSR characters, character names, spell names, magical item names, monster names, unique place locations, and the distinct likenesses thereof are trademarks owned by TSR, Inc. LANKHMAR is a trademark owned by and under license from Fritz Leiber.

Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada Ltd.

Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

©1998 TSR, Inc. All Rights Reserved. Made in the U.S.A.
TSR, Inc. is a subsidiary of Wizards of the Coast, Inc.
First Printing, February 1998



Introduction

The third volume of the *Wizard Spell Compendium* continues the work of the first two. This volume provides an alphabetical reference to wizard spells of the AD&D® game system, covering the letters Mo through Sp. The entire series of *Wizard Compendium* books covers wizard spells created for the game from 1975 to 1995.

For the uninitiated, this is not a book of “real” magical spells. In a fantasy game world there are characters like Merlin the Magician, who create marvelous magical effects with a wave of the hand. This is a book of marvelous effects that can be used by the good guys (and the bad guys) in the course of a game session. The key to the game is, as always, the decisions made by the players (heroic or otherwise), and the impact those decisions have on the ongoing plot of the game. New spells are fun, but it’s even more fun figuring out unusual ways to use them.

Up to this time, lists of spell effects have been keyed to *spell level*; that is, relative spell power. In other words, if all a gamer or Dungeon Master knew was a spell name, each level’s list of spells had to be checked. Although the final volume of this series will include level lists (as well as lists by race and magical specialty) the most important principle of organization used in the series as a whole is alphabetical.

The material in these books is presented in the most current game format, that of the 2nd Edition rules. Some spell descriptions have been updated or combined with similar spell effects to eliminate duplication; some have been modified for better play, and a very few have been dropped entirely.

Variant magical systems, such as the rune magic system detailed in our Viking setting reference book; the kingdom-level magic of the BIRTHRIGHT setting; the psionic Dragon-King magics of the DARK SUN setting; and the very rare, pure-energy “spellfire” of the FORGOTTEN REALMS setting are beyond the scope of this book. The emphasis here is on those magical effects that any character with the ability to cast wizard spells might find useful in the course of an adventure.

About This Book

The spells listed in this book are given alphabetically. Spell names that include a wizard’s

name are given a primary listing under that name; for example, for *Tenser’s floating disk*, the primary entry is under “T.” Another reference to the main entry will be found at the second word of the spell name; in this case the entry would read: “Floating Disk, Tenser’s.”

Be aware that many spell names are irregular compound words, and that standard alphabetical order follows complete words. Thus, *fire shield* will appear before *fireball*. If you can’t find a spell, try looking for it as a compound form.

Some spells will have multiple names; or the name of a spell might have been changed, either to avoid confusion with a better known spell with a similar name or to better match the spell effect. For example, *intensify*, which makes natural phenomena such as storms and earthquakes more severe, was renamed *intensify nature* to distinguish it from effects that might be intensified by other spells, such as *intensify summoning*. Renamed spells have a short reference under the original name.

Spells associated with specific campaign worlds are marked with a special symbol so they can be easily recognized. See page 7 for a summary of these symbols. Also, spells that are associated with a specific monster or nonhuman race (such as dragons, elves, and so on) will be noted; the race name is separated from the spell name by a dash.

Generally, spell names and secondary game effects are *italicized*. For example, the *emotion* spell has a secondary effect called *hope*.

How To Use This Book

Each spell in this book is organized along the same general lines. Each is listed by its name, school, and a number of statistics that govern its use such as Level (of power), Range, Casting Time, and so on. The game powers of each spell are described, along with any special rules that govern its use, how the spell target can avoid or counter its effects, any limitations on how the spell can be used, and any special preparations or materials that needed for a successful casting. Next, the details of any reversed form the spell might have are given. Finally, a section called **Notes** has been appended to each spell; this deals with the spell’s recommended rarity in the campaign, and any special restrictions on who (or what) can use it.

Having covered the field briefly, a more detailed look is in order:

Name: This is the name by which the spell is generally known. Although we have tried to ensure unique names, this has not always been possible. For example, *create shade*, a useful shelter from the sun in the arabian deserts of the AL-QADIM setting, is very different from *create shade*, the evil spell that turns someone into a dangerous shadow monster from the Plane of Shadows, a monster known as a *shade*. Where two spells have the same name, the most general version is given first, while variants cast by other races or found in specialized campaign settings are given later.

School: Each school governs a type of magic, according to the type of energy its spells employ and the special practices and methods used by its wizards. The basic schools are:

SCHOOLS OF PHILOSOPHY

Abjuration: Protective, warding, or banishing magics.

Alteration: Magic that changes physical properties of an object, creature, or condition.

Conjuration/Summoning: Calls or brings objects or creatures from elsewhere.

Divination: Uncovers what is lost or hidden in the past, present, or future.

Enchantment/Charm: Bestows magical properties on objects or influences creatures magically.

Illusion/Phantasm: Illusions create and alter appearances; phantasms affect the mind.

Invocation/Evocation: Channels and shapes magical energy to create an effect or object.

Necromancy: Magics working upon life energy, including the negative energy of the undead.

Optional Schools: These include two groups of schools beyond the original eight.

THE SCHOOLS OF EFFECT

Dimension: Magics that affect dimensions, or access extradimensional areas.

Elemental Magic: Subdivided into Air, Earth, Fire, and Water specialists. Arabian and oriental cultures have similar divisions.

Force: Magics dealing with fields of pure cohesive magical energies.

Shadow: Magics that deal with shadow and darkness, including the shadowstuff of the Demiplane of Shadow.

SCHOOLS OF THAUMATURGY

Alchemy: Uses powders and strange reagents to achieve effects.

Artifice: Uses items and devices to focus spell energies.

Geometry: Uses diagrams, symbols and complex patterns to channel magical energy.

Wild Magic: Shapes dangerously uncontrolled raw energies; subject to unpredictable surges.

UNIVERSAL SCHOOL OF MAGIC

A special list of spells to which any wizard has access.

Reversed Form: An entry of "Reversible" means the spell can be cast with the opposite effect. For example, the *flesh to stone* spell, a petrifying attack, can be reversed as *stone to flesh*, providing a way to recover a character otherwise lost to a petrification attack. Usually, a wizard must memorize the exact form of the reversible spell he wants available.

Level: This is the relative power level of the spell, ranging from 1st level (weakest) to 9th level (most powerful). A king's wizard who can create potions, magical scrolls, and magical items with expendable charges will generally have access to a 6th-level spell, a few 5th-level spells, and an increasing number of 4th-through 1st-level spells each day.

Range: The distance from the caster at which the magical effect occurs. A range of "0" means the effect is centered on the caster's person or his location; in the latter case the effect is usually immobile. "Touch" means the effect can be used on another creature or object. Unless otherwise specified, spells are centered on a point visible to the caster and within the spell's range; this can be a specific creature or object if desired. Most ranges are measured in yards; some are measured in feet.

Components: These are the types of components that the spell requires; if the components are not present, the casting fails. "V" is *verbal*; that is, a spoken incantation the wizard is assumed to deliver while casting. "S" is *somatic*; that is, measured and precise gestures with the hands, which the wizard is assumed to make while casting. "M" is for *material*; that is, physical substances or objects that are annihilated by the spell energies in the casting process. This

abbreviation sometimes signifies a *focus*, or device that is reusable; sometimes this is a temporary focus whose premature destruction will end the spell.

Often the components are merely suggestive or colorful, at other times they will be a significant restriction on how often a spell can be cast. Unless a cost for a component is given in the description (which means the component is intended as a limit), the cost is negligible and can be assumed as part of the wizard's daily or monthly general expenses.

Casting Time: This is relative time required to cast a spell. Unless rounds, turns, or a longer casting time is specified, the casting will be completed in the same round it is started. A casting time less than one round is a modifier to the initiative roll, and is essentially the same as a weapon speed factor. A spell that takes a full round to cast comes into effect at the end of that round.

Duration: This is how long the magical energy of the spell lasts. An *instantaneous* duration means the spell energy comes and goes the instant the spell is cast, though the spell effect might be long-lasting. A duration of *permanent* means the spell energy remains as long as the effect does; this means that the spell is vulnerable to a *dispel magic* spell. *This is an altered usage.* Many spells listed in earlier sources as having a "permanent" duration (such as *cure light wounds*), will be altered in this series and in future publications to "instantaneous."

Spells with a set duration (such as 1 round per level) must be kept track of by the player; those with a variable duration are secretly rolled by the DM.

Some spells can be ended by the caster at will; the caster must be in range of the center of the spell's effect and must usually (though not always) speak words of dismissal.

Area of Effect: This entry lists the creatures, dimensions, volume, weight, and so on, that the spell can affect. Some spells have areas that can be shaped by the caster; of these, no dimension can be less than 10 feet unless the spell specifically allows it. Many areas are given as cubes to make it easy to figure out areas of effect when using maps gridded into 10-foot or 5-foot squares. Three-dimensional volumes are most often needed to resolve aerial or underwater effects.

Unless specifically otherwise in the description, areas of effect conform to their physical surroundings; for example, a *light* spell with a 60-foot radius centered in a closed room that is a 20-foot cube will light the room. It will not penetrate a solid wall to light a room beyond.

Many areas are given as geometric shapes.

Radius: This might yield a circle, hemisphere, or sphere, depending on the situation.

Cloud: Usually given as a block of cubes for convenience, although it's actually amorphous and billowy.

Cone: This projects outward from the caster, with the smallest end toward the caster and the largest diameter farthest from the caster.

Path: This is usually a 10-foot wide line starting at the caster projecting away in a straight line to a specified length.

Spells that affect the caster's friends or enemies are based on the current perceptions of the caster.

Saving Throw: This entry lists whether a spell allows a saving throw, and often the effect of a successful saving throw: "Neg." means the spell is negated and has no effect; $\frac{1}{2}$ means that the spell inflicts damage and that a successful saving throw halves the damage taken; "None" means no saving throw is allowed to an unwilling subject. The result of a saving throw for a reversed spell is given in the paragraph that details the reversed form.

The saving throw itself is a roll on a 20-sided die; high numbers are generally good.

Wisdom allows adjustments to saving throws against enchantment/charm spells. Dexterity may provide adjustments against spells that affect a large area.

Solid physical barriers may give saving throw modifiers and reduce damage. Cover and concealment may also affect saving throws. The *DUNGEON MASTERS Guide* has more information.

A creature that successfully saves against a spell without obvious physical effects often feels a hostile force or tingle, but the exact nature of the attack cannot be deduced.

Unless the spell specifies otherwise, if a character makes a saving throw, all items carried and worn are assumed to survive the attack. If the character fails the saving throw, exposed items must make saving throws against the attack form. An item exposed by the destruction of a covering (a parchment scroll protected by a bone scroll case, for example) must also save

against the attack.

Unless specifically forbidden, a character can voluntarily forego a saving throw and willingly accept the spell result. Even a character with a special resistance to magic (for example, an elf's resistance to a *charm* spell) can voluntarily suppress this if he wants.

Spell Description: This contains the details of what the spell does and how it works. Spells with multiple functions usually allow the caster to pick the desired function at the time of casting (for example, the *emotion* spell can create *fear, courage, hope, despair, joy*, and several other effects).

Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and so on, are usually not cumulative; only the strongest magic is effective. However, duration may be a factor, and spell effects might overlap in different ways at different times.

Notes: This new section deals with the spell's recommended rarity on the following scale: *common, uncommon, rare, very rare, and unique*. These are discussed in detail in the Definitions of Spell Frequency section. Spells of any rarity also may be restricted to certain races or specialty casters. Any notes on a spell's source or origin, such as a game world or a magazine, are given here.

Monster Details: Some of the spells summon or create monsters. The standard abbreviations used for monster details given later. Not all monsters will use all abbreviations.

AC: Armor Class

MV: Movement—Fl: fly

(MC) = Maneuverability Class (A to E)

HD: Hit Dice

#AT: Number of Attacks

THACO: To Hit Armor Class 0

Dmg: Damage

SA: Special Attacks

SD: Special Defenses

SW: Special Weaknesses

MR: Magic Resistance

SZ: Size

ML: Morale

AL: Alignment

Spell Frequency

FORGOTTEN REALMS® players and DMs should note that the definitions used here are different from those used in FORGOTTEN REALMS products. These guidelines are intended for general world settings. The DM, as always, is free to alter them as needed for local campaign conditions.

Common Spell: The details and effects of a common spell are generally known, even by wizards who may not have the spell in their books. All spells in the *Player's Handbook* are common spells. Spells listed for the basic wizard class in world-specific material (such as the DARK SUN® campaign set) are common for wizards of that world, but might be rarer or even unknown elsewhere.

Player characters can take common first level spells as starting spells (see Starting Spellbooks in the *Wizard Spell Compendium* Vol. 1). Any limitation on spell selection—such as those for school, class, or kit—apply to all spells, even common ones. Note also that DMs may have their own campaign guidelines. For example, the DM might require every PC mage to have a mentor wizard, restricting any “free” spells (those not found or directly researched) to spells in the books of the mentor. A DM might rule that *named* spells (such as *Tenser's floating disk*) are uncommon spells, as well.

The DM always decides the rarity of a spell if there is any question.

Uncommon Spell: Wizard spells found in the *Tome of Magic* fall into this category. These spells are less well known, but not restricted to a race or special group like, for example, witches, dragons, or the Red Wizards of Thay. A kit, school, or other specialty might allow some uncommon spells to be treated as common spells. Generalist mages can research uncommon spells using the normal research rules.

A player character cannot start with an uncommon spell or learn it in the course of normal level advancement (unless, perhaps, a wizardly mentor knows it). Such spells enter play when found on a magical scroll or in a spellbook, or when developed as a result of research. In the average AD&D campaign, finding a new common or uncommon spell is a little more

common that a fighter class character finding a +1 magical sword. Some uncommon spells may be restricted (see Restricted Spells).

Rare Spell: Rare spells are specialized or hidden magic, such as those introduced in modules or accessories. Besides spells that are just less well known, two special types of rare spells exist: 1) Spells known by a specific nonhuman race (like elven spells from the *Complete Book of Elves*); and 2) Spells of a specialty or campaign-specific group that is not given in the *Player's Handbook* (like the spells of the Red Wizards of Thay, the spells from the *Complete Necromancer's Handbook*, or spells of a wizard who specializes in Elemental Fire magic). Rare spells are likely to be restricted (see Restricted Spells).

As noted in the *Player's Handbook*, a specialist has bonuses to the "Chance to Learn" and spell research rolls within that specialty. The specialist treats the spells of the specialty as common, unless other factors apply (an enchantment/charm spell known only to dragons is still considered rare for a wizard specializing in enchantment/charm magic.)

Player characters have access to rare magics

only as a result of campaign-specific conditions. Generalist mage research of rare magics has a base -15% penalty to the "Chance to Learn" and research success rolls, unless the character has access to some sort of knowledge or resource that would offset this.

Certain campaign-specific or storyline conditions might allow rare spell research at common spell chances. For example, if a human wizard's reward for an adventure on behalf of the elves is an elven spell, the DM may choose to waive some or all of the "Chance to Learn" roll, the research cost, and/or the research success roll (time requirements should not be waived under any circumstances).

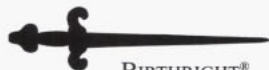
Very Rare Spell: Spells that appear only in magazine articles, or are otherwise variant should be classified as very rare. The DM should closely control very rare spells. For example, they might be available only in a single special book or tome in which they were recorded. Many very rare spells are also restricted (see Restricted Spells).

A DM who allows the spell to be researched at all rolls for the success of the research secretly and announces the result to the player. At

A Guide to Spell Icons



AL-QADIM®
Arabian Setting



BIRTHRIGHT®
Setting of Kings



DARK SUN®
Psionic World Setting



DRAGONLANCE®
Epic Romance
Setting



Kara-Tur/The Horde
Oriental Setting



Maztica
Aztec/New
World Setting



PLANESCAPE®
Other Planes'
Setting



RAVENLOFT®
Gothic Fantasy Setting



RED STEEL®
Swashbuckling
Fantasy Setting



Savage Lands' Setting



SPELLJAMMER®
Fantasy Space Setting

¹ Although there is no specific setting for savage spellcasters, many worlds have areas from which these might come. This icon marks spells particularly suited to an outland "savage" wizard or witch-doctor.

the DM's option, the standard "Chance to Learn" might be reduced by up to 50% and the research success chances halved, or even quartered.

Classifying a spell as very rare is one way for a DM to handle an experimental spell that is too powerful or one that encroaches too much on the class abilities of nonwizards. It is also possible, over time, for a spell devised by a player character to become rare, uncommon, or even common.

Unique Spell: This spell is known only to its original creator and is intrinsic to the creator's campaign function. Some spells of this type might be available only to a character holding a certain position or office. Most unique spells are of the 6th spell level or higher; the creator is nearly always of 12th level or higher. Such spells are marked with a *double dagger* (††).

If a unique spell can be learned at all, it can be learned only from its creator (or in *very rare* circumstances, from the creator's writings). Merely having a spellbook or scroll is not sufficient, though these might count as part of the creator's "writings." *The Simbul's spell trigger* is a unique spell.

The acquisition of a unique spell or the creation of one by a player character is a major campaign event, similar in campaign impact to the completion of an epic high-level quest, the opening of a fixed interplanar gate, the founding of a barony, the destruction of an artifact, and so on.

Abbreviations referring to Source Material

PHB = ADVANCED DUNGEONS & DRAGONS

Player's Handbook

DMG = ADVANCED DUNGEONS & DRAGONS

DUNGEON MASTER Guide

PO:SM = *Player's Option: Spells & Magic*

WoG = *WORLD OF GREYHAWK* setting

Other Definitions

Lost Spell: Rarely, a spell is mentioned for which no 2nd Edition detail exists (including a few spells deliberately withdrawn from the system). No details are given for these other than the spell name. They are "lost knowledge," included only to confirm their one-time existence for the curious.

Restricted Spell: A restricted spell is barred to generalists (that is, the mage class), and to all other wizards except those specifically allowed in the spell description or by the DM. Optionally, an independently researched spell that matches the effects of a restricted spell might be possible, but at no less than *two* levels above the listed level.

Magic in the Worlds

Elemental magic in the traditional FORGOTTEN REALMS, WORLD OF GREYHAWK, DRAGONLANCE, and MYSTARA settings is based on *air, earth, fire, and water*. This varies in other settings: In the oriental setting, *air, earth, fire, and water* are joined by a fifth element, *wood*, and wizards are called *wu jen*. In the AL-QADIM setting, the four basic elements are traditional, but are called the *Provinces of Flame, Sand, Sea, and Wind*. Also, a special type of wizard here, the *shai'ir*, receives spells on demand from small elemental genies known as *gen*. In the Maztica setting, special craft magics exist, called *pluma* (feather) and *hishna* (animal) magic. In the sword-and-sandal DARK SUN setting, spellcasters are *preservers* or *defilers*, depending on whether or not their magic drains the living energy of that world. Here, psionics are as important as magic. In the BIRTHRIGHT setting, *bloodline* abilities augment normal magics; scions of evil bloodlines are called *awnsheglien*, and those of heroic bloodlines are called *ensheglien*. In the SPELLJAMMING setting, flying ships are propelled by spellcasters using magical power sources called *major helms* and *minor helms*. In the swashbuckling RED STEEL setting, latent magical abilities called *legacies* result in baneful mutations (the *Red Curse*) unless controlled by exposure to the rare ore *cinnabryl*. The depletion of this ore is cause for concern. In the RAVENLOFT setting, the *Demi-plane of Dread*, gothic horror in form of Dark Lords, each a godlike power trapped in a private *domain*, keeps adventurers on the run, looking for a way out and making special *fear, horror, and Ravenloft powers* checks. The PLANESCAPE setting presents new settings from the inner (Elemental) Planes to the Outer Planes, where the gods live. Casting magic here requires special *spell keys*, and the denizens are divided into *factions* along alignment lines.



Monster Summoning

For ease of reference, generic monster summoning tables based on the *MONSTROUS MANUAL** Tome have been included with each monster summoning spell description. The DM is free to use, modify, replace, or ignore these tables as desired; they are not intended for player use.

Monster Summoning I

(Conjuration/Summoning)

(Song)

Level: 3

Range: Special

Components: V, S, M

Casting Time: 3

Duration: 2 rds. + 1 rd./level

Area of Effect: 30-yd. radius

Saving Throw: None

Within one round of casting this spell, the wizard magically conjures 2d4 1st-level monsters (selected by the DM from the 1st-level encounter tables). The monsters appear anywhere within the spell's area of effect, as desired by the wizard. They attack the spell user's opponents to the best of their ability until either he commands that the attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned monsters can, if the wizard can communicate with them and if they are physically able, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters

using this spell. Those summoned recall all the details of their trip.

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

Notes: Common spell (*PHB*). The monster lists provided for the *monster summoning* spells are default listings; the DM is free to make up similar lists or choose the results directly to fit an encounter.

Monster Summoning II

(Conjuration/Summoning)

(Song)

Level: 4

Duration: 3 rds. + 1 rd./level

Components: V, S, M

Casting Time: 4

Range: Special

Area of Effect: 40-yd. radius

Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons 1d6 2nd-level monsters. These appear anywhere within the spell's area of effect and attack the caster's opponents, until he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight and the wizard can communicate with them, the summoned monsters can perform other services for the summoning wizard.

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

Notes: Common spell (*PHB*).

Monster Summoning I

	<i>Land</i>		<i>Aquatic, Salt</i>
1	Ant, giant	1	Barracuda (1 HD)
2	Bat, huge	2	Lamprey, common
3	Beetle, fire	3	Merman
4	Bullywug	4	Otter, sea
5	Goblin	5	Piranha (3d4)
6	Hobgoblin	6	Urchin, black
7	Jermlaine (3d4)		<i>Aquatic, Fresh</i>
8	Kobold (3d4)	1	Frog, giant (1 HD)
9	Leech, giant (1 HD)	2	Koalinh (hobgoblin)
10	Muckdweller	3	Lamprey, common
11	Orc	4	Nixie (3d4)
12	Rat, giant (3d4)	5	Otter, common
		6	Piranha (3d4)

Monster Summoning II

	<i>Land</i>
1	Beetle, bombardier
2	Centipede, giant
3	Frog, giant or killer
4	Gnoll or flind
5	Lamprey, land
6	Lizard man
7	Mongrelmen (2 HD)
8	Mudmen
9	Spider, large
10	Stirge
11	Toad, giant
12	Troglodyte (1d6)

	<i>Aquatic, Salt</i>
1	Barracuda (2 HD)
2	Dolphin
3	Locathah
4	Ray, ixitxachitl
5	Ray, sting
6	Sea horse
7	Seawolf, lesser
8	Urchin, green

	<i>Aquatic, Fresh</i>
1	Eel, electric
2	Frog, giant (2 HD)
3	Kuo-toa
4	Leech, giant (2 HD)
5	Lizard man
6	Piranha, giant

Monster Summoning III

(Conjuration/Summoning)
(Song)

Level: 5
Range: Special
Components: V, S, M
Casting Time: 5
Duration: 4 rds. + 1 rd./level
Area of Effect: 50-yd. radius
Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons

1d4 3rd-level monsters. These appear within the spell's area of effect and attack the caster's opponents, until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale and vanish when slain. If no opponent exists to fight, and the wizard can communicate with them, the summoned monsters can perform other services for the wizard.

The material components of this spell are a tiny bag and a small candle.

Notes: Common spell (PHB).

Monster Summoning III

	<i>Land</i>
1	Ankheg (3-4 HD)
2	Bat, giant
3	Beetle, boring
4	Bugbear
5	Centipede, megalomaniac
6	Crab, giant
7	Crocodile, wild (2 HD)
8	Dog, death
9	Gelatinous cube
10	Ghoul
11	Lizard, giant
12	Lyc., wererat
13	Orc, orog
14	Osquip
15	Sandling
16	Scorpion, large
17	Snake, constrictor
18	Spider, huge
19	Weasel, giant
20	Urchin, land

	<i>Aquatic, Salt</i>
1	Barracuda (3 HD)
2	Crab, giant
3	Lacedon (ghoul)
4	Sahuagin
5	Selkie
6	Urchin, red

	<i>Aquatic, Fresh</i>
1	Crab, giant
2	Crocodile, giant
3	Frog, giant (3 HD)
4	Lacedon (ghoul)

Monster Summoning IV

(Conjuration/Summoning)
(Song)

Level: 6
Range: Special
Components: V, S, M
Casting Time: 6
Duration: 5 rds. + 1 rd./level
Area of Effect: 60-yd. radius
Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons 1d3 4th-level monsters. These appear within the spell's area of effect and attack the caster's opponents, until he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

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

Notes: Common spell (*PHB*).

Monster Summoning V

(Conjuration/Summoning)
(Song)

Level: 7
Range: Special
Components: V, S, M
Casting Time: 6
Duration: 6 rds. + 1 rd./level
Area of Effect: 70-yd. radius
Saving Throw: None

This spell is much like the 3rd-level *monster summoning I* spell, except that this spell summons 1d3 5th-level monsters. These appear within the spell's area of effect and attack the caster's opponents until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them and if they are physically capable, perform other services for the summoning wizard.

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

Notes: Common spell (*PHB*).

Monster Summoning IV

<i>Land</i>	<i>Aquatic, Salt</i>
1 Ankheg (5-6 HD)	1 Hippocampus
2 Ape, carnivorous	2 Kapoacinth (gargoyle)
3 Banderlog	3 Lobster, giant (crayfish)
4 Ettercap	4 Merrow (ogre)
5 Gargoyle	5 Otter, giant
6 Ghast	6 Shark (3-4 HD)
7 Hellhound	7 Triton
8 Huecuva	8 Urchin, yellow
9 Hydra, 5 heads	
10 Lyc., werewolf	<i>Aquatic, Fresh</i>
11 Ogre	1 Beetle, giant water
12 Ooze, gray	2 Crayfish, giant
13 Owlbear	3 Kapoacinth (gargoyle)
14 Scorpion, huge	4 Kelpie
15 Snake, giant const.	5 Merrow (ogre)
16 Toad, poisonous	6 Otter, giant
17 Toad, fire	7 Pike, giant
18 Wasp, giant	8 Spider, giant water
19 Wolf, worg	
20 Yeti	

Monster Summoning V

	<i>Land</i>		<i>Aquatic, Salt</i>
1	Ankheg (7–8 HD)	1	Crocodile, giant
2	Cockatrice	2	Lamprey, sea
3	Displacer beast	3	Scrag (troll)
4	Doppelganger	4	Sea lion
5	Hornet, giant	5	Selkie
6	Hydra, 7 heads	6	Shark (5–6 HD)
7	Hydra, 5 heads, cryo- or pyro-	7	Spider, giant marine
8	Leucrotta	8	Water weird
9	Lizard, subterranean	9	Urchin, Silver
10	Lyc., wereboar	0	Roll again with 1d8
11	Margoyle		
12	Minotaur		
13	Ochre jelly		
14	Rust monster		
15	Slithering tracker		
16	Snake, giant, pois. or spitting		
17	Spider, giant		
18	Giantkin, verbeeg		
19	Wolf, winter		
20	Zombie, Ju-ju		

Monster Summoning VI

(Conjuration/Summoning)
(Song)

Level: 8
Range: Special
Components: V, S, M
Casting Time: 8
Duration: 7 rds. + 1 rd./level
Area of Effect: 80-yd. radius
Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that it summons 1d3 6th-level monsters. These monsters appear in 1d3 rounds within the spell's area of effect and attack the caster's opponents, until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

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

Notes: Common spell (PHB).

Monster Summoning VII

(Conjuration/Summoning)
(Song)

Level: 9
Range: Special
Components: V, S, M
Casting Time: 9
Duration: 8 rds. + 1 rd./level
Area of Effect: 90-yd. radius
Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons one or two 7th-level monsters that appear one round after the spell is cast, or one 8th-level monster that appears two rounds after the spell is cast.

Notes: Common spell (PHB).

Note: The 8th-level monsters that can be summoned by the *monster summoning VII* spell are listed on page 590.

Monster Summoning VI

<i>Land</i>		<i>Aquatic, Salt</i>	
1	Basilisk	1	Eel, marine
2	Beetle, stag	2	Narwhal
3	Carrion crawler	3	Octopus
4	Dracolisk	4	Seawolf, greater
5	Drider	5	Shark (7-8 HD)
6	Griffon	6	Snake, giant sea (8 HD)
7	Hydra, 8 heads		
8	Lizard, minotaur		<i>Aquatic, Fresh</i>
9	Lyc, weretiger	1	Eel, marine
10	Manticore	2	Gar, giant
11	Ogre mane	3	Octopus
12	Otyugh	4	Seawolf, greater
13	Pyrolisk	5	Snake, giant sea (8 HD)
14	Salamander	6	Vodyanoi (8 HD)
15	Spider, phase		
16	Troll		
17	Wolfwere		
18	Wraith		
19	Wyvern		
20	Yuan-ti, halfbreed		

Monster Summoning VII

<i>Land</i>		<i>Aquatic, Salt</i>	
1	Basilisk, greater	1	Ray, manta
2	Behir or tunnel worm	2	Slug, giant sea
3	Bulette	3	Snake, giant sea (10 HD)
4	Chimera	4	Squid, giant
5	Ettin or hill giant		
6	Golem, flesh		<i>Aquatic, Fresh</i>
7	Gorgon	1	Catfish, giant
8	Hydra, 10 heads	2	Greenhag
9	Hydra, 8 heads, cryo- or pyro-	3	Naga, water
10	Lizard, fire	4	Snake, giant sea (10 HD)
11	Mummy		
12	Neo-otyugh		
13	Pudding, black		
14	Roper		
15	Shambling mound		
16	Slug, giant		
17	Sphinx, hieraco-		
18	Troll, 2-headed		
19	Umber hulk		
20	Xorn		

Monster Summoning VIII

<i>Land</i>		<i>Aquatic, Salt</i>	
1	Beetle, rhinoceros	1	Eye of the deep
2	Giant, fire or frost	2	Dragon turtle (12 HD)
3	Giant, formorian	3	Kraken*
4	Golem, stone	4	Shark, giant
5	Gorgimera	5	Vodyanoi (16 HD)*
6	Hydra, 12 heads	6	Whale, killer
7	Hydra, lernaean, 8 heads	7	Whale, small herbivore (12 HD)
8	Pudding, brown	8	Worm, mottled (purple)
9	Remorhaz		
10	Rust monster	<i>Aquatic, Fresh</i>	
11	Will o'wisp	1	Slug, giant sea
12	Worm, purple	2	Dragon turtle (12 HD)
		3	Kuo-toan monitor
		4	Worm, mottled (purple)

* This creature is 10% likely to become free-willed if ordered to act against its nature or inclinations.

Moon Rune

(Alteration)
(Artifice, Geometry)

Level: 2
Range: 0
Components: V, S, M
Casting Time: 2
Duration: Permanent
Area of Effect: Up to 1 sq. ft.
Saving Throw: None

By using this spell, the wizard can create an invisible mark or rune on any surface. This mark remains invisible until conditions specified at the time of the casting are met. For example, the wizard could specify that the runes are only visible by the light of the moon or by the light of a moon of a certain phase (half, full, etc.), when viewed by an elf, at sunset or sunrise, when viewed by a wizard, when the caster is present, and so on.

The spell cannot transcribe magical runes, signs, glyphs, or symbols. As many as seven letters or marks can be drawn. Unlike a *magic mouth* spell, a *moon rune* is permanent and will appear any time its conditions are met.

Besides appearing when the proper conditions are met, a *moon rune* also becomes visible if a *detect magic*, *detect invisibility*, *true seeing*, or other such spell or effect is used on it. A *read magic* spell will reveal the maker's words, if in magical script. A *moon rune* cannot be cast on a living creature.

The rune cannot be dispelled, but it can be re-

moved by the caster or by an *erase* spell.

A *moon rune* requires a special mixture of pigment including mithral filings or powder worth at least 100 gp.

Notes: Uncommon spell (PO:SM).

Moonbow, Presper's

See Presper's moonbow.

Mooncloak

(Abjuration, Evocation)

Level: 5
Range: 10 ft./level
Components: V, S, M
Casting Time: 5
Duration: 1 rd./level
Area of Effect: 10-ft. radius
Saving Throw: None

This spell is usable only at night under a moonlit sky. The incantation weaves an aura of moonlight around the caster or a chosen visible being within spell range. The area of effect moves with the focal being.

This magical field glows with a pearl-white radiance bright enough to read by. Within its confines, creatures receive special benefits against all cold-based, paralyzing, and level-draining attacks. The warded creatures receive an extra saving throw or damage lessened by 1 point per die—whichever best applies in the DM's judgment.

Once per round, while a *mooncloak* lasts, the spell's caster can choose to sacrifice one memo-

rized spell. The spell is expended without being cast, and the caster or another creature touched by the caster within the moonlit field gains a number of hit points equal to twice the level of the expended spell.

The caster must touch the chosen individual to so gift (and usually heal) him or her, and cannot cast another spell in the same round. If hit points gained in this way raise a being to more than its usual total, the extra hit points are lost.

A *mooncloak* can outlast the death, unconsciousness, or flight of its caster, but vanishes instantly if the caster desires it ended.

The material component is a moonstone, pearl, or other pale-hued gemstone of not less than 50 gp in value, which is destroyed in the casting.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; rare.

Moonglow

Third level spell, aka moonlight symbol.

Moonglow

(Alteration)
(Shadow)

Level: 1

Range: 10 ft./level

Components: V, S

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 10-ft. radius centered on 1 object

Saving Throw: Neg. (see below)

This spell enables the caster to conjure a faint, blue-white radiance resembling moonlight, centered on a chosen item within range. The item chosen to be highlighted must be man-sized or smaller. Larger items are only partially illuminated (for instance, a particular spot on a wall could be lit). The clothing or gear of a foe attacking in darkness might be chosen, but the item must be visible to normal vision; the caster cannot choose to illuminate some part of an invisible foe. Chosen items, even those on the person of a hostile creature, are allowed the bearer's saving throw vs. spell against being illuminated only if they have a *dweomer*.

Moonglow is completely suppressed by any type of magical darkness. It is not bright enough to read spells or normal writing, but large inscriptions and clear, simple, or familiar markings can be discerned.

Notes: Uncommon spell, originally from the FORGOTTEN REALMS setting.



Moonglow Symbol

(Alteration)

(Geometry)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 1 ft. cube

Saving Throw: None

This spell enables the caster to draw a glowing symbol in the air or on a solid surface. The symbol is drawn with pure water, which vaporizes from the drawing finger during the spell. The symbol glows with a faint, silver-blue light, like moonlight. Until dispelled, the glow can be seen only in darkness, and is otherwise invisible. The symbol consists of radiant air, and cannot be moved or modified except by casting another *moonglow symbol* spell on it. The glowing figure cannot bear any magical powers, such as those of a *glyph* or *symbol* spell, nor can it be linked to any other magic via a *spell trigger* or other magic.

A *moonglow symbol* spell can be used to write messages and even to set down sigils and runes, but these are without magical power. In some cases, wizards have deliberately used this limitation to draw harmful runes or glyphs for recognition purposes or as warnings to keep away. Symbols created with this spell cannot turn, animate, or react, but can be fashioned into pointing hands, masks that resemble human faces, and other shapes that might convey meaning.

A *moonglow symbol* remains stationary unless cast on an object, whereupon it moves with that object. If the object is destroyed, the symbol is also. In the dark, *moonglow symbols* give off enough light to read by.

Notes: Uncommon for geometers; otherwise rare. Originally from the FORGOTTEN REALMS setting.

Mordenkainen's Celerity

(Alteration, Invocation)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 1 turn

Area of Effect: The caster

Saving Throw: None

Mordenkainen's celerity affects spells of 1st to 3rd level that alter the movement of the wizard, such as *feather fall*, *jump*, *spider climb*, *levitate*, *fly*, and *haste*. Spells to be affected must be cast within one turn of the casting of *Mordenkainen's celerity*, and do not expire when the *celerity* expires.

Spells cast following the *celerity* receive a 25% bonus to duration. This effect is not cumulative with other means of magically extending a spell's duration. In addition, the caster's movement rate is increased by 25% (the *feather fall* rate of descent can be reduced by 25% at the caster's option).

The area of effect is the caster, except in the case of the *haste* spell, for which the effects of the *celerity* operate on 1d4 creatures in addition to the wizard. The *celerity* has no other effect on these creatures in any way.

The spell gives the wizard a +2 bonus to his saving throws against spells of 1st to 3rd level that directly affect his movement, such as *web*, *hold person*, and *slow*. The wizard also gains a +2 bonus to saving throws against magical paralysis.

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

Notes: Uncommon or rare spell (*ToM*).

Mordenkainen's Defense Against Lycanthropes

(Abjuration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell will aid a creature in surviving attacks made by lycanthropes. Any attack made upon the creature by a lycanthrope has a -2 penalty to hit. No matter how much damage a lycanthrope inflicts, the wounded creature will not contract lycanthropy as long as the spell is in effect. The spell will not protect the creature from contracting lycanthropy if injuries occur before the spell is cast or after it expires.

The material component is crushed moonstone worth at least 30 gp.

Notes: Uncommon or rare spell (*WoG*).

Mordenkainen's Defense Against Nonmagical Reptiles and Amphibians (Abjuration)

Level: 3
 Range: Touch
 Components: V, S, M
 Casting Time: 3
 Duration: 5 rds./level
 Area of Effect: Creature touched
 Saving Throw: None

A creature protected by this spell gains an advantage in combat with nonmagical reptiles or amphibians, including snakes, dinosaurs, frogs, and giant-sized species of such animals. Dragons are excluded from the spell's effect, as are other creatures with unnatural abilities. All affected animals have a -2 penalty to hit the protected creature, and the creature gains a +4 bonus to saving throws against reptile or amphibian venom.

The material components are a bit of snake skin and a dried frog's leg placed in a pouch of hardened leather.

Notes: Uncommon or rare spell (*WoG*).

Mordenkainen's Disjunction (Alteration, Enchantment)

Level: 9
 Range: 0
 Components: V
 Casting Time: 9
 Duration: Instantaneous
 Area of Effect: 30-ft. radius
 Saving Throw: Special

When this spell is cast, all magic and magical items within the radius of the spell, except those on the person of or being touched by the spellcaster, are disjoined. That is, spells being cast are separated into their individual components (usually spoiling the effect as a *dispel magic* spell does), and permanent and enchanted magical items must successfully save (vs. spell if actually cast on a creature, or vs. a *dispel magic* spell otherwise) or be turned into normal items. Even artifacts and relics are subject to *Mordenkainen's disjunction*, though there is only a 1% chance per caster experience level of affecting such powerful items. Thus, all potions, scrolls, rings, rods, miscellaneous magical items, artifacts and relics, arms and armor, swords, and miscellaneous weapons within 30 feet of the spellcaster can

possibly lose all their magical properties when the *Mordenkainen's disjunction* spell is cast. The caster also has a 1% chance per level of destroying an *antimagic shell*. If the shell survives the disjunction, no items within it are disjoined.

Note: Destroying artifacts is a dangerous business, and 95% likely to attract the attention of some powerful being who has an interest or connection with the device. Additionally, if an artifact is destroyed, the casting wizard must roll a successful saving throw vs. spell with a -4 penalty or permanently lose all spellcasting abilities.

Notes: Common or uncommon spell (*PHB*).

Mordenkainen's Electric Arc (Evocation)

Level: 4
 Range: 5 yds./level
 Components: V, S, M
 Casting Time: 4
 Duration: Instantaneous
 Area of Effect: Special
 Saving Throw: ½

This spell causes one or more small flashes of lightning to erupt from the caster's fingertips and strike one or more opponents. One arc of lightning will be evoked for every three full levels of the caster. Each electric arc inflicts 1d6 points of damage, plus one point per level of the caster to a maximum bonus of +10 per arc. A saving throw vs. spell reduces damage by one half. The spell is most effective when each electric arc is directed at a separate opponent. Only one arc can strike a target per combat round; others striking the same target have no further effect.

The material components for the spell are a bit of fur and a glass rod.

Notes: Uncommon or rare spell (*WoG*).

Mordenkainen's Encompassing Vision (Alteration)

Level: 2
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 1 hr./level
 Area of Effect: Creature touched
 Saving Throw: None

This spell grants a creature a full 360 degrees of vision, so the creature can see to the sides and rear

as well as it sees to the front. The creature cannot be surprised from the rear by any attacker that the creature can see normally. The spell works in combination with any sort of enhanced or magical vision, including *infravision*, *ultravision*, or *x-ray vision*. A creature with both *detect invisibility* and *encompassing vision* can see invisible, ethereal, or astral beings to its flanks or rear as well. The person affected by this spell also has a -2 penalty on all saving throws vs. gaze attacks.

The material component is a crystal disc with eight eyes inscribed upon it, spaced at 45-degree intervals around the edge of the disc.

Notes: Uncommon or rare spell (*WoG*).

Mordenkainen's Faithful Hound

(Conjuration/Summoning)
(*Shadow*)

Level: 5
Range: 10 yds.
Components: V, S, M
Casting Time: 5
Duration: Special
Area of Effect: Special
Saving Throw: None

By means of this spell, the wizard summons up a phantom watchdog that only he can see. He can then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog immediately commences a loud barking if any creature larger than a cat approaches the place it guards. As the faithful hound can detect invisible creatures and ward against the approach of ethereal creatures, it is an excellent guardian. It does not react to illusions that are not at least quasi-real.

If the intruding creature exposes its back to the watchdog, the dog delivers a vicious attack as if it was a 10-Hit Dice monster, striking for 3d6 points of damage. It can hit opponents of all types, even those normally subject only to magical weapons of +3 or greater enchantment. Creatures without backs (for example, ochre jellies) are not attacked. The *faithful hound* cannot be attacked, but it can be dispelled. The spell lasts for a maximum of one hour plus half an hour per caster level, but once it is activated by an intruder, it lasts only one round per caster level. If the spellcaster is ever more than 30 yards from the area that the watchdog guards, the spell ends.

The material components of this spell are a tiny silver whistle, a piece of bone, and a thread.

Notes: Common or uncommon spell (*PHB*).

Mordenkainen's Faithful Phantom Defenders

(Summoning)

Level: 5
Range: 60 yds.
Components: V, S, M
Casting Time: 5
Duration: 1 rd./level
Area of Effect: Special
Saving Throw: None

This spell summons a set of phantom beings seen as shimmering outlines of violet light. These defenders do their best to keep between the wizard and his foes, providing the caster with enough time and space to defend himself with spells. To most creatures, the phantom defenders are solid, seemingly real entities. To the wizard, the defenders are completely transparent and noncorporeal. Any attack spell cast by the wizard has no effect on them, so the wizard's spells can be cast through them to strike enemy creatures. The defenders suffer no harm if caught within the area of effect of the wizard's spells.

One of four different sets of phantom defenders can be summoned by the wizard, but the caster must decide which set will be called forth when the spell is memorized. Each set is best suited for a particular environment. These are the four sets of defenders:

- Three *faithful phantom soldiers*: AC 4 (phantom chain mail and shield); MV 9; HD 4; hp 24 each; #AT 1; Dmg 1d8 (phantom long sword); THAC0 17; AL N; SA can strike creatures hit only by +1 magical weapons.
- Two *faithful phantom centaurs*: AC 5; MV 18; HD 4; hp 28 each; #AT 1; Dmg 1d6 (phantom light lance); THAC0 15; AL N; SA can strike creatures hit only by +2 magical weapons.
- Eight *faithful phantom giant bats*: AC 8; MV 3, fl 18; HD 2+2; hp 12 each; #AT 1; Dmg 1d4; THAC0 19; AL N; SA can strike creatures hit only by +3 magical weapons.
- Five *faithful phantom sharks*: AC 6; MV sw 24; HD 3; hp 15 each; #AT 1; Dmg 1d4+1; THAC0 15; AL N; SA can strike creatures hit only by +1 magical weapons.

The material component is a 1,000 gp emerald, which vanishes when the spell is cast. The spell also requires is a small lead crystal figure depicting the type of defender to be summoned, which is reusable.

Notes: Uncommon or rare spell (*WoG*).

Mordenkainen's Faithful Phantom Guardian

(**Summoning**)

Level: 6
Range: Special
Components: V, S, M
Casting Time: 3 turns
Duration: Special
Area of Effect: Special
Saving Throw: None

This spell summons a faithful phantom being to watch over and protect the wizard for one day. The guardian will remain an undetectable observer, watching the caster from the Ethereal Plane. The guardian can see what is happening within 60 feet of the caster, and can spot invisible, out-of-phase, duo-dimensional, ethereal, or astral creatures within the area around the wizard. If the guardian spies any creature about to launch a surprise attack on the caster, it will instantly materialize to defend the wizard. The guardian fights for up to one round per level of the caster or until it is destroyed.

The wizard also has the option of summoning the guardian to his side at any time. The guardian will appear in one round and fight under the same time limit. Once the guardian has spent its time on the Prime Material Plane, it has completed its mission and will no longer watch over the caster. The guardian appears as a shimmering outline of violet light. The phantom guardian cannot speak, so it cannot shout a warning if the wizard is attacked.

The material component is a 1,000 gp diamond, which is sent to the guardian when the spell is cast as a payment for its service.

Notes: Uncommon or rare spell (*WoG*).

Faithful Phantom Guardian: AC 2; MV 15; HD 6; hp 36; #AT 1; Dmg 1d10 (two-handed sword); THAC0 13; AL N; SA can strike creatures hit only by +2 magical weapons.

Mordenkainen's Faithful Phantom Shield-Maidens

(**Summoning**)

Level: 4
Range: 50 yds.
Components: V, S, M
Casting Time: 4
Duration: 3 rds./level
Area of Effect: Special
Saving Throw: None

This spell summons a pair of shimmering violet phantom beings that will stay on either side of the wizard and protect him from all attackers.

The shield-maidens stay close enough to the caster for their shields to help cover the wizard. The shield of one maiden will provide the caster with a +1 Armor Class bonus. If both shield-maidens protect the same side of the caster with their shields, the Armor Class bonus is +2. While the shield-maidens can protect the caster from attacks from different directions, they will move no farther than 50 feet away from the caster, even if the wizard orders them to move away. They follow magically wherever the caster goes.

The material components are a pair of small crystal shields tied with string to a miniature wooden figure of the caster.

Notes: Uncommon or rare spell (*WoG*).

Phantom Shield-Maiden: AC 4 (phantom chain mail and large shield); MV 12; HD 3; hp 20 each; Dmg 1d6 (phantom spear); THAC0 17; AL N.

Mordenkainen's Force Missiles

(**Evocation**)

(**Force**)

Level: 4
Range: 30 yds. + 10 yds./level
Components: V, S
Casting Time: 4
Duration: Instantaneous
Area of Effect: 1 or more creatures or objects
Saving Throw: Special

This spell creates a brilliant globe of magical energy, which streaks forth from the caster's hand to unerringly strike its target, much like a

magic missile spell. The target must be seen or otherwise detected.

The wizard creates one missile at 7th level, and an additional missile at every third level after 7th—in other words, two missiles at 10th level, three at 13th, four at 16th, and so on, to a maximum of seven missiles at 25th level.

Each missile inflicts 2d4 points of impact damage upon the target creature, and then bursts in a concussive blast that inflicts 1 point of damage per level of the caster to all within in a 3-foot radius. For example, a 12th-level wizard could conjure two *force missiles*, each of which strikes for 2d4+12 damage. A target creature that makes a successful saving throw vs. spell negates the concussion damage, but the impact of the missile itself allows no saving throw.

As with the *magic missile* spell, the *force missiles* can be directed at as many or as few targets as the caster likes. The missiles can damage or destroy inanimate objects, especially fragile or delicate items. Such items must make a successful saving throw vs. crushing blow or be shattered. Sturdy objects, such as thick stonework, are unlikely to be affected.

Notes: Uncommon or rare spell (*PO:SM*).

Mordenkainen's Involuntary Wizardry (Enchantment/Charm, Necromancy) (*Mentalism*)

Level: 5
Range: 60 yds. + 10 yds./level
Components: V, S
Casting Time: 5
Duration: Instantaneous
Area of Effect: 1 spellcaster
Saving Throw: Special

This spell forces a single, randomly-chosen wizard spell from the mind of another spellcaster. If the subject can't cast wizard spells, then the *involuntary wizardry* is wasted. Otherwise, the subject receives a saving throw vs. spell with a -3 penalty; if this succeeds, the *involuntary wizardry* spell is wasted without effect. The involuntarily cast spell is centered on and takes full normal effect on the subject; if the spell would do no harm to the subject, then the subject suffers one point of damage per spell level (for instance, *detect invisibility*, a 2nd-level spell, inflicts two points of damage). The involuntarily cast spell is expended. The subject receives any saving throw normally allowed against that spell's effect.

While *Mordenkainen's involuntary wizardry*

spell itself has no material component, any component for the involuntarily cast spell is expended from the person of the subject. Likewise, any casting penalty (such as the temporary Constitution loss for an *identify* spell) is visited upon the subject.

Notes: Rare or very rare spell. (Updated from *DRAGON* Magazine.)

Mordenkainen's Lucubration (Alteration) (*Mentalism*)

Level: 6
Range: 0
Components: V, S
Casting Time: 1
Duration: Instantaneous
Area of Effect: The caster
Saving Throw: None

By use of this spell, the wizard is able to instantly recall any 1st- through 5th-level spell he has used during the past 24 hours. The spell must have been memorized and actually used during that time period. *Mordenkainen's lucubration* allows the recovery of only one spell. If the recalled spell requires material components, these must be provided by the caster; the recovered spell is not usable until the material components are available.

Notes: Common or uncommon spell (*PHB*).

Mordenkainen's Magnificent Mansion (Alteration, Conjunction) (*Dimension*)

Level: 7
Range: 10 yds.
Components: V, S, M
Casting Time: 7 rds.
Duration: 1 hr./level
Area of Effect: 300 sq. ft./level
Saving Throw: None

By means of this spell, the wizard conjures up an extradimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area see only a faint shimmering in the air, in an area 4 feet wide and 8 feet high. The caster of the spell controls entry to the mansion, and the portal is shut and made invisible behind him when he enters. He can open it again from his own side at will. Once observers have

passed beyond the entrance, they behold a magnificent foyer and numerous chambers beyond. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spellcaster has levels of experience. There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter. The atmosphere is clean, fresh, and warm.

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 is normal, but the food is not. It seems excellent and quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and if those resting have not eaten real food within a reasonable time span, ravenous hunger strikes. Failure to eat normal food immediately results in the onset of fatigue or starvation penalties as decided by the DM.

The material components of this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

(It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with illusion magic. There is evidence that the design and interior of the space created can be altered to suit the caster's wishes.)

Notes: Common or uncommon spell (*PHB*).

Mordenkainen's Penultimate Cogitation

(Alteration)

(Mentalism)

Level: 7

Range: 1 mi.

Casting Time: 1

Components: V, S

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This permits the wizard to call to mind one spell of 1st to 6th level from one of the caster's personal spellbooks, provided the appropriate spellbook is within one mile of the wizard. The spell must be one that the caster knows, as explained in the *Player's Handbook*. The spell cannot be called from a scroll or another wizard's spellbook. Only one spell can be called per casting of the *penultimate cogitation*. The called spell can be cast on any succeeding round. A 10% chance exists that the called spell will be magically erased from the wizard's spellbook.

Notes: Uncommon or rare spell (*WoG*).



Mordenkainen's Private Sanctum
(Abjuration, Alteration)
(Geometry)

Level: 5
Range: 0
Components: V, S, M
Casting Time: 2 turns
Duration: 1 hr./level
Area of Effect: 1 room
Saving Throw: None

This spell insures privacy in a room of up to 1,600 square feet in area, or 40 feet by 40 feet in dimension. All windows in the room become dark and misty as seen from the outside, preventing creatures with normal vision, infravision, or other special vision from looking into the room. Those inside can look out normally. X-ray vision cannot penetrate into the room, as if the room were completely enclosed in a lead shield. No sounds, no matter how loud, can escape the room, so a thief cannot eavesdrop from outside. Scrying attempts, such as *ESP*, *clairaudience*, *clairvoyance*, or *crystal balls*, cannot penetrate the protected room, and a *wizard eye* cannot get inside. The casting wizard can freely leave the room without the protection being dispelled.

The material components are a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

Notes: Uncommon or rare spell (*WoG*).

**Mordenkainen's
Protection From Avians**
(Abjuration)
(Air)

Level: 1
Range: Touch
Components: V, S, M
Casting Time: 1
Duration: 5 rds./level
Area of Effect: Creature touched
Saving Throw: None

A creature protected by this spell receives a special benefit when in combat with avians totalling no more than 15 Hit Dice; if more Hit Dice attack, the spell is negated. Affected avians have a -2 penalty on rolls to hit the protected creature for the duration of the spell.

The material component for the spell is a feather from any bird wrapped with a strip of tough leather.

Notes: Uncommon or rare spell (*WoG*).

**Mordenkainen's Protection From
Insects and Arachnids**
(Abjuration)
(Earth)

Level: 3
Range: Touch
Components: V, S, M
Casting Time: 3
Duration: 5 rds./level
Area of Effect: Creature touched
Saving Throw: None

This spell provides a measure of protection from insects, spiders, and scorpions, including giant-sized and unnatural species of such animals. All such animals attack the protected creature with a -2 penalty to hit and all of the protected creature's saving throws against insect or arachnid venom have a +4 bonus. The spell works on no more than 20 Hit Dice of bugs of all types. If more than 20 Hit Dice of these attack, the spell dissipates.

The material component is an insect trapped in amber.

Notes: Uncommon or rare spell (*WoG*).

**Mordenkainen's
Protection From Slime**
(Abjuration)
(Water)

Level: 4
Range: Touch
Components: V, S, M
Casting Time: 4
Duration: 2 rds./level
Area of Effect: Creature touched
Saving Throw: None

This spell helps protect a creature against attacks by all molds, slimes, puddings, oozes, and other formless, primordial beings. All attacks against the protected creature are made with a -2 penalty and the protected creature's saving throw has a +2 bonus.

The slime monster can attack the protection itself. The spell negates up to 10d4 points of such damage from slime before it collapses.

The material components are a bit of food mold pressed between two flat stones, and a pinch of diamond dust.

Notes: Uncommon or rare spell (*WoG*).

Mordenkainen's Sword**(Evocation)****(Force)**

Level: 7

Range: 30 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

Upon casting this spell, the wizard brings into being a shimmering, swordlike plane of force. The spellcaster can mentally wield this weapon (to the exclusion of all activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for *Mordenkainen's sword* to hit is the same as the chance for a sword wielded by a fighter of half the level of the spellcaster. For example, if cast by a 14th-level wizard, the weapon has the same hit probability as a sword wielded by a 7th-level fighter.

The sword has no magical attack bonuses, but it can hit nearly any type of opponent, even those normally struck only by +3 weapons or those who are astral, ethereal, or out of phase. It hits any Armor Class on a roll of 19 or 20. It inflicts 5d4 points of damage to opponents of man size or smaller, and 5d6 points of damage to opponents larger than man size. It lasts until the spell duration expires, a *dispel magic* is used successfully upon it, or its caster no longer desires it.

The material component is a miniature platinum sword with a grip and pommel of copper and zinc (500 gp). The miniature disappears upon the completion of the casting.

Notes: Common or uncommon spell (*PHB*).

Morgannaver's Sting**(Necromancy)**

Level: 5

Range: Touch

Components: V, S

Casting Time: 5

Duration: Until discharged (3 rds. maximum)

Area of Effect: 1 creature

Saving Throw: Special

This spell enables the caster to drain 3d4 hit points from any single creature and absorb them as healing energy. The caster has three rounds after casting to touch another creature (a success-

ful attack roll is required), or the spell is lost. If the caster begins casting another spell before touching another creature, the spell is also lost.

The first creature touched is affected, regardless of the caster's intentions. The affected creature must make a saving throw vs. spell. If successful, the creature loses 1d6+1 hit points, and the caster gains no hit points. If the saving throw is failed, the caster gains 3d4 hit points drained from the creature as healing energy. *Morgannaver's sting* does not confer hit points above the caster's normal total; excess hit points drained by the spell are simply lost.

The drained creature, if not killed, is wracked by intense pain for 1d3 rounds, suffering an Armor Class penalty of -2 and a -2 penalty to attack rolls during this time. Further, the creature is unable to cast spells or perform other activities requiring concentration. Hit points lost to this spell can be regained by the usual means (magical healing, rest, and so on).

This spell cannot drain undead creatures, nor creatures whose energies are based on the Negative Material Plane.

Notes: Rare or very rare spell from the FORGOTTEN REALMS setting. Known to be in the tome *Galadaster's Orizon*.

Morphail's Unholy Blessing**(Abjuration, Necromancy)**

Level: 5

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 turn/level

Area of Effect: 1 HD/level in a 50-ft. radius

Saving Throw: None

This spell gives undead creatures a saving throw against the undead turning powers of priests and paladins. For each experience level of the caster, 1 Hit Die of undead creatures is protected. When a cleric or paladin attempts to turn a protected undead, the undead creature receives the caster's saving throw vs. spell to avoid the effect. Undead that fail this saving throw are turned normally.

The evil Prince Morphail—a powerful vampire—created an *unholy blessing* to protect himself and his undead servants from priestly powers.

Notes: Found in the MYSTARA setting, where it is common or uncommon; virtually unknown elsewhere.

Most Excellent Force Sculpture, Bigby's

See Bigby's most excellent force sculpture.

Motion

(Alteration)
(Artifice)

Level: 5
Range: Touch
Components: V, S
Casting Time: 5
Duration: 1 turn/level
Area of Effect: 1 object
Saving Throw: None

This spell confers a magical motive force on an object touched by the wizard. The object must be designed to move in some way—for example, a wagon would roll on its wheels without the benefit of a horse to pull it; a boat or raft would move over water; a winch, capstan, water wheel, or millstone could be made to turn by itself; or a door or gate could open or shut by itself.

The motion can be started and stopped by command words specified by the wizard during the casting. The potential for motion on command exists for the duration of the spell.

The rate of motion is about the same as the object's normal operating speed (for example, up to 12 for a wagon, 18 for a chariot, etc.), and the wizard can vary speed or direction of motion within this normal range at will. The force of the motion is proportional to the size of the object affected, so a wizard might win a tug of war with a team of large draft horses if he has a large, sturdy cart to work with. This spell is useful for creating unusual machines and devices for a wizard's laboratory.

If the object's motion is interfered with by a greater force than it can counter (a giant grabs a magically powered water wheel and tries to stop it), the object resumes its ordered motion when the obstruction is cleared.

Notes: Rare spell. Known to be in *Prismal's Pocket Library, Vol. IV*.

Mount (Conjuration/Summoning)

Level: 1
Range: 10 yds.
Components: V, S, M
Casting Time: 1 turn
Duration: 2 hrs. + 1 hr./level
Area of Effect: 1 mount
Saving Throw: None

By means of this spell, the caster conjures a normal animal to serve him as a mount. The animal serves willingly and well, but at the expiration of the spell duration it disappears, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of course, a caster can choose a lesser mount if desired. Available mounts include those listed.

Caster Level	Mount
1-3	Mule or light horse
4-7	Draft horse or war horse
8-12	Camel
13-14	Elephant (and howdah at 18th level)
15+	Griffon (and saddle at 18th level)

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

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

Notes: Common spell (*PHB*).

Mountain Fortress

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.



Mouse

(Alteration)

Level: 2
 Range: Touch
 Components: V, S
 Casting Time: 2
 Duration: 1 hr./level
 Area of Effect: 1 object
 Saving Throw: None

Casting this spell on an object (weighing up to 5 oz., plus 1 oz. per level) causes that object to scurry off to a safe place and stay there. This generally be some narrowly confined space that is difficult to access, but allows some avenue for escape. If searched for, the object eludes the search by scurrying from hiding place to hiding place at a movement rate of 6.

The object stops moving when the spell expires or the caster voluntarily ends the spell. The spell is automatically dispelled if any searcher touches the object—this requires a successful attack against AC 0, as the object is quite nimble.

The object returns to the caster if he so commands it.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Move Dune

(Evocation)

(Province: Sand)



Level: 5
 Range: Special
 Components: V, S, M
 Casting Time: 5
 Duration: 1 rd./level
 Area of Effect: 10 ft. × 10 ft. × 10 ft./level
 Saving Throw: None

With this spell a caster can lift a heap of sand—or dust or gravel—and move it to a nearby location. To an observer, it looks as if the wizard levitates the load and sends it drifting through the air. The spell can move only small, dry, inorganic, and nonliving particles. It leaves wet soil (mud) and rocks behind, along with buried objects such as bones, treasure, and burrowing animals, revealing them for all to see. Also exposed are sentient creatures, including all types of elementals and earth-based creatures such as sandlings.

The wizard can hoist a load occupying a 10-foot cube per experience level, usually part of a dune. He must be able to see the dune to lift it.

He can move it up to 20 feet each round in any direction. The spell's duration is one round per level. Once the sand is launched, he doesn't need to concentrate to keep it moving, or even see it. The load moves in one mass. If the wizard deliberately drops it, the debris forms a cloud identical in effects to a *sand shield*, lasting 1d3 rounds. Creatures below a load that is dumped (as opposed to those who move into the resulting *sand shield*) are allowed a Dexterity check to avoid being buried.

The material component of this spell is a pinch of sand, blown upon by the caster.

Notes: Common for spellcasters from an Arabian setting; otherwise very rare.

Move Earth

(Alteration)

(Earth)

Level: 6
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: Special
 Duration: Special
 Area of Effect: Special
 Saving Throw: None

When cast, the *move earth* spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc. However, in no event can rock prominences be collapsed or moved. The area to be affected dictates the casting time; for every 40 yard × 40 yard surface area and 10 feet of depth, one turn of casting time is required. The maximum area that can be affected is 240 yards × 240 yards, which takes four hours.

If terrain features are to be moved—as compared with simply caving in banks or walls of earth—it is necessary that an earth elemental be subsequently summoned to assist. All spellcasting or summoning must be completed before any effects occur. As any summoned earth elemental will perform most of its work underground, it is unlikely that it will be intercepted or interrupted. Should this occur, however, the movement of the earth requiring its services is stopped until the elemental is once again available. Should the elemental be slain or dismissed, the *move earth* spell is limited to collapsing banks or walls of earth.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures; its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag and an iron blade.

Note: This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, etc. are relatively unaffected, save for changes in elevation and relative topography.

Notes: Common spell (*PHB*).

Move Object — Old Empire

(Alteration)
(Mentalism)

Level: 2
Range: 10 yds.
Components: S
Casting Time: 2
Duration: Special
Area of Effect: 1 object
Saving Throw: None

This spell enables the caster to point to a single small object and move it. The wizard can move an object weighing up to two pounds per level to a maximum of 20 pounds. Complex movements are not possible: While a dagger can

be pulled from its sheath if not secured, the caster cannot unbuckle a belt. A wizard can use this spell to push or pull levers from a safe distance. This spell cannot be used to animate and attack with weapons from a distance.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell. Optionally, the spell can be made available to mentalist specialists.

Move Sand

(Evocation)
(Province: Sand)



Level: 1
Range: 30 yds.
Components: V, S, M
Casting Time: 1
Duration: 2 rds. or less
Area of Effect: 3-ft. cube/level
Saving Throw: Special

This magic allows the caster to direct the movement of sand in a localized area—even against the forces of wind, gravity, and spells that are 2nd level or lower. Control is by sheer will and expressive gesture; the caster does not have to touch the sand directly, but must be able to see



it during the spellcasting. In all cases, movement of the sand is slow and obvious.

This spell only functions in areas with a large amount of loose sand or dry earth, such as a desert, beach, or windswept barren. All or part of the loose sand in the area can be moved (within limits of the spell). *Move sand* does nothing in areas of solid rock, abundant plant life, or great moisture; these cause the spell to fail.

Move sand can prevent sand from blowing or drifting into a designated area, or help the caster dig out an area that has been covered. It serves equally well in the careful removal of sand from buried objects (even the living). The spell also can serve to create a drift that temporarily blocks an enemy's view.

In certain situations, *move sand* can be used to trigger a slide of sand from atop a dune, or to protect individuals caught in such a sandslide. To determine success, roll 1d20 and note the result. Then roll 1d8 and add the caster's level to determine a second result. If the second result is higher, the caster succeeds in triggering the sandslide. Otherwise the sand moves (or fails to move) normally.

If this spell is used to deliberately lift sand or dust that is stable or at rest in calm conditions, it can create a cloud that obscures an enemy's vision. The cloud remains airborne for one round, and measures up to 20 feet by 10 feet across, by 5 feet deep. All missile attacks through such a cloud suffer a -1 attack penalty. A saving throw bonus of +1 is allowed against attacks that can be dodged (cf., Dexterity bonus); an example is *lightning bolt*.

The material component is a handful of sand.

Notes: Common for spellcasters from an Arabian setting; otherwise very rare.

Mug, Bugman's

See Bugman's mug.

Muirara's Map

(Divination)

(Geometry)

Level: 5

Range: 0

Components: V, S

Casting Time: 2 rds.

Duration: 1 rd.

Area of Effect: Special

Saving Throw: None

Developed by one of Sylune's favorite appren-

tices, the long-dead half-elf sorceress for whom it is named, this spell allows the caster to perceive a mental picture of four lights in darkness: one light is the caster, two others are known places the caster has visited at some previous time (specified during casting), and the third is a chosen being.

Viewing this mental map gives the caster a rough idea of the location of a being she seeks, and his or her direction and distance from the caster. If the being happens to be at one of the chosen locations, the spell confirms this and gives a greater indication of the subject's whereabouts: A hazy mental picture shows if the being is indoors or outdoors, above or below ground level, and moving or stationary.

The spell can find any creature on the same plane as the caster, except a being using *non-detection* and like magics (*Rary's protection from scrying*, *Mordenkainen's private sanctum*, etc.) or psionic means of concealment.

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Multi-Lock

(Alteration)

Level: 6

Range: 10 yds./level

Components: V, S

Casting Time: 1

Duration: Permanent

Area of Effect: Special

Saving Throw: None

This spell seals an enclosed area: all closing and shuttering devices such as doors, windows, gates, sliding panels, and similar barriers to entry or egress instantly slam shut and *wizard lock*. The area must be closable along its perimeter: a room, a shuttered pavilion, a hallway of doors, and so on. The spell has sufficient force to dislodge iron spikes and stone or timber props, and can send creatures of up to Huge size sprawling.

The maximum volume that can be covered by a *multi-lock* is a cube 40 feet per side. The cube increases by 10 feet per caster level above 12th, so a 13th-level wizard affects a 50-foot cube, a 14th-level wizard affects a 60-foot cube, and so on. No closures beyond the immediate area to be sealed will shut, regardless of the maximum area of effect.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Multiple Mouths, Elminster's

See Elminster's multiple mouths.

**Mummy Creation — Old Empire
(Necromancy)**

Level: 5

Range: 50 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 turn/level

Area of Effect: 1 mummy/4 levels

Saving Throw: None

With this spell, the wizard can animate up to one corpse per four levels of experience (all fractions are rounded down). The corpses must be properly prepared: Each requires an embalming fluid that costs 1,400 gp and each body must be properly wrapped and prepared, which requires six full hours each.

When activated by this spell, these corpses have all of the abilities, including hit points, of mummies (see the *MONSTROUS MANUAL*). When the spell has run its course, or when the mummies are destroyed, the corpses crumble to dust. Usually only the bodies of slave-servitors are treated in this fashion.

The material component is mummy dust.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a read *Southern magic* spell.

Mummy Production

A variation of the 5th-level mummy creation known to a specialized type of necromancer known as a Deathmaster. It is the same except that only one mummy is created, it must be activated with a word within 24 hours of the casting, and the mummy can be deactivated only by its destruction. The mummy is under the control of the caster, but has a chance to become free-willed (treat as a controlled undead, see control undead).

Mummy Rot

Aka mummy touch. The various treatments of this effect have been combined into a single "official" version of the spell.

Mummy Touch

(Necromancy)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: Neg.

Upon casting this spell the wizard is empowered to inflict the mummy rotting disease on others by touch for the duration of the spell. Against an actively resisting creature, this requires a successful attack roll.

Mummy rot causes the flesh of the victim to putrefy and decay. This causes a loss of 2 points of Charisma per month and is fatal in 1–6 months if untreated. Mummy rot can be cured by *cure disease* and more powerful magics that duplicate its effect. While under the effects of mummy rot, the victim cannot benefit from *cure wound* spells of any type. Natural healing takes place at 10% of the normal rate.

The spell does not change the caster's appearance or affect other abilities. The *mummy touch* affects everyone the caster touches, save himself, for the duration of the spell. The caster can, if desired, end the spell prematurely.

Undead are immune to the effects of *mummy touch*, as are other creatures that would not normally be affected by the attack of a mummy (such as iron golems). Mummy touch cannot be granted to another individual. The disease functions only by direct touch—it cannot be used to poison food or drink.

The material components of this spell are a pinch of mummy dust and a drop of blood.

Notes: Uncommon for necromancers; otherwise very rare. In the FORGOTTEN REALMS setting, it is known to be in the tome, *Tidings of Conflict and Woe*.

Murderous Mist, Merald's

See Merald's murderous mist.

Murdock's Feathery Flyer

(Alteration)

(Air)

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

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

If the caster spreads his arms and jumps from a height, he can glide through the air. For each foot of elevation, the wizard can glide five feet horizontally. Thus, a wizard jumping from a 10-foot wall could glide up to 50 feet. Gliding characters have a movement rate of 12 and Maneuverability Class E.

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

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

The material component is an eagle's feather.

Notes: Uncommon or rare spell (*ToM*).

Murlynd's Ogre

(Conjuration/Summoning)
(Alchemy)

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: Creates 1 ogre

Saving Throw: Special

When the spellcaster brings this dweomer into play, a hissing veil of odd colored vapors shoots upward. From behind this screen of clashing, misty smoke steps an ogre-like creature of obscene bulk and hideous visage. All creatures of 4 or fewer Hit Dice or levels of experience will flee for 1d4 rounds and spend a like period recovering from trembling. They must successfully save vs. spell before having sufficient courage to return. Creatures of 4+ Hit Dice (5th level or greater) receive an immediate saving throw vs. spell to avoid the *fear* reaction noted above; those of 8+ Hit Dice or 8th level save at a +4 bonus.

While it appears fearsome, the ogre is but a wraith-like creature with no form or substance. It inflicts but 1d4 points of damage when it attacks (as an ogre). Although it can be struck only by magical weapons, it is destroyed by a mere six points of damage.

The material components for this spell are any bit of ogre (hair, nail pairing, etc.) and a piece of horsehide.

Notes: Rare or very rare spell (*WoG*).

Murlynd's Void

(Alteration, Conjuration)
(Dimension)

Level: 6

Range: 30 yds.

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 ft./level diameter

Saving Throw: Special

Murlynd's void creates a gaping black hole in some surface within spell range—floor, ceiling, wall, ground, etc. The opening lasts for as many rounds as the caster has levels of experience. The void is a vacuum, like the gate to another place (extra-dimensional non-space). Small light items (such as paper, leaves, and other items of less than ¼-pound weight) within a 100-foot radius of the void will whirl up into the air in a vortex, disappearing into the pitch black opening. Small fires within 10 feet of the void edge are extinguished as the air is drawn into the vacuum. In tightly closed areas of under about 20,000 cubic feet (under 30 × 30 × 25 feet), the atmosphere is thinned such that breathing is impossible for the void's duration and for one turn after it disappears, unless ventilation is somehow established. Creatures immediately above the opening created by the casting of the spell must save vs. spell or be lost in the non-space until they are somehow rescued, find a way out, or die. Those within 3 feet of its edge, or its surface (if on a wall, ceiling or otherwise not underfoot) must make a successful saving throw vs. paralyzation, or likewise be drawn in and be lost. Successful magic resistance withstands the spell effect.

The spell components are a hollow sphere of black glass and a strip of paper given a half-twist and glued together at the ends.

Notes: Rare or very rare spell (*WoG*).

Murmuring Masses

(Illusion/Phantasm)
(Mentalism)

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level + 1d6 rds.

Area of Effect: 10-ft. cube/level

Saving Throw: None

When this spell is cast, the wizard creates an illusionary crowd of mentally murmuring voices. Any psionic creature in, or attempting to access, the area of effect (with contact, attack, clairaudience, etc.) suffers a -4 to all psionic power scores due to the "crowd noise."

The casting requires a fragile, fine stemmed glass (25 gp) containing a small fruit or vegetable. The glass must be raised as if in a toast. The glass is not consumed in the casting, but the caster must eat the garnish to complete the spell.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Music Box, Darsson's

See Darsson's music box.

Mycontil's Last Resort

(Alteration, Evocation)

Level: 9

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 (see below)

Duration: Instantaneous

Area of Effect: 30-ft. radius

Saving Throw: Special

When cast, this spell converts all remaining spells in the caster's memory to magical energy, much like the final strike of a *staff of the magi*. The wizard can direct this energy to any point within 5 yards per level, a base range of 90 yards. All creatures in a 30-foot radius take 1d4 points of damage per spell level memorized; those farther away than 10 feet are allowed a saving throw vs. death magic for half damage.

This spell even works against magic resistant creatures. A creature that is 65% magic resistant can resist only 65% of the damage, taking the rest normally. If farther away than 10 feet, the creature is allowed a saving throw for half damage.

The caster must make an immediate, successful system shock roll or die. Success costs the caster one point of Constitution, and puts him in a coma for 1d4 weeks. The coma can be ended in 1d4 days by a *heal* spell cast for this purpose alone.

The material component is the finger bone of an archmage, which must be prepared in a ritual that takes from 1 to 4 days. The preparation is costly, involving diamond dust worth at least 5,000 gp and a pure platinum ring worn on the finger. When the preparation is complete, the caster intones all but the final word of the spell.

After all is prepared, the caster activates the spell merely by speaking the final word and breaking the finger bone. After the initial casting, the caster need not keep this spell in memory; possession of the ring and bone is sufficient to call upon this spell.

This is the spell that most wizards claim Mycontil used in his climatic battle against the Dambraii. The spell was claimed by Ramael, and is one of the chief arguments his foes used to discredit him.

For obvious reasons, this spell is not used frequently. In the history of Halruaa, only Mycontil is thought to have cast this spell.

Notes: Very rare in the FORGOTTEN REALMS setting, best known in Halruaa, the Shining South; virtually unknown elsewhere.



Mylsibis's Arcane Contention (Enchantment, Evocation, Illusion/Phantasm)

Level: 9

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 battlefield

Saving Throw: Special

A wizard who unleashes *Mylsibis's arcane contention* enters a magical duel of extreme efficacy and catastrophic effect with another wizard. The *arcane contention* creates twin phantasmal creatures of awesome size (which seem real to all others), controlled by the participating wizards.

The challenge is issued when one wizard casts this spell, initiating a complex series of formal responses. The challenge can be issued to any wizard within range, regardless of intervening barriers of any type. The spell fails if a specialist mage is challenged.

If the challenge is accepted, the challenged wizard is immediately compelled to cast at least 10 spell levels of spells or his own *arcane contention* spell. These spells are absorbed to power the *contention*; none of their normal effects manifest in any way. When the challenged wizard's casting is complete, the *arcane contention* proper is joined.

A challenged wizard who does not wish to meet the challenger must make a saving throw vs. spell to avoid being drawn into the contention. Wizards of less than 12th level automatically make their saving throws against the spell if they so choose. Failure to save draws in the challenged wizard and the required spells must be cast.

Once the *arcane contention* proper begins, both wizards become immobile and absolutely vulnerable. Typically, each wizard will be in friendly territory or have magical defenses prepared. Each wizard chooses a monster type to represent him in the battle. Any monster can be chosen, as long as it is one the wizard has studied in detail. The monster need not be of the wizard's alignment, but it cannot be a unique being or a specific individual.

Once both wizards have selected a "champion monster," the apparently real champions form at 10 times the creatures' normal size (this affects size, Hit Dice, and other applicable factors by a factor of 10; however, damage per attack is but three times normal). Hit points are rolled for the monsters, and 2 hit points are added to each monster's total for each level of the controlling wizard (an 18th-level wizard adds 36 points to the champion monster).

Each champion monster is identical to the stock from which it is envisioned, including special abilities, special defenses, magic resistance, Intelligence, immunities, and so on. In addition, the champion can cast spells as its controller, using the wizard's actual memorized spells, except *Mylsibis's arcane contention*. The magical champions damage only each other, regard-

less of attack form, and take damage only from the opposing champion.

The champion monsters do battle under the direction of the controlling wizards. All movement, attack rolls, damage rolls, saving throws, etc., are made exactly as they would be in a normal battle. Players should keep track of how many points of damage their monsters take in combat.

During the battle, each wizard must maintain concentration, or lose control of his champion during the interruption. An "uncontrolled" champion can attack only physically (no spell use). Neither champion can use spells or physical movement to leave the battlefield; neither can willingly move out of sight of the opposing champion or either of the controlling wizards. The battle ends when one champion is slain by the other.

The wizards can affect their champions during the contention in the following ways:

- *Expend Hit Points:* The wizard can transfer his own hit points directly into his champion on a one-for-one basis; this includes hit points received from magical healing. (Note: The *heal* spell and other methods of restoring all hit points at once will not restore any hit points during the *arcane contention*.)
- *Expend Ability Score Points:* The wizard can increase the damage done by any attack of his champion at a rate of 1 point per point of any ability score expended (Strength, Intelligence, etc.). No score can be reduced below zero; if any score is at zero at the end of the battle, the wizard dies. Expended ability score points return at the rate of 1 point per ability below normal for every two rounds.
- *Expend Magical Item Charges:* The wizard can expending charges from his magical items. Each charge can either add 1 to the champion's hit point total, or increase the damage done in one attack by 1 hit point.
- *Magical Healing:* Any healing that the wizard receives during the contention may optionally be applied to his champion, with the exception of a *heal* spell.

Healing Limits: No more hit points can be added to a champion once it has received twice its original number of hit points.

Example: A wizard with 56 hit points increases the hit point total of his champion (currently at 200 hit points) by 40 hit points. The wizard's new total will be 16 hit points, and the champion's new total will be 240. The wizard also has a Strength of 16 and a Constitution of

17. If the champion monster is directed to cast a *fireball* spell that would normally do 67 points damage, the wizard may opt to reduce both his Strength and Constitution scores by 10 (to 6 and 7, respectively) and have the champion inflict 87 points of damage (save for half). Much later, the champion is severely wounded and has but 42 hit points remaining. The wizard drinks a *potion of extra-healing* and opts to use half of the 20 hit points he gains to heal himself, bringing his total up to 26 hit points, and the champion's hit point total up to 52.

When the battle is concluded, both phantasms vanish, and the losing wizard takes 10% of the damage his champion suffered (no saving throw), and loses from memory all the spells his champion cast during the battle.

The victor loses 5% of the damage his champion suffered, but does not lose any spells from his memory (besides an expended *Mylsibis arcane contention*, of course). The victor also gains an experience points bonus equal to half the experience point value of the vanquished wizard.

Any enemies of the victor under 2 Hit Dice who viewed the battle must make morale checks or suffer the effect of a *fear* spell, and those of 2+ to 4 Hit Dice must make saving throws vs. spell or suffer from the effects of a *scare* spell. Those friendly to the victor gain a bonus of +1 to their morale for the battle.

Notes: Very rare spell; barred to specialists. Known to be in *Mylsibis's Codex of Contention*. (Updated from *DRAGON* Magazine.)

Mystic Rope — Witch

(Conjuration/Summoning)
(Artifice)

Level: 3

Range: 100 yds.

Components: V, S, M

Casting Time: 3

Duration: 2 turns + 5 rds./level

Area of Effect: Creates 1 rope

Saving Throw: Special

This spell creates a magical rope that obeys the caster's verbal orders. The rope is 10 feet per caster level in length, up to a maximum of 100 feet, and appears in the caster's hand. The rope has two principal uses: *climbing* and *entanglement*. While the caster can switch freely between these, the rope can perform only one function at a time. The rope has a movement rate of 9 and an

effective Strength of 19. The rope can snake upward, but cannot leap more than 10 feet, although it can be thrown farther.

A. Climbing. The rope can move up walls or cliffs and secure and knot itself. If the height scaled is less than half the rope's length, it can form a loop and hoist or lower weights up to 500 pounds each as ordered by the caster. Otherwise, those using the rope must ascend or descend under their own power. The caster can order the rope to return after the obstacle has been bypassed.

B) Entanglement. The rope can ensnare and bind a foe. The caster can throw it up to 30 feet to entangle a nearby enemy, or it can move and attack as directed. The rope can entangle only one creature each round (a successful saving throw vs. spell avoids the attack). The rope continues to attack each round until the caster orders otherwise. See the table for the total number of creatures that can be entangled at one time.

Snared creatures can try to escape at the beginning of each round. A successful bend bars roll is required—use the table if Strength is unknown. Escape is automatic if the rope is destroyed. The rope cannot move a creature weighing 500 pounds or more, but can ensnare creatures that venture within reach of its remaining length.

The *mystic rope* is destroyed by a successful *dispel magic* spell, by the escape of a creature of Large size or greater, or by failing a saving throw against disintegration, magical fire, lightning, or acid (saving throw: 12). Also, the rope can be destroyed by 10 + 2d4 points of damage from slashing weapons.

The material component is a miniature rope of braided hairs from the mane of a nightmare.

Notes: Restricted to witches and those trained by them; rare. Optionally available to artificers; very rare.

Creature Size	Rope Required	Escape Chance if no Strength Score
Tiny	1 ft.	1%
Small	3 ft.	2%
Man-sized	6 ft.	4%
Large	20 ft.	16%
Huge	30 ft.	50%
Gargantuan	50 ft.	70%

Mystic Shield — Phaerimm (Abjuration, Alteration)

Level: 8

Range: 0

Components: V, S, M
 Casting Time: 1 rd.
 Duration: 1 rd./level
 Area of Effect: 1 being
 Saving Throw: None

This spell creates an invisible aura around the casting phaerimm or a touched spell recipient. It moves with the protected being, and prevents all wizard spells of 7th level or less, and all priest spells of 6th level or less, from having any effect on the being.

The protected being can, however, cast spells and wield magical items normally (even on himself, within the aura). This usage has no effect on the *mystic shield*, nor does it prevent the protected being from successfully summoning a *Leomund's secret chest*, or using *Drawmij's instant summons* or any other spell that brings things to the caster. Magical armor and protections worn or used by the protected being function normally within the aura.

To physical attacks and senses, the *mystic shield* does not exist. A magical blade striking the protected being inflicts only physical damage: any magical damage bonuses, attack bonuses, or magical special effects are negated.

The material components of this spell are a stone, a drop of blood, a tear from the caster's eye, and a clear gemstone of not less than 400 gp value.

Notes: Restricted to phaerimm; common.

Mystic Sphere — Phaerimm (Abjuration, Alteration)

Level: 9
 Range: 0
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 1 rd./level
 Area of Effect: 10-ft. radius
 Saving Throw: None

This spell creates an invisible spherical field around the casting phaerimm or a touched spell recipient. All wizard spells of 8th level or less, and all priest spells of 6th level or less, have no effect within this sphere.

The area of effect can be moved around at the caster's will (at a rate of up to 60 feet per round in any direction—including through solid objects or underground). It need not remain around the caster, and can protect all beings within it (or those parts of beings within its confines).

Beings within a *mystic sphere* can cast spells and wield magical items normally, without affecting the sphere. A *mystic sphere* does not prevent beings within it from successfully summoning objects from outside the sphere, with magic. Magical armor and protections function normally within the sphere.

To physical attacks and senses, a *mystic sphere* does not exist. Within its confines, a magical weapon inflicts only physical damage: any magical damage bonuses, attack bonuses, or magical special effects are negated.

The material components of this spell are a stone, a tear from the caster's eye, and a clear gem of at least 600 gp value.

Notes: Restricted to phaerimm; common.

Mystic Writing

(Alteration)
 (Geometry)

Level: 2
 Range: Touch
 Components: V, S, M
 Casting Time: 2
 Duration: Until triggered
 Area of Effect: Special
 Saving Throw: None

By casting this spell, the wizard inscribes a message of up to 25 words upon a solid surface, using a special pigment. Any interruption of the inscription process prevents completion of the message, but does not affect words already inscribed. The words glow for one round after they are written, and then fade out. They reappear when a *detect magic* spell is cast upon them, or when a specified event takes place within 10 yards of the location. When the *mystic writing* is triggered, it remains for one round and then vanishes.

Triggering events might include the arrival of a certain creature or type of creature known to the caster, a certain date, or events such as "when moonlight strikes this stone," or "when a bard stands here and plays an elven ballad." Spells cannot be incorporated into *mystic writing*. The spell lends itself to permanency.

The material component is the special pigment, which costs 200 gp per application.

Notes: Uncommon spell. (Updated from *POLYHEDRON* Newszine.)

Mystical Spy, Rastor's

See Rastor's mystical spy.



Nahal's Nonsensical Nullifier*

(Abjuration)
(Wild)

Level: 2
Range: Touch
Components: V, S, M
Casting Time: 2
Duration: 1d6 rds. + 1 rd./level
Area of Effect: Creature touched
Saving Throw: None

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

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

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

1d10 Roll	Alignment
1	Lawful Good
2	Lawful Neutral
3	Lawful Evil
4	Neutral Good
5	Neutral
6	Neutral Evil
7	Chaotic Good
8	Chaotic Evil
9	Chaotic Neutral
10	No Alignment

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

Notes: Restricted to wild mages; common.

Nahal's Reckless Dweomer* (Invocation/Evocation) (Wild)

Level: 1
Range: Special
Components: V, S
Casting Time: 5
Duration: Special
Area of Effect: Special
Saving Throw: Special

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

Before casting the spell, the mage announces the spell effect he is trying to create. The mage must be able to cast the spell (that is, has it in his spellbooks), but need not have it memorized. After announcing the spell (along with the target and any other conditions required by the spell), the wild mage casts *Nahal's reckless dweomer*. A burst of magical energy is released, which the wild mage tries to manipulate into the desired form. The actual effect of the spell is rolled randomly on Table 2: Wild Surge Results.

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

Notes: Restricted to wild mages; common.

Nature Call — Witch (Conjuration/Summoning) (Song)

Level: 2
Range: 0
Components: V, S, M
Casting Time: 2
Duration: Special
Area of Effect: 120-ft. radius
Saving Throw: None



A witch can summon either 1d10 small birds or mammals (up to the size of a squirrel or hawk), or a single larger bird or mammal (up to

the size of an eagle or a wolf). If any such creatures can be found within the area of effect, they immediately come forward to serve the caster. The summoned creatures can be directed to fight on the caster's behalf for up to 3 rounds plus 1 round per caster level, or to perform one distinct mission or task of a noncombative nature, such as carrying a message or small object. In this case, the summoned creatures obey the wizard's initial order to the best of their ability for up to three days.

While the wizard's allies are willing to enter combat on his behalf, their morale is not enhanced in any way, and they refuse to attack creatures that they recognize as their natural predators or groups of larger creatures. Even if they choose to engage an enemy, the creatures rarely fight to the death. At the DM's discretion, an animal or bird may be willing to feign an attack, causing confusion in creatures of animal intelligence or lower, and causing a -2 attack penalty to more intelligent monsters for as long as the animals keep up their harassment. Refer to the *MONSTROUS MANUAL* Tome for details of specific creatures (see Bird; Mammal, Small; or Wolf).

Notes: Restricted to witches (common) and song mages (uncommon). The DM may also allow characters of gypsy blood, Nature mages, or Savage mages access, as well.

Nautical Ball Lightning (Conjuration)

Level: 4

Range: 60 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 ball/5 levels

Saving Throw: ½

This spell creates one ball of lightning for every 5 levels of the caster. Each ball can be sent to a different target, and balls of lightning are usually targeted at the members of a ship's crew. A ball of lightning is 2 feet in diameter and flies through the air to strike its target at a movement rate of 24. Once it impacts its target, whatever the target, it moves rapidly along nearby surfaces in random directions: up masts, along decks, down ladders, and so forth, at a movement rate of 12. If it moves within 15 feet of another living being, it "chases" that being until it strikes this new target, and then begins

random movement until it acquires a new target, continuing this cycle until it becomes stuck at a certain location, such as the top of a mast or at the end of a yardarm (10% chance rolled each round after the first if the ball's current location indicates the possibility), or the spell's duration ends.

A ball of lightning inflicts 1 point of damage per level of the spellcaster each time it touches a living creature. It automatically strikes a living creature who is its initial target, provided the target cannot outrun it; if it acquires new targets after the first, it automatically strikes them if its movement and theirs could intersect in a given round. If a ball stops a certain spot (for example, reaching a dead end at the end of a mast or spar), the lightning starts a small fire on a roll of 5 or 6 on 1d6. Creatures at that same location take 1 point of damage per level of the spellcaster each round they are in contact with the ball.

Notes: Common for Sea mages, especially in the FORGOTTEN REALMS setting Sea of Fallen Stars region; otherwise very rare.

Special DM Note: When handling the *nautical ball lightning* effect, concentrate on its flash and shimmer; don't try to map its course in excruciating detail. Run it as a special effect with quicksilver speed and have it add to the usual chaos of a sea-fight.

Nautical Ironwood (Alteration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 hr. + 1 hr./level

Area of Effect: 8 cu. ft. of wood/level

Saving Throw: None

Nautical ironwood temporarily lends the strength of iron to the common wood used in a ship. This spell is most often used to reinforce the planking of a hull, and sometimes to brace spars and masts. Although the wood gains in strength, it becomes no more heavy. The 8-cubic-foot area of effect can protect an area of the hull nearly 2 feet wide by 4 feet long. A 6th-level wizard, for instance, could make a 6-foot



by 8-foot area iron-strong, or a 4-foot by 12-foot one. Vulnerable areas near the waterline can be protected, or the prow reinforced if ramming is expected. *Nautical ironwood* doubles the normal damage capacity against impact, stress, and fire. Wood bespelled in this manner gains a saving throw of 6 against the effects of the *warp wood* spell. The spell lends itself to permanency.

The material components are a spike of iron and the dust of one small diamond of 500 gp value, which are consumed in the casting.

Notes: Uncommon for Sea mages; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Nchaser's Glowing Globe (Alteration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: Permanent

Area of Effect: 1 glass globe

Saving Throw: None

The spell places a *continual light* within a globe of brown glass, and allows the wizard to control the brightness of the globe mentally.

The light within the globe functions as a *continual light* spell, illuminating an area of up to 60 feet in radius. By mental control, the caster can reduce this illumination to a dull, luminous glow similar to *faerie fire*. The caster need not concentrate on the spell to maintain it, only to change the level of illumination. The wizard can control the illumination at a distance of 10 yards per level of the caster.

The caster can maintain any number of globes simultaneously and change their illuminations independently or simultaneously. The globes can be moved or carried, but if destroyed, their magic is lost (they save as glass objects). If the caster dies, the globes continue to function, but control of their illumination level can be switched to a new owner able to cast 4th-level wizard spells who touches the globes to establish control.

The spell requires a globe of blown glass of the finest quality and a small spark as its material components.

Notes: Rare or very rare spell from the *FORGOTTEN REALMS* setting. Known to be in *Nchaser's Eiyromancia*. The suggested cost for unenchanted glass globes is 30 gp, these are rare and most often specially ordered.

Negate Magical Weapon — Red Wizards

(Abjuration)

Level: 4
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 1d4 + 4 rds.
 Area of Effect: Creature touched
 Saving Throw: None

The recipient of this spell is not affected by the magical abilities of enchanted weapons. A *broad sword +1*, for example, simply becomes an ordinary broad sword. This spell affects most magical powers of an enchanted weapon. Such items as the *nine lives stealer*, *defender*, *holy avenger*, and so on still inflict the base damage common to normal weapons of their type.

This spell does not negate powers that affect a weapon's wielder. An intelligent sword that allows its bearer to *fly*, *detect magic*, or provides spell-like abilities such as *strength*, *levitation*, or *telekinesis* continues to do so. An ability that affects the recipient of this spell—*charm person*, *ESP*, and so on—is negated.

Negate magical weapon does not affect a special purpose power. If a wizard who casts the spell on himself is attacked by a weapon whose special purpose is to defeat wizards, the weapon's special purpose powers (*blindness*, *confusion*, *disintegration*, and so on) still function. Only the weapon's normal magical bonuses and lesser powers are negated.

The material component is a dagger of at least +1 enchantment, or a gem-encrusted platinum dagger of finest workmanship worth at least 800 gp.

Notes: Restricted to the Red Wizards of Thay and those trained by them; uncommon.

Negate Shadowy Form

Reversed form, see Lorlovheim's shadowy transformation.

Negate Turning

Lost spell. Reputed to be a 4th-level spell able to negate the priestly ability to turn or command undead by multiple priests at once.

Negative Plane Protection (Abjuration, Necromancy)

Level: 7
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: Special (1 turn/level max.)
 Area of Effect: 1 creature
 Saving Throw: None

This spell protects against *energy drain* spells and similar undead powers. The creature touched is partially protected against one successful attack of this type per five experience levels (round down; two at 14th, three at 15th, four at 20th, etc.). Note that this differs from the 3rd-level priest spell of the same name.

Undead existing partially on the Negative Material Plane (such as shadows, wights, wraiths, spectres, and vampires) inflict physical damage normally, but if the protected creature successfully saves vs. death magic, no drain of Strength or level results. Instead, the energies cancel with a flash of brilliant light and a thunderclap; an attacking undead creature suffers 2d6 points of damage. Attackers using spells or magic to drain energy are not so harmed. Note that unlike the priest spell, failure to save vs. death magic does not cause the protected being double physical damage.

The spell lasts for one turn per level of the caster unless discharged first. This spell cannot be cast on the Negative Material Plane.

The spell also provides protection from *eneration* and similar spells that reduce the protected creature's level or Strength by means of a Negative Energy Plane connection.

The material component is three drops of the caster's blood.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Book of Shargalar the Black*.



Nemicron's Transference

(Alteration)
(Alchemy)

Level: 5
Range: Touch
Components: V, S
Casting Time: 5
Duration: Permanent
Area of Effect: Two objects
Saving Throw: None

This spell can be cast upon any two nonmagical objects of less than one cubic foot mass. One physical property is switched between the two at the caster's discretion, such as strength, weight, melting and boiling points, edibility, and so on. The caster must touch both objects to effect the spell.

For example, a wizard could cast this enchantment upon a glass beaker and an iron bar, causing them to exchange their strengths. This would give the beaker the saving throw of hard metal against blows and falls, while reducing the saving throw of the iron bar to glass. Each object retains its weight, shape, and appearance. This spell does not work on magical objects.

Notes: Rare or very rare spell. (Updated from *POLYHEDRON* Newszine.)

Nerve Dance

(Necromancy)

Level: 7
Range: 120 yds.
Components: V, S, M
Casting Time: 7
Duration: Concentration (3 rds. + 1 rd./level maximum)
Area of Effect: 1 to 3 creatures
Saving Throw: Special

Casting this spell causes one to three glowing, red streamers to shoot from the caster's hand. Each of these streamers, under the caster's direction, pursues an intended target until it strikes and wraps around the target. A targeted creature is allowed a saving throw vs. spell; failure means the streamer engulfs the creature. The saving throw must be made each round until the spell expires.

Those failing the saving throw take 2d6 points of damage and fall to the ground in excruciating pain for as long as the spell lasts. Those who make their saves must continue to dodge and weave and are incapable of spellcasting or similar actions. Sending multiple streamers against the same target has no additional effect, not even additional saving throws.

The caster must concentrate on the streamers to direct them. If his concentration is broken the spell ends immediately. Otherwise, the maximum duration of the spell is 3 rounds, plus 1 round per caster level. Streamers passing beyond the spell range dissipate harmlessly.

The streamers can be destroyed before they wrap a target creature. Each is AC 0, and any hit from a magical weapon destroys it. The streamers take no damage from normal weapons.

The material components are a 6-inch strand of red spider silk, and a glass rod with *continual light* cast upon it. The rod is used to direct the streamers. The spider silk is consumed in the casting, as is the *continual light* spell.

Notes: Common in the Shining South of the FORGOTTEN REALMS setting; otherwise very rare. Known to be in the books of Random the Mad.

Net

(Evocation)

(Alchemy)

Level: 2

Range: 5 yds./level

Casting Time: 2

Components: V, S, M

Duration: 5 rds./level

Area of Effect: 10-ft. cube

Saving Throw: Neg.

This spell, conjures a heavy, sticky weblike net in a 10-foot cube around its target area. The net doesn't anchor itself to surfaces, but entangles any moving objects or persons within its area.

Those in the area of effect must make saving throws vs. spell. If successful, they manage to dodge the net or break the few strands that hold them. Those who fail are entangled and immobilized for at least one round. They can cut their way free in following rounds or break free if their Strength is greater than 15. The net is not flammable.

The *net* spell is a variation of the *web* spell, but its limitations make it far more useful for use within the city of Waterdeep. The net needs no anchors and can be conjured in mid-air, either to drop on miscreants below or to entangle flying creatures. Its size limitations and shorter duration create fewer problems with traffic and bystanders, since it doesn't obstruct entire streets like a normal *web* spell. Due to their flame retardance, multiple *nets* can be used to help smother small fires as part of a fire-guard.

The material component is a bit of spider web or rope.

Notes: Known to the Watch-Wizards and Wizard Guild of Waterdeep; common among them.

Net — Hishna

(Invocation/Evocation)

Level: 3

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 turns/level

Area of Effect: Special

Saving Throw: Neg. or ½



A *net* spell creates a many-layered mass of strong, sticky strands 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 the net collapses upon itself and disappears.

The *net* spell covers a maximum area of eight 10 × 10 × 10-foot cubes and the net must be at least 10 feet thick, so a mass 40 feet high, 20 feet wide, and 10 feet deep can be cast. Creatures caught within the strands, or simply touching them, become stuck among the gluey fibers.

Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is successful, two things may have occurred. If the creature has room to escape the area, then it is assumed to have jumped free. If there is no room to escape, then the net is only half strength. Creatures with less than 13 Strength (7 if the webs are half strength) are stuck until freed by another or until the spell wears off. Missile fire is generally ineffective against creatures trapped in the net.

Creatures with Strengths between 13 and 17 can break through one foot of net strands per round. Creatures with 18 or greater Strength can break through two feet of strands per round. If the net is at half strength, these rates are doubled. (Great mass equates to great strength in

this case, and creatures of large mass hardly notice strands.) Strong and huge creatures can break through 10 feet of netting per round.

Furthermore, the strands of a *net* spell are flammable. A magical flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire—torch, flaming oil, flaming sword, etc.—can set them alight and burn them away in a single round. All creatures within a flaming net suffer 2d4 points of damage from the flames, but those free of the strands are not harmed.

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

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Net of Stars

(Evocation)

Level: 8

Range: 10 ft./level

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a whirling cluster of stars (twinkling motes of raw spell energy) that can be wielded mentally by the caster to lash one target repeatedly or directed to spin and dance rapidly about in an area, filling it with a net that harms all creatures in its confines.

The *lash* of motes, which affects only one creature, is fan-shaped: 20 feet long, 40 feet across at its farthest edge, 2 feet wide at its base, and about 6 feet thick. The caster cannot work any other magic while wielding a *net of stars* as a *lash*. The *lash* causes 2d12 points of damage each round; the target creature is hit automatically and receives no saving throw. If a second being moves to forcefully aid or shield the first being, damage is divided equally between the two creatures (1d12 each). If three or more beings group tightly together, all of them suffer 1d8 points of damage per round. Damage caused by the whirling stars is not considered fire damage.

Once the *net* option is chosen, the spell becomes fixed in that area and cannot be wielded as a *lash* again. A stationary net continues to function without the caster's attention. The caster is never harmed by her own net of stars.

The *net* fills a 40-foot × 40-foot volume.

Creatures within the *net* can move normally, though they cannot cast spells—the spell energy disrupts any forming dweomer. Beings inside the area of effect suffer 3d4 points of damage per round. Creatures who move into an existing *net* suffer an additional 2d6 points of damage on first contact. Exiting a net does not evoke this flare up, but a being who probes into the net, is harmed, withdraws, and then enters again suffers the 2d6 points of damage twice.

The material components for a *net of stars* are an eyelash from any mage who has successfully cast a wild magic spell and a small powdered diamond, moonstone, or piece of rock crystal.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; uncommon or rare.

Neutralize Components

(Alteration)

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 4

Duration: 1d4 rds.

Area of Effect: 1 creature

Saving Throw: Neg.

This spell originally was developed as a joke by twin wizards wanting to confound one another in their spellcasting contests. It does what the name implies—rendering all material components carried by the subject useless for the duration—unless the subject makes a successful saving throw vs. spell at -4.

The spell affects only components the subject is holding or carrying, not all potential components within his reach. For example, a wizard who memorized a *web* spell could reach into a corner for some cobwebs with which to cast his spell. All components rendered inoperative glow faintly while the spell is in effect, so spellcasters can tell their components have been altered if they care to check.

The spell has no effect on the operation of scrolls, potions, or magical items, nor does it affect components carried within extra-dimensional containers, such as a *bag of holding*.

The material components of this spell are a bit of spoiled meat and a shattered glass bead.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Neutralize Gas

(Abjuration)

(Air, Alchemy)

Level: 7

Range: 60 yds.

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: One 10-ft. cube/level

Saving Throw: None

By using this spell, the wizard renders inert and makes breathable any harmful vapors, gases, clouds, or fogs in the area of effect. This includes *stinking cloud*, *cloudkill*, *solid fog*, *death fog*, *incendiary cloud*, *acid storm*, gaseous breath weapons, spore or mold clouds, and similar spells and effects.

Harmful gas or vapor is transformed into a common, harmless *fog cloud* of the same dimensions as the original effect, and then dissipates 1d3 rounds later. Creatures injured before the *neutralize gas* spell is cast continue to suffer any effects from their previous exposure—the spell does not heal or counter existing damage, so a creature currently choking and gagging from a *stinking cloud* receives no relief from this dweomer.

If cast in the same round of the effect's appearance, *neutralize gas* can counter gaseous breath weapons, spores, and molds by allowing any creatures affected a +4 bonus to their saving throws and reducing any damage to one-half normal (save for one-quarter). Air-based or gaseous creatures are not affected by this spell; *neutralize gas* only clears the air of any harmful inhalants.

The material component is a bit of charcoal and some bark from a treant.

Notes: Uncommon spell (PO:SM).

Neverending Nightmares

(Enchantment)

Level: 4

Range: 10 ft./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 person

Saving Throw: Neg.

This spell enables the caster to subject the victim to nightmarish dreams. It can be cast



upon the person at any time, but it remains dormant until the person sleeps. The saving throw is rolled secretly when the spell is cast. When he sleeps, the victim has a horrible nightmare. The exact nature of the nightmare differs from person to person, depending on the unique fears of the individual.

The victim of the nightmare awakens in a cold sweat, gasping for air and clawing at his face. After a few rounds he recovers his composure. He does not remember the nightmare in any detail, only vague, unspeakable horrors. The nightmares continue every night until the spell is broken. A simple *remove curse* will do the trick. Under the scrutiny of a *detect magic* spell, the target radiates an aura of enchantment.

After the first nightmare, the character automatically fails any future fear or horror checks. In each case, the memory of the nightmare comes flooding back to him. He is convinced that the nightmare predicted this scene and will result in a horrible doom.

The material component of this spell is a lock of hair from a black horse. Casting this spell is cause for a RAVENLOFT powers check.

Notes: Common in the RAVENLOFT setting; very rare elsewhere. This spell can be researched only on the Demiplane of Dread.

Nezram's Ruby Ray

Aka ruby ray of reversal.

Night's Jambiya

(Illusion)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 2 rds.

Area of Effect: 1 jambiya

Saving Throw: None

The *night's jambiya* spell cloaks a single jambiya in impenetrable shadow. The weapon is concealed from view, though the darkened area is easily visible. When thrown, the dagger is nearly impossible to dodge, providing a +3 attack roll bonus. Once the spell is cast, the jambiya can be handed to another character to throw, but that character must throw it immediately in the next round or the magic is lost. The *night's jambiya* gives no benefit in melee.

The spell requires a jambiya, which is not consumed in the casting.

Notes: Common for spellcasters from an arabian setting; otherwise very rare.

Nightmare

Reversed form, see dream.

Nightscar

(Illusion/Phantasm)

Level: 3

Range: 30 yds.

Components: S, M

Casting Time: 3

Duration: 1 day/level

Area of Effect: 1 creature or object

Saving Throw: Neg.

This spell allows the caster to place a magical mark upon another object or individual. The mark can be seen only by the caster and up to seven other chosen individuals. It remains for the duration of the spell despite the marked individual or object changing its shape, using illusion to mask its presence, or becoming invisible. The caster sees the new form (or does not see the invisible individual, in this case), but still sees the mark.

The mark can be placed from a distance on any visible surface of the flesh or the object. It emits a glow visible to the caster and the chosen individuals in the dark. The recipient can be unaware that the caster has placed the mark but is allowed a saving throw. A successful saving throw vs. spell indicates that the individual is not marked by the *nightscar*.

Besides the caster, up to seven others can see the *nightscar* on its target. These individuals are usually in contact with the caster at the time of the casting. Alternately, the caster can hold up to seven gems, stones, or seeds in his hand. Each of these seeds, given to an individual, allows that individual to see the *nightscar* on the target.

Once placed, the scar cannot be detected by magic but it can be seen by a *detect invisibility* or *true seeing* spell. The mark fades when the spell duration ends, and a *dispel magic* or *remove curse* destroys the *nightscar* as well.

This spell is often used in cities to keep track of thieves and other individuals for later contact and/or arrest. It is particularly useful in trailing individuals who can change their shape or appearance. *Nightscar* is believed to have been originally developed to track lycanthropes in their human form.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere. Known to be in the *Shadowtome*.

Nimodes' Major Delousing

(Necromancy)

Level: 2

Range: 0

Components: V, S

Casting Time: 2

Duration: 2 hrs./level

Area of Effect: 60-ft. radius

Saving Throw: None

All normal insects within the area of effect flee instantly, and no such creature will enter the area voluntarily until the duration has ended. The area cannot be moved, and only normal insects are affected by the spell. Summoned or controlled insects can penetrate the barrier, however.

Notes: Common for hedge wizards; otherwise, rare or very rare. (Updated from *DRAGON Magazine*.)

Nimodes' Unseen Butler

(Conjuration/Summoning)

Level: 2

Range: 20 yds.

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: 60 sq. ft./level

Saving Throw: None

This spell creates something akin to a supercharged *unseen servant* who races along like a whirlwind along the area of effect. The servitor buffs and polishes, cleans and waxes, straightens and sweeps. The spell lasts until the area of effect is clean, usually three to four rounds.

Nimodes has sold this spell to several enterprising hedge wizards, so it can be found from Kara-Tur to Cormyr. This spell is used to clean the wizard's own area as well as inns and taverns after a busy night. All trash and broken items are collected in a single heap at the far edge of the area of effect.

The material component is a piece of string and drop of oil.

Notes: Common for hedge wizards; otherwise, uncommon or rare. (Updated from *DRAGON Magazine*.)



Ninemen, Nulathoe's

See Nulathoe's ninemen.

Nondetection

(Abjuration)
(Shadow)

Level: 3
Range: Touch
Components: V, S, M
Casting Time: 3
Duration: 1 hr./level
Area of Effect: 1 creature or item
Saving Throw: None

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

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

Notes: Common spell (PHB).

Nonsensical Nullifier, Nahal's

See Nahal's nonsensical nullifier.

Normal Aura

(Illusion/Phantasm)

Level: 1
Range: Touch
Components: V, S
Casting Time: 5
Duration: 1 day/level
Area of Effect: 1 item, ½ lb./level
Saving Throw: Special

By means of this spell, the magical aura of an item can be concealed. The item can weigh up to one-half pound per level of the caster; more massive items are unaffected. Intelligent items, or those with alignments, cannot be masked. To *detect magic* and similar spells and abilities, the item will appear to be nonmagical, with no saving throw. However, if the item is actually held by the detecting creature, then a successful saving throw vs. spell allows the item's true aura to be perceived. Further, an illusionist using *detect magic* or *detect illusion* while holding the item receives a saving throw bonus of +1 (which the specialty wizard bonus increases to +2).

The *normal aura* spell does not block true *seeing*, nor does it conceal a magical aura from a spellcaster four or more levels higher than the one casting the spell. It will negate *Nystul's magic aura* (and vice versa) if cast for this purpose.

Notes: Rare spell. Known to be in the *Blue Book of Du'Morde, Vol. I*. (Updated from DRAGON Magazine.)



Normal Flow

Reversed form, see reverse flow.

Nulathoe's Ninemen

(Necromancy)

Level: 5
 Range: Touch
 Components: V, S, M
 Casting Time: 5
 Duration: Permanent
 Area of Effect: 1 corpse of size L or smaller
 Saving Throw: None

This spell protects a dead body against normal decay, magically strengthening the joints and repelling disease and rot. The spell does not heal wounds or reverse damage inflicted on the body in its living or dead state.

If the body is later brought back from the dead (with *raise dead*, *resurrection*, or a similar spell), only the time elapsed between the death and casting of the *ninemen* (pronounced nin-EM-en) counts for determining success. Once the body is revived, the effect of the *ninemen* ends.

This spell can be cast only on bodies that were once alive and now are dead. It has no effect on undead. Also, while under the effects of the *ninemen*, the body cannot become undead or be animated using *animate dead* or similar spells.

The material components of this spell are a small amount of blood and a moonstone worth at least 50 gp. The moonstone is crushed and sprinkled over the body.

Notes: Rare or very rare spell from the FORGOTTEN REALMS setting. Known to be in *Nchaser's Eiyromancia*.

Numbness

(Illusion/Phantasm)

Level: 3
 Range: Touch
 Components: V, S
 Casting Time: 3
 Duration: 1 turn/level
 Area of Effect: 1 limb
 Saving Throw: Neg.

This spell causes a limb of the subject's body to go numb. Only arms, legs, tails, tentacles, and wings can be so affected (including an elephant's trunk or other prehensile limbs are af-

ected); a head, for example, would not be affected. The caster must make a successful attack roll to affect the desired limb (see table). Creatures of gargantuan size (size G) are immune to the spell.

Limb	Attack Penalty
Striking tentacle, clawed arm	0
Lowered wing, weapon-holding arm	-1
Leg or foreleg	-2
Raised wing, active tail	-3

Tentacles, arms, and active tails are assumed to be in use for attacking the spellcaster or his allies. The DM may further modify these chances as common sense dictates. A dragon raising its wings high over the caster's head may have placed them out of reach, while a gnome illusionist fighting a giant would not have to stoop or lunge below his normal height to touch the giant's leg. In general, the term "striking tentacle" refers to any limb within easy reach; "weapon-holding arm" means any limb close but active; "leg" means any limb for which the caster has to lunge or spring; "raised wing, active tail" means any limb that moves very fast or is awkward to reach. Helpless, sleeping, or bound opponents can be touched automatically.

The limb loses all feeling for the duration of the numbness, with consequent loss of feeling and efficiency. The following specific penalties accrue to a numbed limb:

Ability Score Loss: The numbed limb loses 2 points of Dexterity and Strength, with attendant penalties for attack, defense, thieving abilities, and so on. Objects grasped by a numbed limb are 30% likely to be dropped each round.

Attack Penalties: A numbed limb has a -1 penalty when attacking, in addition to any Strength loss. Missile-firing penalties may be assessed in addition to Dexterity loss (for example, a victim might not be able to draw a specially strengthened bow).

Armor Class Adjustment: This depends on the limb affected. A numbed shield arm negates shield use. A numbed weapon arm parries at -4. A numbed leg gives a 1-point AC penalty in addition to any Dexterity effect; and so on.

Movement Loss: Walking on a numbed limb reduces movement rate by one-third and gives a 20% chance to fall prone each round. A numbed wing reduces flying movement rate by one-third, worsens maneuverability class by one step, and the flyer requires two rounds to become airborne.

Weakened Grapple: Damage inflicted by a numbed limb's clutch (for example, a bear's hug) is at -1 per die (minimum 1 point of damage per die). Creatures attempting to break free from the grasp of a numbed limb have a +30% bonus (or +6) to their attempts to do so.

Penalties for multiple hits on a single limb are cumulative. The caster can negate the spell at will.

Notes: Very rare spell. Known to be in the *Cyclopedia Phantastica Vol. III*. (Updated from *DRAGON Magazine*.)

Nybor's Gentle Reminder — Red Wizard

(Enchantment/Charm)

Level: 1
Range: 10 yds.
Components: V
Casting Time: 1
Duration: 1 rd.
Area of Effect: 1 creature
Saving Throw: Neg.

This spell is quite popular with slave overseers and those wishing to make their servants work a little faster. Victims receive a sharp, agonizing pain, which immobilizes and prevents them from taking any action for one full round. All saving throws made by the victim during this round are at a -2 penalty. The spell inflicts no actual physical damage.

Notes: Restricted to the Red Wizards of Thay and those trained by them; common or uncommon.

Nybor's Joyful Voyage — Red Wizard (Alteration)

Level: 7
Range: 1 ft./level
Components: V, S
Casting Time: 7
Duration: Instantaneous
Area of Effect: 1 creature
Saving Throw: Neg.

By use of this spell, a wizard teleports another individual 1d100 miles in a random direction, as determined by the following chart.

Die Roll	Direction
1	North
2	South
3	East
4	West
5	Up
6	Down

Transportation is instantaneous, and the individual is often faced with hostile conditions at his or her arrival point—water, solid rock, and so on. Those unfortunate enough to be transported upward fall to their deaths unless some magical intervention such as *feather fall* is used, while those transported downward can only hope to materialize in a cavern or air pocket, rather than being encased in solid rock.

This spell was invented by the Zulkir Nybor to deal with troublesome peddlers. The "joyful" nature of *Nybor's voyage* refers to the joy of the spell's caster rather than that of its target.

Notes: Restricted to the Red Wizards of Thay and those trained by them; common or uncommon.

Nybor's Mild Admonishment — Red Wizard

(Enchantment/Charm)

Level: 3
Range: 10 yds. + 1 yd./level
Components: V, S
Casting Time: 3
Duration: 2d4 rds.
Area of Effect: 1 creature
Saving Throw: Neg.

This improvement on *Nybor's gentle reminder* causes intense pain in its victims and incapacitates them for 2d4 rounds. Those affected can take no action during this time other than lying on the ground and writhing in pain. All their saving throws made during this time are at a -3 penalty.

Notes: Restricted to the Red Wizards of Thay and those trained by them; common or uncommon.

Nybor's Stern Reproof — Red Wizard (Enchantment/Charm)

Level: 7
Range: 10 yds. + 1 yd./level
Components: V, S
Casting Time: 7

Duration: 2d6 rds. + 1 rd./level
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell inflicts stabbing pains even greater than *Nybor's gentle reminder* and *Nybor's mild admonishment*. When the spell is first cast, the target creature must make a saving throw vs. death magic. If this roll fails, the creature dies instantly. A surviving creature receives a saving throw vs. spell to avoid further effects.

Those failing the saving throw vs. spell are incapacitated and can take no actions for 2d6 rounds. In addition, at the time of casting, the caster can elect to continue inflicting pain for a number of rounds less than or equal to his level. All saving throws made by the affected creature during this time are at a -6 penalty.

Notes: Restricted to the Red Wizards of Thay and those trained by them; common or uncommon.

Nybor's Wrathful Castigation — Red Wizard

(Enchantment/Charm)

Level: 8
 Range: 10 yds. + 1 yd./level
 Components: V, S
 Casting Time: 8
 Duration: 3d6 rds. + 1 rd./level
 Area of Effect: 1 creature
 Saving Throw: Neg.

Nybor's wrathful castigation is the most feared spell created by this Red Wizard. Like his other spells, it causes wracking pain and violent convulsions. The target creature must make a saving throw vs. death magic each round that the spell is in effect. If any is a failure, the creature dies from the agonizing pain inflicted by the spell. A creature surviving the casting of this spell receives a saving throw vs. spell to avoid suffering further effects.

This spell incapacitates an affected creature for 3d6 rounds. In addition, at the time of casting, the caster can elect to continue inflicting pain for a number of rounds less than or equal to his level. All saving throws made by the victim during this time are at -6, except those made against the death magic effect of this spell.

Notes: Restricted to the Red Wizards of Thay and those trained by them; common or uncommon.



Nymph's Aura — Elf (Elven High Magic)

Level: 8
Range: 0
Components: V, S, M
Casting Time: 4
Duration: 1 rd./level
Area of Effect: The caster
Saving Throw: Neg.

This spell grants the caster the beauty of a nymph and its attendant dangers to all observers. Observers gazing upon the caster are blinded unless they successfully save vs. spell. If the caster disrobes, observers must successfully save vs. spell or die.

The caster need not be female to use this spell. The aura is effective for male casters, as well: These gain dazzling good looks that affect both males and females.

The material component of this spell is a vial of nymph's tears.

Notes: Restricted to elves; very rare.

Nystul's Blacklight Burst (Evocation)

Level: 4
Range: 10 yds./level
Components: V, S, M
Casting Time: 4
Duration: Instantaneous
Area of Effect: 20-ft. radius sphere
Saving Throw: Special

This risky spell brings forth a blast of energy from the Negative Material Plane for an instant. Those within the area of effect suffer 1d4 points of damage per level of the caster, half damage if a save vs. death magic is successful. The maximum potential damage is 10d4. Those who fail their saves are also *slowed* (as the spell) for 1d4 rounds. Undead are not affected by the spell.

Creatures from the Positive Material Plane or upper Outer Planes take an additional point of damage per level of the caster, and their saving throws are made at a -2 penalty. Such creatures failing their saves are *stunned* for 1d4 rounds, rather than *slowed*.

The wizard is 10% likely to lose control of the spell and be affected by its attack, as a ray from the area of effect bounces back to strike the caster.

The material component is a bit of earth

taken from the grave of a ghoulish or ghost.

Notes: Uncommon or rare spell (*WoG*).

Nystul's Blackmote (Evocation)

Level: 2
Range: 30 yds. + 5 yds./level
Components: V, S, M
Casting Time: 1 rd.
Duration: Special
Area of Effect: Special
Saving Throw: None

This spell summons a microscopic mote of energy from the Negative Material Plane to the caster's hand. The caster must immediately roll a saving throw vs. death magic at a +2 bonus to control the mote. If successful, the mote lies dormant in the wizard's hand for one round, building up power. The caster can do nothing else during this period, full concentration on the mote is required. If the caster's concentration is broken during this time, the *blackmote* is dispelled. At the end of the round, the spell is at full power and the mote can be hurled at a creature within the range of the spell.

The *blackmote* automatically strikes, exploding in a burst of darkness and cold, inflicting 2d6 damage plus one point of damage per level of the caster (to a maximum of 2d6+10). Undead and creatures from the Negative Material Plane or lower Outer Planes are unaffected.

A caster who fails the initial saving throw loses control of the mote. It immediately explodes in the caster's hand, inflicting one point of damage and paralyzing the wizard for 1d4 rounds.

The material component is a sliver of bone taken from an undead skeleton.

Notes: Uncommon or rare spell (*WoG*).

Nystul's Blazing Beam (Evocation)

Level: 2
Range: 0
Components: V, S
Casting Time: 2
Duration: Instantaneous
Area of Effect: Ray, 30 ft. + 10 ft./level
Saving Throw: Special

This spell draws a parcel of energy from the Positive Material Plane to the caster's hand, to

be fired in a ray one foot wide to a distance of 30 feet plus 10 feet per level of the caster. It affects only a single creature. Except for undead, a creature struck by the beam receives a saving throw vs. spell. Success means the creature struck a glancing shot and is *dazed* for 1d4 rounds, suffering a -2 penalty on hit rolls and a +2 penalty to Armor Class. Failure means the creature is struck full in the face and blinded for 2d4 rounds, suffering a -4 penalty to attack rolls and AC.

An undead creature is automatically struck by the beam, suffers 4d6 points of damage, but is not dazed or blinded.

Notes: Uncommon or rare spell (*WoG*).

Nystul's Crystal Dagger (Conjuration, Evocation)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 2 rds. + 1 rd./level (maximum)

Area of Effect: Summons 1 dagger

Saving Throw: None

This spell summons into the caster's hand a dagger composed of material from the Quasi-Elemental Plane of Mineral, strongly infused with energy drawn from the Positive Material Plane. The crystal dagger has no attack bonus and inflicts 1d4+2 points of damage in melee.

Against undead and creatures from the lower Outer Planes, the dagger inflicts 1d4+3 points of damage. If the *crystal dagger* scores maximum damage, the monster is paralyzed until the end of the round following the hit and the dagger vanishes.

The material component is a tiny dagger made from fine lead crystal, worth 250 gp.

Notes: Uncommon or rare spell (*WoG*).

Nystul's Crystal Dirk (Conjuration, Evocation)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 3 rds. + 1 rd./level

Area of Effect: Summons 1 dirk

Saving Throw: None

This spell creates a weapon similar to that de-

scribed in the 2nd-level *crystal dagger* spell. *Nystul's crystal dirk* is faintly magical, granting a +1 bonus to attack rolls. The dirk inflicts 1d4+2 points of damage when it hits. Against undead and monsters from the lower Outer Planes, the dirk inflicts 1d4+3 points of damage. If the *crystal dirk* scores maximum damage, the monster is paralyzed until the end of the round following the hit. The dagger vanishes at the end of the spell's duration.

The material component is a tiny dagger made from lead crystal worth 350 gp.

Notes: Uncommon or rare spell (*WoG*).

Nystul's Dancing Werelight (Alteration)

Level: 1

Range: 60 yds. + 20 yds./level

Components: V, S, M

Casting Time: 1

Duration: 2 hrs. + ½ hr./level

Area of Effect: Special

Saving Throw: None

This spell creates a mote of light completely under the caster's control. The light shed by the mote can be increased or decreased at the caster's will, ranging from the brightness of a *light* spell to the dim glow of a candle. The werelight can flit about from place to place as the caster directs, as long as it stays within the range of the spell. The *werelight* can be called upon to hang over the caster's head as a convenient reading light. The *werelight* spell cannot be attached to an object or creature. It can exist only as a mote hanging in the air.

The material component is a live firefly.

Notes: Uncommon or rare spell (*WoG*).

Nystul's Enveloping Darkness (Alteration, Evocation)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 5 rds. + 2 rd./level

Area of Effect: 20-ft. radius

Saving Throw: None

This spell creates a zone of impenetrable darkness around the wizard 20 feet in radius. Although the caster can see in and through the zone of darkness without trouble, all others

cannot see through the envelope, not even with infravision or ultravision. In addition, a distortion field affects the caster, who is attacked at -2 in addition to the darkness penalty. *Nystul's lightburst* entirely negates this spell, as does a *sunburst* from a *wand of illumination* and similar effects (spells of at least 3rd level).

The material components are a drop of pitch, a whisker from a black cat, and a bit of fur from the coat of a displacer beast.

Notes: Uncommon or rare spell (*WoG*).

Nystul's Expeditious Fire Extinguisher (Evocation)

Level: 3
Range: 20 yds./level
Components: V, S, M
Casting Time: 1
Duration: Instantaneous
Area of Effect: Special
Saving Throw: Special

This more powerful version of the 1st-level wizard spell *affect normal fires* enables the caster to quickly extinguish a large fire. When the spell is cast, anti-energy from the Quasi-Plane of Ash is momentarily drawn down upon the fire. An area of nonmagical fire up to 10 feet by 10 feet per level of the caster can be put out immediately (50 × 50 feet at 5th, 60 × 60 feet at 6th) to a maximum of 100 × 100 feet. The spell is useful for combatting forest and brush fires.

The spell is less effective against magical fire. The chance of extinguishing a magical fire is only 60%, and a maximum area of 30 feet by 30 feet can be snuffed out.

The spell has no effect on a fire-based creature or on flames emanating from a creature's body, such as a fire elemental, a fire grue, or a balor.

The material components for the spell are a pinch of cold ash mixed with salt.

Notes: Uncommon or rare spell (*WoG*).

Nystul's Flash

(Evocation)

Level: 1
Range: 30 yds. + 5 yds./level
Components: V, S
Casting Time: 1
Duration: Instantaneous
Area of Effect: 10-ft. radius globe
Saving Throw: Special

This spell creates a sudden flash of bright light in a 10-foot radius globe. All creatures within the area of effect that fail a saving throw vs. spell are blinded for 1d4 rounds. Those that make their saving throws are merely dazed for 1d4 rounds, suffering a -2 penalty on all attack rolls. They are also off-balance in melee: Any attack made against a dazed creature has a +2 hit modifier. Creatures outside the globe facing the flash do not suffer any ill effects. Creatures without eyes are not affected by the spell.

Notes: Uncommon or rare spell (*WoG*).

Nystul's Golden Revelation (Alteration)

Level: 3
Range: 0
Components: V, S, M
Casting Time: 3
Duration: 5 rds./level
Area of Effect: Cone, 60 ft. long × 30 ft. wide
Saving Throw: None

With this spell, the wizard can reveal hidden, concealed, or invisible creatures within the conical area. The concealed creature is surrounded with an aura of golden light, shining out in a 1-foot diameter about the creature, making it easily seen. The wizard can make a full 360-degree sweep-search of the area in one round. The spell might reveal a thief hiding in shadows, a barbarian concealed in natural terrain, or a creature hiding behind an obstacle. The spell creates a glow around an invisible, out-of-phase, ethereal, duo-dimensional, or astral being in the area of effect, as well as a creature using a *cloak of elvenkind*, *robe of blending*, *ring of chameleon power* and so on.

No saving throw is allowed against the *golden revelation*, although successful magic resistance protects a creature from being outlined by the spell.

The material component is a box wrapped with waxed parchment, containing a glowworm.

Notes: Uncommon or rare spell (*WoG*).

Nystul's Grue Conjunction (Conjunction/Summoning)

Level: 4
 Range: 60 yds.
 Components: V, S, M
 Casting Time: 1 turn
 Duration: 3 rds./level
 Area of Effect: Special
 Saving Throw: None

This spell, which is actually a group of four risky spells, will summon one grue—harginn, ildriss, chaggrin, or varrdig—from one of the four Elemental Planes. The type of grue to be summoned must be decided before the caster memorizes the spell.

Grue are notoriously untrustworthy and difficult to control, so the caster must rely on more than just concentration to keep the grue under his command. As soon as the grue is summoned, it will demand a payment from the caster for its service. The payment offered must be at least 500 gp worth of goods of interest to the grue, or the grue will be angered and immediately attack the caster. If the grue is satisfied with the offer, it will grudgingly perform one service for the caster for the duration of the spell. The grue will try to subvert or openly disobey the caster's orders if it finds them unpleasant.

Special material components are used to summon the grue desired. These include incense (air grue), soft clay (earth grue), sulphur (fire grue), sea water (water grue).

Notes: Uncommon or rare spell (*WoG*).

Nystul's Instant Daylight

Aka Nystul's lightburst.

Nystul's Lightburst (Evocation)

Level: 4
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 4
 Duration: Instantaneous
 Area of Effect: 20-ft. radius sphere
 Saving Throw: Special

This spell summons a burst of energy from the Positive Material Plane. While creatures without eyes cannot be blinded, all other creatures within or facing the sudden blaze of energy are blinded for one round, with no saving throw.

In addition, undead, creatures from the Negative Material Plane, and beings from the Lower Outer Planes that are caught within the area of effect suffer 1d6 points of damage per level of



the caster to a maximum of 10d6 (save vs. spell for half damage, undead have a penalty of -2).

The material component is a small, solid gold orb worth 500 gp. It is destroyed after the spell dissipates.

Notes: Uncommon or rare spell (*WoG*).

Nystul's Magic Aura

(**Illusion/Phantasm**)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: Special

Saving Throw: Special

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

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

Notes: Common or uncommon spell (*PHB*).

Nystul's Radiant Arch

(**Alteration**)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Concentration

Area of Effect: 1 creature, 10-ft./level distant

Saving Throw: ½

This spell creates a glimmering rainbow of light that arches between the caster's open hands. Once the rainbow takes form, the caster can choose to fire a ray 1 foot wide from the rainbow, aimed at one creature up to 10 feet away per level of the wizard. The ray can take

the form of one of the seven colors of energy drawn from the Quasi-Plane of Radiance.

- *Red*: cold energy (+1 damage to fire-based creatures, no damage if cold-based);
- *Orange*: heat energy (+1 damage to cold-based creatures, no damage if fire-based);
- *Yellow*: acid damage (save vs. spell to take no damage);
- *Green*: *neutralize poison* (as 4th-level priest spell)
- *Blue*: electrical energy (+10 points of damage to a metal armored enemy)
- *Indigo*: undead specific (only undead are harmed)
- *Violet*: vegetation specific (only plant-based life, including fungi and molds, are harmed)

The ray inflicts 1d6 points of damage per level of the caster, to a maximum of 15d6. The type of damage corresponds to the color of the ray, and the creature is allowed a saving throw vs. spell for half damage.

The wizard must concentrate to keep the *radiant arch* active, so any attack that breaks the caster's concentration will dispel the rainbow and prevent the caster from launching a ray. One ray can be fired each round.

The material components are a crystal prism that shatters at the conclusion of the spell and a small black board with a pinhole through the center.

Notes: Uncommon or rare spell (*WoG*).

Nystul's Radiant Baton

(**Evocation**)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: Creates one baton

Saving Throw: None

When the wizard casts this spell, it summons into the caster's hand a slender baton formed from energy drawn from the Quasi-Elemental Plane of Radiance. The baton can be one of the seven colors of the rainbow as the caster chooses. The attack form of the baton corresponds to the color chosen, being similar to the attack of a radiance Quasi-Elemental creature, as follows:

- *Red Baton*: cold energy (+1 damage to fire-based creatures, no damage if cold-based);

- *Orange Baton*: heat energy (+1 damage to cold-based creatures, no damage if fire-based);
- *Yellow Baton*: acid damage (save vs. spell to take no damage);
- *Green Baton*: *neutralize poison* (as 4th-level priest spell);
- *Blue Baton*: electrical energy (+10 damage to metal armored enemy);
- *Indigo Baton*: undead specific (only undead are harmed);
- *Violet Baton*: vegetation specific (only plant-based life, including fungi and molds are harmed).

The color of the baton is chosen during casting, and cannot be changed thereafter. Creatures are allowed no saving throw vs. the effects of the *radiant baton*. The baton automatically hits any creature that successfully strikes the caster in that melee round; otherwise, the caster's THACO determines a successful strike on an enemy. When a hit is scored, the baton inflicts a base damage of 2d4 points, plus one point of damage per level of the caster (to a maximum of 2d4+10). The type of damage corresponds to the color of the baton.

The material component is a crystal prism, which shatters at the conclusion of the spell. The spell also requires a set of seven small, silver rods, which can be reused.

Notes: Uncommon or rare spell (*WoG*).



Oathbinding (Enchantment/Charm)

Level: 5
 Range: Touch
 Components: V
 Casting Time: 1 turn
 Duration: Special
 Area of Effect: Creature touched
 Saving Throw: None

This spell binds the subject to certain vows and conditions, and stipulates a penalty for failing to meet them. Although similar to a genie contract, the *oathbinding* spell binds only one party, not two. This is often offered by a stronger party in return for a favor or as an alternative to some more severe punishment. Such a binding must have a definite end or condition under which it is broken. A *dispel magic* or *remove curse* will not counter it. An *oathbinding* cannot compel extreme changes in behavior or bind the subject to lengthy servitude. Since the spell is voluntary, magic resistance is not a factor.

For example, in arabian lands, if a wizard accepts such a binding (for example, to slay no djinn for a year and a day), a genie may undertake voluntary service for the wizard for a limited time or a limited number of occasions.

The spell requires the caster to sacrifice at least 1,000 gp to a sealing power.

Notes: Uncommon spell, originally from an arabian setting.

Obedience (Enchantment, Evocation)

Level: 7
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: Special
 Area of Effect: Creature touched
 Saving Throw: Neg.



This spell allows the wu jen to force any creature, other than spirits or undead, to totally obey the caster's will. Although the spell can be cast on unintelligent creatures, it does not have a useful effect unless the creature can understand the speech of the wu jen. A circlet of gold placed on the head of the creature once the spell is cast. The wu jen must touch the creature to cast the spell and the creature is allowed a saving throw vs. spell to avoid the effect. If the

saving throw is failed, the creature is affected.

The circlet cannot be removed except by the caster until a successful saving throw is made, nor does it fall off of its own accord. Once the circlet is in place, there is no limit to the range of the spell. The caster can be hundreds of miles away and still maintain his hold over the creature.

The spell creates no change in the creature's will or its personality. It can refuse to obey orders or attempt to harm the wu jen. However, the wu jen, by uttering a few mystical words, can cause wracking pains in the affected creature. These pains are so intense that the creature cannot do anything, barely able to breathe or talk.

By chanting these words over and over, the wu jen can sustain the pain until the creature relents and obeys. For every round the pain is maintained, the creature suffers 1d10 points of damage (the caster can always stop the spell short of death).

Each day the creature is under the spell it is allowed a new saving throw vs. spell to escape the effect, but such saving throws are made with a -4 penalty. The caster can easily remove the circlet, breaking the spell. A *dispel magic*, *limited wish*, or *wish* spell also can be used to remove the circlet.

Finally, there is the smallest chance that a merciful deity will, upon seeing the sufferings of the creature, lift the spell. The DM must decide if this occurs (generally no more common than a 1% chance). The deities often view this spell as a means of punishing and correcting evil creatures.

The spell requires a golden circlet worth at least 1,000 gp, which can be reused.

Notes: Common in oriental settings; otherwise very rare.

Obold's Brightness (Evocation)

Level: 6
 Range: 10 ft./level
 Components: V, S, M
 Casting Time: 6
 Duration: 2 rds.
 Area of Effect: 60-ft. diameter
 Saving Throw: ½

Obold's brightness is a thick, smoky cloud 60 feet in diameter that glows bright white, shot

through with sparks. These sparks are actually tiny bolts of lightning that leap here and there inside the cloud, dealing all beings within 6d8 points of damage. A successful saving throw vs. spell means that creatures contacting the brightness take only half damage.

The cloud forms in one spot within the spell's range (over level ground, it forms as a hemisphere, rather than as a full sphere). It moves briskly in a single direction set by the caster when it is cast, moving at a rate of 15 for the rest of its existence. It can reach areas the caster cannot see, and it is thus handy for attacking fortifications, defended caverns, and the like. This spell is named for its creator, the gruff old mage Obold (now dead), who used it to deal with frequent orc attacks on his isolated mountain-crag tower.

The material components of this spell are a scrap of fur and a tangle of wire.

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Obscure Object

Reversed form, see locate object.

Odeen's Impenetrable Lock (Alteration) (Artifice)

Level: 4
Range: Touch
Components: V, S, M
Casting Time: 4
Duration: Special
Area of Effect: 1 lock
Saving Throw: None

When *Odeen's impenetrable lock* is cast upon any locking device or mechanism, that device cannot be opened except by a special key, enchanted at the same time as the lock.

The lock cannot be opened by nonmagical means, nor can it be broken by force, for the lock is magically strengthened to withstand even storm giant strength. The locking mechanism continually changes shape, foiling any normal attempt to unlock or pick it.

The lock is unaffected by the *knock* spell. Magical lockpicks allow one attempt at their base percentage chance; failure means the lockpicks must save vs. crushing blow or be destroyed. Magical keys stick fast, and can be released only with a *dispel magic* spell. Other unlocking devices, such as the *chime of open-*



ing, have only one chance to open the *impenetrable lock*, which receives its caster's saving throw vs. spell. The lock cannot be shattered or bypassed by magic resistance, like that possessed by some extraplanar beings.

While thieves cannot pick a lock enchanted with this *dweomer*, they can detect the spell is present as if it were a trap—careful examination reveals the lock's magical shifting.

If the spell is cast on a lock set in a door or portal, creatures with a Strength of 18/91 or better have half their normal chance to open magically held doors to force the door open, reflecting the chance that the door might give way at the hinges or that the casing might crumble.

The caster can end the *dweomer* with a *dispel magic* spell. A caster of five or more levels higher than the caster (or 30th level in any case) can also dispel the *impenetrable lock*. A *limited wish* or *wish* can open the lock. A *timestop* spell will stop the lock's magical shifting long enough to allow a normal lock picking attempt.

Material components for this spell are three drams of mimic ichor and two drams of doppelganger blood. These are rubbed on a small gold key, which becomes the only way to open the lock without first dispelling the magic. If the gold key is used in a later casting of another *impenetrable lock* spell, it no longer opens a previously cast *impenetrable lock*.

Notes: Very rare spell. Known to be in *The Spells of Odeen*. (Updated from *DRAGON Magazine*.)

Odeen's Magic Cloud

(Evocation)

(Air)

Level: 2

Range: 20 yds. + 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 5 × 5 × 5 ft. cloud

Saving Throw: Special

This spell causes a small cloud to appear within range of the spellcaster. The wizard decides at the time of casting what type of cloud appears. The caster can freely move the cloud at a rate of 15 by concentrating on it. Otherwise, the cloud remains in place so long as the wizard pays it nominal attention. If the caster's full attention is diverted, the cloud drifts with the breeze until the caster brings it back under con-

trol. The wizard can dismiss the cloud at will. The types of clouds include:

A) *Misty Cloud*. This thick, vaporous cloud can be centered on the face of a creature, so as to move with it. The cloud prevents both normal vision and infravision. The cloud can protect the subject from a gaze attack or hinder an opponent's vision (it has no effect on a beholder's eye-beams).

B) *Storm Cloud*. Thick, dark, and billowy, this cloud can produce rain and lightning at the wizard's option. One small lightning bolt can be generated each round if the wizard concentrates. It can strike one creature below or inside the cloud for 1d6 points of damage. A successful saving throw vs. spell negates the damage completely.

C) *Rainbow Cloud*. This thin, magical cloud displays a rainbow when light shines through it. Its chief purpose is to impress viewers; using this form doubles the spell duration.

Other types of clouds are rumored to have been developed by other wizards.

The material components vary with cloud type. All require a ball of cotton. The *misty cloud* requires a ball of wool. The *storm cloud* requires a black, sulphurous powder. The *rainbow cloud* requires three hairs from a horse's tail, one dyed in each of the primary colors.

Notes: Very rare spell. Known to be in *The Spells of Odeen*. (Updated from *DRAGON Magazine*.)

Odeen's Magic Tailor

(Alteration)

(Artifice)

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 1

Duration: Special

Area of Effect: 1 garment

Saving Throw: Special

This spell alters the size and shape of a normal garment or piece of leather or cloth armor to fit its wearer. Size can be altered up or down by 10%. The garment or armor must be worn at the time of the spell casting by the one who will use it. The spell affects only one outfit or suit of armor. Metallic armor and magical armor cannot be altered with this spell. Magical garments, such as a *robe of blending*, can be altered only if the wearer makes a successful

saving throw vs. spell. If the saving throw is failed, the garment cannot be sized. The caster cannot try to size that garment again until he gains a new level.

Sizing takes one hour at first level, less five minutes for every additional level to a minimum of 10 minutes at 10th level. If the process is interrupted, the spell is broken and the garment is fully restored to its original condition, but the caster can cast the spell again at any time. Once the spell is completed, the dweomer fades; a *dispel magic* spell, for example, will not restore the garment once the alteration process is complete.

The material components for *Odeen's magic tailor* are a small bone needle, a length of silken thread, and a bit of wool.

Notes: Very rare spell. Known to be in *The Spells of Odeen*. (Updated from *DRAGON Magazine*.)

Odeen's Secret Word

(Alteration, Illusion/Phantasm)

(Geometry)

Level: 3

Range: Touch

Components: V, S

Casting Time: 3

Duration: Permanent

Area of Effect: 1 spell inscription or equivalent

Saving Throw: None

Odeen's secret word is used to render writing illegible until a secret word chosen by the caster is spoken. When the spell is cast upon writing, that writing cannot be read by any means until the secret word is spoken. If the writing is of a magical nature, a *read magic* spell must be employed to read it, and if written in a language unknown to the reader, a *comprehend languages* spell is required. Any form of magical transcription can be used to copy the inscription if the secret word has been spoken.

If *Odeen's secret word* is dispelled, the writing is destroyed. *Odeen's secret word* has no effect on magical *glyphs*, *symbols*, or *explosive runes*. It cannot be cast on writing that has been magically altered; for example, with *unreadable magic* (the reverse of *read magic*) or *confuse languages* (reverse of *comprehend languages*).

Notes: Very rare spell. Known to be in *The Spells of Odeen*. (Updated from *DRAGON Magazine*.)

Odeen's Sounding Stick

(Alteration, Divination)

(Artifice, Mentalism)

Level: 2

Range: Special

Components: V, S, M

Casting Time: 3

Duration: 2 rds./level

Area of Effect: 1 stick

Saving Throw: None

Odeen's sounding stick, which can be cast on any rod or stick of wood up to 2½ feet long, enables the holder to detect hollow areas, faults, and weaknesses, including concealed and secret doors and certain traps, in wood, earth, and stone. Such faults are detected by tapping with the stick.

The range of the sounding stick varies with its size, as does the fault size that can be detected. The range of the stick is four times its length, to a maximum of 10 feet. The diameter of the smallest fault that can be detected is half the length of the stick, to a minimum of 3 inches. Only the holder of the stick can note such faults, for they are revealed by vibrations in the stick. The base chance for detecting a fault or hollow space is 50% for wizards who know *Odeen's sounding stick*, and 40% for any other characters. Other modifiers apply (see table).

Type of stick	Modifier
Oak or yew	+10%
Witch hazel	+5%
Birch or alder	+0%
Cottonwood or dogwood	-5%
Pine or fir	-10%

Other factors

Holder is an elf	+10%
Holder is a half-elf or gnome	+5%
Holder is a dwarf or humanoid	-5%
Holder wears gloves	-5%
Holder wears gauntlets	-15%
User level	+1%/level

The DM can add other modifiers as desired. Only one stick is affected in a single casting of the spell. A *light* or a *continual light* spell can be cast on the stick without affecting the *sounding stick* spell.

Notes: Very rare spell. Known to be in *The Spells of Odeen*. (Updated from *DRAGON Magazine*.)



Ogre, Murlynd's

See Murlynd's ogre.

Oilskin

(Abjuration)
(Alchemy, Force)

Level: 1
Range: 0
Components: V, S, M
Casting Time: 2
Duration: 2 turns/level
Area of Effect: 1 creature or small object
Saving Throw: None

This spell prevents fog, rain, waves, hail, and other forms of precipitated water from touching the person or small object upon which the spell is cast. Precipitation comes within an inch of the body or object, but strikes an invisible barrier and does not penetrate to the clothes or skin. The spell is also effective against intermittent wetting by waves. The barrier does not affect any type of missile or other object.

An individual under this spell can see more clearly than most in driving rain because none gets into his eyes. An individual or object struck by a wave remains dry, but if immersed in the ocean, the mass of water is sufficient to over-

come the barrier and the individual or object becomes wet, ending the spell immediately.

The material component of this spell is a small square of cloth that has been treated with oil so as to become water-repellent.

Notes: Uncommon for Sea mages; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Older

Reversed form, see younger.

Omen

(Divination)

Level: 2
Range: 0
Components: V, M
Casting Time: 1 turn
Duration: Special
Area of Effect: Special
Saving Throw: None



This spell enables the wu jen to forecast the general fortunes of some major undertaking and determine auspicious and inauspicious events. When the spell is cast, the wu jen calls upon spirits to grant him some sign regarding the proposed action.

The wu jen must burn paper strips written with mystical characters to the four directions as material components for the spell.

This spell is commonly used before starting a journey, engaging in a major battle, or attempting some notable feat. The outcome of the spell is determined by two factors. First, the DM should consider the proposed action against information that only he knows. For example, the characters are about to leave a village to punish a group of bandits. The *omen* spell is cast to determine if this is an auspicious time to go. The DM knows that the village will be attacked by bandits that night, so the result would be an ill omen (since the characters would not encounter the bandits in the surrounding mountains). In situations where the DM has no information on which to base his judgment, roll 1d10 and consult the Wu Jen Omen Results table.

Omens are infrequent and interpreting them is difficult. The strain this spell places on the caster prevents it from being used more than once per week.

Notes: Common in oriental settings; otherwise very rare. This spell should not be confused with the priest spell of the same name.

Wu Jen Omen Results**1d10****Roll Result**

- 1-2 *Ill Omen:* The characters should not undertake the task this day. If this advice is ignored, all the characters suffer a -1 penalty to attack and saving throw rolls for the rest of the day. Their chance for encounters is doubled and a -10% reaction modifier is applied to all encounters.
- 3-4 *Great Danger Exists:* The chance for encounters is doubled for the day and a -10% reaction modifier applies to all encounters. Adversaries have a +1 bonus to their attack rolls.
- 5-7 *Neutral Omen:* No special modifiers apply.
- 8-9 *Favorable Omen:* The characters are able to travel half again their normal traveling rate that day. Opponents have a -1 penalty to their attack rolls against the characters that day.
- 10 *Auspicious Omen:* All the effects of a favorable omen apply. In addition, the characters gain a +1 bonus to all saving throws made that day.

Ondovir, Ray of

See ray of Ondovir.

One-Way Lock**(Alteration)**

Level: 3
 Range: 10 yds.
 Components: V, S
 Casting Time: 3
 Duration: Permanent
 Area of Effect: 1 portal
 Saving Throw: None

This spell magically locks any one door, chest, or portal upon which it is cast as a *wizard lock*. However, the closure is locked from one side only (caster's choice) and can be opened freely from the other direction. The door or portal can be opened from the locked side only by breaking it down, using a *knock* or *dispel magic*, or by a wizard four or more levels higher than the caster. If the *one-way lock* is bypassed by a *knock* or a higher level wizard, it is negated only temporarily and remains in force.

Notes: Uncommon spell. (Updated from *POLYHEDRON Magazine*.)

Ongeldyn's Fist**(Evocation)**

Level: 7
 Range: 10 ft./level
 Components: V, S, M
 Casting Time: 7
 Duration: 3 rds.
 Area of Effect: Special
 Saving Throw: ½

This spell calls into being a shadowy human-like fist about as large as a man's torso. It strikes at a single target creature selected by the caster. The creature must be visible to the caster and within range at the time of casting.

The fist always strikes last in any round, allowing a nimble opponent to cast spells, fight others, or carry on other activities. It strikes at the target creature with a THAC0 of 7, inflicting 4d4 points of damage per hit.

Ongeldyn's fist cannot be parried, and only a *dispel magic* can affect it. A successful *dispel* destroys it. The fist cannot change targets once cast, and fades away if its target dies or leaves the plane on which it is cast. The fist follows a fleeing target creature anywhere on the same plane, and is specifically designed to follow *blink*, *dimension door*, *teleport*, and other trans-



portation magics.

The material component of this spell is a small fist carved of onyx.

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Open Path

Reversed form, see seal path.

Open the Living

(Divination, Necromancy)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 3 turns

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

This spell is useful to a wizard who uses the *distort life* spells in magical breeding experiments. It allows more precise knowledge to be gained by keeping a vivisected creature alive for the spell duration so that internal structures and functions can be directly observed and understood. Not only does this spell give the wizard a 95% chance to correctly read the aura of a desired physical trait (all failures being wrong readings) but also allows the wizard to add a 5% bonus to future *distort life* spells aimed at that trait of the species. This aid in focusing future distortions is useful, but the examined creature does not survive the process.

The creature must survive a system shock check when the spell is cast or expire immediately. The check is repeated once per week with a cumulative -1% per check until the creature dies.

The material component is a small, sterile scalpel made of silver and platinum, worth 500 gp.

Notes: Very rare spell. (Updated from *IMAGINE* Magazine.)

Oracle, Wizard's

See wizard's oracle.

Orb of Containment, Otiluke's

See Otiluke's orb of containment.

Organic Disruption — Reggelid

(Alteration, Necromancy)



Level: 3

Range: 50 yds.

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 10-ft. radius

Saving Throw: Special

This spell allows the caster to strike at *life-shaped* creations and those who use them. When the spell is cast, a 10-foot radius sphere of dark energy appears around the desired location and quickly fades. All life-shaped creations within the sphere must make a saving throw vs. death magic or be slain instantly. Nonliving organic material such as wood and leather must make an item saving throw vs. acid or crumble to dust. All other organic beings receive 2d6 points of damage (save vs. spell for half).

The material component of this spell is a drop of mild acid, such as vinegar.

Notes: Known by the reggelid, magic-seeking elf-like humanoids of the DARK SUN setting. The spell is useful against the life-shaped creations of the windrider halflings of the Jagged Cliffs region.

Othnal's Spectral Dagger

(Evocation)

(Force)

Level: 4

Range: 70 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell consumes an edged metal weapon of any size, sort, or condition, creating a translucent dagger-shaped blade of force; this can glow (as the *faerie fire* spell) or not as the caster wills. Initially, the blade is nearly invisible (30% likely to be noticed).

The *spectral dagger* appears wherever the caster desires within spell range, and moves as the caster wills, at a rate of 12, striking twice per round with the caster's THAC0, but with a +3 bonus. It can strike creatures vulnerable to weapons of +3 enchantment, and deals 1d4+3 points of damage per strike. Although concen-

tration is not required to maintain the spell, it is required to make the dagger attack (see *shadow-hand*).

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Otiluke's Acid Cloud

(Evocation)

(Alchemy)

Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: 15-ft. radius globe

Saving Throw: Special

This spell creates a small crystalline sphere filled with a yellowish-brown mist. The crystal sphere must be used within three rounds or its contents become useless. The sphere can be thrown up to 20 yards as a grenade-like missile. When the sphere shatters, the mist is released, filling the air in a 30-foot radius with yellowish acid fumes.

Everything within the area of effect is affected as if placed in an acid bath. All creatures within the fumes take 4d4 points of acid damage immediately, with no saving throw, and suffer 1d4 points of damage for every additional round of exposure to the fumes. All objects touched by the acid fumes must make a saving throw vs. acid or be eaten away. For every additional round of exposure to the fumes, an item must save again. The acid bath remains in existence for one round per two levels of the caster, but any wind, rain, or turbulent atmospheric condition negates the spell in a round.

The material component is a small vial of diluted *aqua regia* (royal water).

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Boiling Oil Bath

(Conjuration, Evocation)

(Alchemy)

Level: 2

Range: 60 yds.

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

This spell creates a cauldron-shaped container of force filled with boiling oil, which appears over the target creature's head. The cauldron dumps its contents onto the creature unless a successful saving throw vs. spell is made. Success means the creature notes the cauldron's sudden appearance and leaps clear before the oil is poured. A creature who fails takes the full dose of boiling oil, suffering 3d4 heat damage.

The material components are a few drops of oil and a pinch of sulphur.

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Bubbling Buoyancy

(Alteration)

(Air, Alchemy)

Level: 1

Range: 20 yds./level

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 100 lbs./level

Saving Throw: None

This spell allows normally non-buoyant objects to float upon a layer of small crystal bubbles filled with air. Up to 100 pounds of matter per level of the caster can be made to float, including gold, lead, stone, or a living creature. An object that has sunk can be raised to the surface if the object is within the spell's range.

The material components are a small cork and a pinch of bromine salt.

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Death Screen

(Alteration, Evocation)

(Dimension)

Level: 7

Range: 5 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 20-ft. square

Saving Throw: Special

This spell calls into existence an immobile gray, misty screen, shaped as the caster wills (20 × 20 feet is common). Any creature passing through the screen suddenly finds itself trapped in a mysterious zone of nil-space where it is subjected to anti-energy drawn from one of the

four Negative Quasi-Planes.

Every round, the trapped creature loses 25% of its current hit point total, dropping to 0 hit points at the end of the 4th round if it fails to escape. The creature dies at -10 hit points at the end of the 5th round. For every round a creature is trapped, it receives a saving throw vs. death magic. Success means the creature escapes back to the Prime Material Plane, emerging from the side of the screen opposite the side entered. The saving throw to escape is made at -1 in the 1st round, -2 in the 2nd, -3 in the 3rd, and -4 in the 4th round.

If the spell ends before a creature escapes or dies, the creature is released onto the Prime Material Plane as the screen disappears, as if the creature had escaped on its own. A creature re-emerging injured but alive is stunned for 1d4 rounds as it recovers from the effect of the life-draining zone. Those imprisoned in the zone can heal themselves and use any other magics, but can't escape unless they make saving throws for the zone.

The material components are a sheet of lead crystal, earth from a vampire's coffin, and a hollow sphere (for vacuum).

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Diamond Screen

(*Evocation*)

(*Dimension*)

Level: 6

Range: 5 yds./level

Components: V, S, M

Casting Time: 6

Duration: 2 rds./level

Area of Effect: 20-ft. square

Saving Throw: None

This spell creates an immobile glittering screen of energy of any color chosen by the caster. All creatures passing through the screen are attacked by a multitude of razor-sharp blades made of substance drawn from the Quasi-Plane of Mineral. Each creature suffers 3d20 points of damage no matter what its Armor Class. The spell can be shaped as the caster wishes (typically a screen of 20 × 20 feet).

The material component is a collection of sharp diamond chips worth at least 5,000 gp, and these vanish after the spell is cast.

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Dispelling Screen (*Abjuration, Evocation*)

Level: 4

Range: 5 yds./level

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 20-ft. square

Saving Throw: None

This spell creates an immobile shimmering screen of violet energy in any shape the caster desires. Any creature passing through the screen is affected by *dispel magic* with the same level of effectiveness as that cast by the wizard. As the screen does not create a focused effect, it has no effect on magical items other than potions, nor can it affect a *permanency* spell. A spell made permanent is subject to the dispelling only temporarily; for example, a wizard with a permanent *invisibility* spell would become briefly visible while walking through the screen if the *dispel magic* effect is successful against the *invisibility*.

The material components for this spell are a sheet of fine lead crystal and a chysolite gemstone worth 1,000 gp (both vanish when the spell is cast).

Notes: Uncommon or rare spell (*WoG*). This spell was originally published in the *GREYHAWK Adventures* hardbound as a 5th-level spell.

Otiluke's Electrical Screen (*Evocation*)

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 5

Duration: 5 rds./level

Area of Effect: 20-ft. square/level

Saving Throw: Special

This spell creates an immobile shimmering screen of electrical energy that can be shaped into a wall, hemisphere, or sphere, with a 20-foot diameter, as the caster wishes. It is always immobile. Any creature passing through the screen suffers a strong shock. Creatures passing through the screen must make a saving throw vs. spell; those wearing metal armor have a -4 penalty. A creature failing the saving throw suffers 1d4 points of damage and both loses Dexterity bonuses and suffers a -2 attack roll

penalty for 1d4+1 rounds, due to numbness. A creature making the saving throw takes no damage and suffers no Dexterity penalty, but is mildly numbed and attacks at a -1 penalty for 1d4+1 rounds.

The material components are a bit of fur, a glass rod, and a thin sheet of fine crystal, all of which vanish after the spell is cast.

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Excruciating Screen

(**Evocation**)

(**Dimension**)

Level: 6

Range: 5 yds./level

Components: V, S, M

Casting Time: 6

Duration: 3 rds./level

Area of Effect: 20 ft. square/level

Saving Throw: Special

This spell creates an immobile misty gray screen that can be shaped into a wall, hemisphere, or sphere, within the designated dimension, as the caster directs. Any creature passing through the screen is affected as if momentarily transported to one of the four Negative Quasi-Elemental Planes. The plane affecting the creatures touching the screen must be chosen when the spell is memorized. Any creature passing through the *excruciating screen* must make a saving throw vs. death magic. Those who fail are shocked and stunned for 1d4 rounds and suffer 4d4 points of damage. Those who make the saving throw suffer a -1 penalty to all saving throws for 1d4 rounds. The four particular effects are described below.

- *Vacuum:* The shock caused is due to asphyxiation. Creatures that do not need to breathe are unaffected by the screen.
- *Salt:* The shock is the result of body moisture drawn from the creature. Creatures without body fluids are not affected, such as golems, undead, or beings from the Elemental Planes of Earth, Fire, or Air.
- *Ash:* The shock is caused by a loss of the creature's body heat. Undead and cold-based creatures are unharmed by the screen.
- *Dust:* The shock is produced by having part of a creature's solid body mass dispersed. Creatures of a gaseous or liquid form are not harmed by this screen.

The material components are a crystal sheet and either a hollow sphere, lump of salt, pinch of ash, or bit of dust, depending on the type of screen.

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Fire and Ice

(**Evocation**)

Level: 7

Range: 50 yds.

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 30-ft. radius globe

Saving Throw: Special

When the spell is cast, a red crystal sphere immediately appears before the caster, then flies away at great speed toward a targeted area. A split second later, a blue crystal sphere appears and quickly follows behind the red sphere. When the red sphere reaches the area chosen by the caster, it explodes in a *fireball* 30 feet in radius, inflicting 4d4 points of fire damage upon all within the area of effect. A successful saving throw vs. spell reduces the damage by half. A split-second later, the blue sphere explodes in the same area of effect, inflicting 4d4 points of cold damage upon all within a 30-foot radius. Those who made the saving throw against the fire take only half damage from the cold blast, but those who failed the saving throw against the fire take full damage from the cold. Note that, as with *fireball*, premature impact explodes the spheres immediately.

The greatest effect of the one-two attack combination is the tremendous shock inflicted upon inanimate objects by the radical change in temperature. All exposed items in the area of effect save as nonmagical items vs. crushing blow. Failing this saving throw causes most materials to crack or shatter.

The material components are a pinch of phosphorus and a small quartz crystal.

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Force Umbrella

(Evocation)

(Force)

Level: 3

Range: 50 ft.

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level

Area of Effect: 20-ft. diameter dome

Saving Throw: None

This spell creates a broad, bowl-shaped dome of force over the caster's head, 20 feet in diameter, shimmering violet in appearance. The dome follows the caster wherever he travels. The dome not only shields the caster from rain, sleet, or snow, but also against physical or magical attacks from above, such as siege missiles, giant-hurled boulders, or a breath weapon from a flying dragon.

The *force umbrella* provides a +4 saving throw bonus against magical attacks from above, and a -6 Armor Class bonus against physical attacks from above. The umbrella also deflects 75% of arrow or bolt attacks from above, including high angle indirect fire (such as a volley of arrows shot in this fashion). The dome conforms to restricted spaces and passes through narrow openings easily.

The material components are a miniature umbrella made of wood and leather and a pinch of diamond dust.

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Freezing Sphere

(Alteration, Evocation)

(Water)

Level: 6

Range: Special

Components: V, S, M

Casting Time: 6

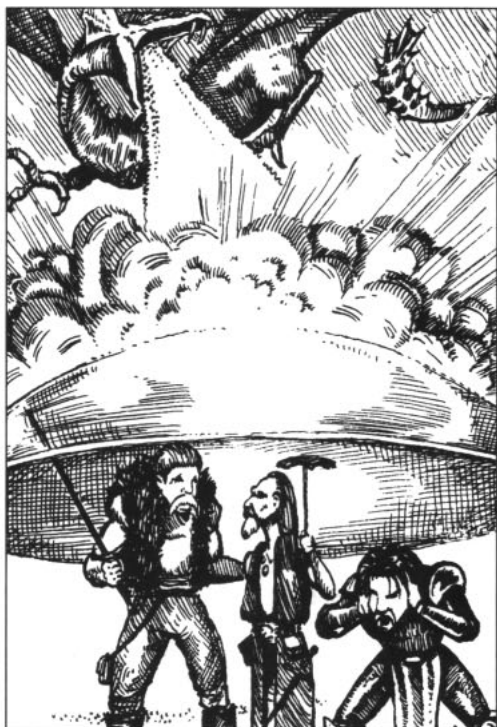
Duration: Special

Area of Effect: Special

Saving Throw: Special

Otiluke's freezing sphere is a multipurpose spell of considerable power. If the caster opts, he can create any of the following:

A) *Frigid Globe*. A small globe of matter at absolute zero temperature that spreads upon contact with water—or a liquid that is principally water—freezing it to a depth of 6 inches over an area equal to 100 square feet per level of



the spellcaster. This ice lasts for one round per level of the caster.

The material component is a thin sheet of crystal about an inch square.

B) *Cold Ray*. The spell can be used as a thin ray of cold that springs from the caster's hand to a distance of 10 yards per level of the wizard; this ray inflicts 1d4+2 points of damage per level of the caster upon the first creature struck. A saving throw vs. spell is applicable; all damage is negated if it is successful (as the ray is so narrow a save indicates it missed). If the first creature is missed, the path of the ray is plotted to its full distance, and anything else in its path must save (if applicable) or suffer appropriate damage.

The material component is a white sapphire of not less than 1,000 gp value.

C) *Globe of Cold*. This creates a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be hurled, either by hand to a distance of 40 yards (considered short range), or as a sling bullet. The globe shatters upon impact, inflicting 6d6 points of cold damage upon all creatures within a 10-foot radius (half damage if a saving throw vs. spell is successful). Use the Grenadelike Missile Table in the *DUNGEON MASTER Guide* to find where misses strike. Note that if the globe is not

thrown or slung within one round per level of the spellcaster, it shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can prove hazardous to the spellcaster and his associates as well.

The material component is a 1,000 gp diamond.

Notes: Common or uncommon spell (*PHB*).

Otiluke's Orb of Containment

(Evocation)

(Alchemy, Artifice, Force)

Level: 6

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 6 in. sphere

Saving Throw: None

This spell is used to create a useful container for dangerous substances. When the caster has an object or substance to be contained, the spell can be cast to create a crystal sphere 6 inches in diameter, up to 30 yards away from the caster. The crystal orb surrounds the object (or part of a semi-liquid substance) and holds it securely; it

will not form around an object that it cannot wholly contain. The interior surface of the orb is as hard as adamantite, so that even the most volatile or corrosive substance can be safely held. Time within the orb is frozen, so the substance held will not age.

The orb cannot be shattered by physical force or most magical attacks, although a *dispel magic* or *disintegrate* spell can destroy the orb and free its contents.

The *orb of containment* exists for one day. After this, it fades out, freeing the contents. If the spell is cast again before the orb fades, the spell is renewed and continues for another day without disturbing the contents.

The material components are a diamond worth 1,000 gp encased in glass, both of which shatter when the spell is cast. Only a shard of glass is required to renew the spell.

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Polar Screen

(Evocation)

(Water)

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 5

Duration: 5 rds./level

Area of Effect: 20-ft. square

Saving Throw: Special

This spell creates an immobile misty, bluish-white screen of energy that can be shaped to form a wall, hemisphere, or sphere. Any creature passing through the *polar screen* is affected as if the creature suddenly passed through a freezing blizzard. Any creature failing a saving throw vs. spell is coated with ice crystals for 1d4+1 rounds (until the crystals melt away), during which time the creature suffers one point of cold damage per level of the caster.

The creature is also severely chilled, suffering a -4 attack penalty until the ice melts. A creature making the saving throw is affected by the ice crystals for only one round. A *melt* spell rids a creature of the ice crystals immediately, while a *fireball*, but no other flame, can destroy the *polar screen* itself.

The material components are a thin sheet of fine lead crystal and a few bluish-white quartz crystals, all of which vanish after the spell is cast.

Notes: Uncommon or rare spell (*WoG*).



Otiluke's Radiant Screen**(Evocation)**
(Dimension)

Level: 5
 Range: 5 yds./level
 Components: V, S, M
 Casting Time: 5
 Duration: 2 rds./level
 Area of Effect: 20-ft. square
 Saving Throw: None

This spell creates an immobile screen of energy drawn from the Quasi-Elemental Plane of Radiance. The screen can be up to 20 feet square, and can be shaped into a wall, hemisphere, or sphere as the caster orders. The *radiant screen* can be one of the seven colors of the rainbow, each color exhibiting a different form of energy identical to the colors of *Nystul's radiant baton*.

Color	Effect
<i>Red</i>	Cold energy (+1 damage to fire-based, none if cold)
<i>Orange</i>	Heat energy (+1 damage to cold based, none if fire)
<i>Yellow</i>	Acid damage (save vs. spell or take +2 splash damage)
<i>Green</i>	Neutralize poison
<i>Blue</i>	Electrical energy (+10 damage to metal armored)
<i>Indigo</i>	Undead specific (only undead are harmed)
<i>Violet</i>	Vegetation specific (only plant-based lifeforms, including fungi and molds, are harmed)

The screen affects anything passing through it as determined by the screen's color. The caster can change the color of the screen from round to round at will, but only one color per round can exist. The *radiant screen* inflicts 2 points of damage per level of the caster. Thus, cold-based creatures take 3 points of damage per level of the caster when passing through the orange screen, while fire-based creatures suffer 3 points of damage per level from the red screen.

The material components are a crystal prism, a beryl gemstone worth at least 500 gp, and a thin sheet of fine crystal colored the seven colors of the rainbow, all of which vanish after the spell is cast.

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Resilient Sphere**(Alteration, Evocation)**
(Force)

Level: 4
 Range: 20 yds.
 Components: V, S, M
 Casting Time: 4
 Duration: 1 rd./level
 Area of Effect: 1-ft. diameter/level
 Saving Throw: Neg.

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature—if it is small enough to fit within the diameter of the sphere and it fails to successfully save vs. spell. The *resilient sphere* contains its subject for the spell's duration, and it is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, or a *disintegrate* or *dispel magic* spell. These cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but all that occurs is a movement of the sphere. The globe can be moved physically either by people outside the globe or by the struggles of those within.

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

Notes: Common or uncommon spell (*PHB*).

Otiluke's Siege Sphere**(Evocation)**
(Alchemy, Artifice)

Level: 7
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 1 turn
 Area of Effect: Special
 Saving Throw: None

This spell creates a large, boulder-sized sphere of force that can be fired by a catapult. The *siege sphere* lasts for one complete turn before it fades out of existence, so it must be fired within one turn of the spell's casting. The *siege sphere* can take several different forms, and the type of sphere to be created must be decided when the spell is memorized. The *siege sphere* is as hard as adamantite before it is

launched, and can be destroyed only by a *dispel magic*, *disintegrate*, or *wish*. After the sphere is fired, it takes on a different form, depending on the type of the sphere created. Despite the form that the attack takes, *Otiluke's siege sphere* vanishes after its attack. Several different types of spheres are possible.

- *Crystal Shards*: This sphere splinters apart 30 feet above the ground, raining down crystal shards in a 20-foot radius circle. Each creature in the area takes 5d6 points of damage regardless of Armor Class.

The material component is a pinch of sharp diamond flakes.

- *Liquid Fire*: When the sphere strikes, it instantly shatters, spraying a mass of liquid fire over an area 30 feet in radius. All combustibles in the area of effect are ignited. Any creature struck by the liquid fire takes 2d4 points of damage per round for 2d6 rounds unless the fire is doused or the burning fluid is washed off.

The material components for this form are a drop of pitch, a bit of phosphorus, and a pinch of diamond dust.

- *Wrecking Ball*: Upon nearing its target, the sphere's density dramatically increases so it strikes with three times the impact (and damage) of a heavy catapult.

The material components are a lodestone and a pinch of diamond dust.

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Smoky Sphere

(Evocation)

(Alchemy)

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 rd.

Area of Effect: 10-ft. radius

Saving Throw: Neg.

This spell summons into the caster's hand a small crystalline sphere filled with a gray, hazy mass. The caster can throw the smoke sphere as far as 60 yards as a grenade-like missile. The sphere shatters when it hits, filling a 10-foot radius area with harsh, irritating smoke.

Any creature in the area failing a saving throw vs. poison suffers a fit of coughing, gasping, and choking for 1d4+1 rounds. The affected

creatures attack and make saving throws with a -2 penalty until the fit passes, and any spell with a verbal component has a 30% chance of failure when cast by a coughing spellcaster.

The smoke cloud disperses and becomes harmless after one round. The sphere must be used within three rounds of casting or the substance becomes inert and useless, and the crystal sphere disintegrates. If the smoke sphere is shattered before it is thrown, the smoke cloud affects the caster.

The material component is a charred stick or piece of charcoal and a small, hollow glass ball.

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Steaming Sphere

(Evocation)

(Alchemy)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: 30-ft. radius

Saving Throw: Special

This spell creates a small crystalline sphere filled with hot steam in the caster's hand. The mist within the sphere remains active for three rounds. The sphere can be hurled up to 60 yards from the caster. When the sphere hits a solid surface, it instantly shatters, filling a 30-foot radius area with thick steam that inflicts 4d4 points of heat damage per round of exposure, with no saving throw.

The steam totally obscures vision, reducing visibility to only 3 feet. Creatures within the affected area are disoriented, making it difficult for them to find their way out of the steam cloud. To escape the steam cloud, a creature must make a successful saving throw vs. spell, with one attempt allowed per round. A creature that successfully saves emerges from the steam bath in a random direction; Imagine a clock face and roll 1d12 to find the direction in which the creature escapes. If the saving throw is failed, the creature stumbles around in the steam bath for that round. Once activated, the steam lasts for one round for every two levels of the caster. It can be dispersed at once by a *gust of wind* spell.

The material components are a few drops of pure water, a pinch of dust, and a bit of sulphur.

Notes: Uncommon or rare spell (*WoG*).

Otiluke's Telekinetic Sphere

(Alteration, Evocation)

(Force)

Level: 8

Range: 20 yds.

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 1 ft./level diameter sphere

Saving Throw: Neg.

This spell is exactly the same as the 4th-level wizard spell *Otiluke's resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless—anything contained within it weighs only $\frac{1}{16}$ its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster.

Range of control extends to a maximum distance of 10 yards per level after the sphere has succeeded in encapsulating one or more subjects. Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only $\frac{1}{16}$ of the actual weight, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harm-

less to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. The caster can dismiss the effect with a word.

In addition to a hemispherical piece of diamond and a matching piece of gum arabic, the caster must also have a pair of small bar magnets as material components for this spell.

Notes: Common or uncommon spell (*PHB*).

Ottar's Mask

(Alteration)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

This spell allows the caster or any willing being touched by the caster to perfectly assume the face and frontal appearance of another being. The being must be visible to the caster at the time. The adopted shape is a toes-to-hair duplicate of the front facing of the body only.

The being whose form is taken can be of a different gender, age, and race. The imposture is undetectable; not even a betraying dweomer is exhibited. Eye hue, hair length and hue, moles, wounds, and the like are all duplicated, as are scents and textures. Assumed features gained by use of this spell are fully usable (drow eyes have infravision, for example), but the spell does not grant spell-like natural powers of a race whose guise has been assumed. The spell recipient's Dexterity is also unchanged.

The magic is powerful enough to cause creature-specific poisons and spells to react as if the frontal image is the whole being (thus a human in drow form and attacked frontally is unlikely to be *charmed*, though a hit by an *arrow of elf slaying* would be fatal). The spell recipient can drop the guise instantly by silent act of will. The changed form has no effect on the spell recipient's spellcasting ability, although the recipient must be careful to not allow material components to be transformed into part of the assumed frontal shape.

The material components of this spell are an eyelash a piece of skin from any creature.

It is thought that no living wizards outside the Seven and some Harpers know this spell,





Otto's Crystal Rhythms

(Enchantment/Charm)
(Song)

Level: 3
Range: 10 yds./level
Components: V, S, M
Casting Time: 3
Duration: 2 rds./level
Area of Effect: 1 creature
Saving Throw: Neg.

Unless the victim of this spell makes a successful saving throw vs. spell, the creature's ears are filled with the sound of energetic crystal chimes that no one else can hear. The creature immediately drops anything in its hands and begin clapping, so it cannot use its hands for anything else. Spells requiring a somatic component cannot be cast, thieving skills cannot be performed, tools cannot be used, and weapons cannot be wielded by the clapper. Obviously, only creatures that have hands are affected. Any creature with more than one pair of hands claps along with as many hands as it has.

The material component of the spell is a pair of crystals worth 500 gp that vanishes after the spell is cast.

Notes: Uncommon or rare spell (*WoG*).

though there are persistent rumors of the Witches of Rashemen employing it.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Otto's Chime of Release

(Alteration)
(Artifice, Song)

Level: 1
Range: 60 yds.
Components: V, S, M
Casting Time: 1
Duration: 1 chime
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, a delicate chime rings out, the vibrations of which release any form of nonmagical bonds holding a single creature or person. Ropes are untied, chains and shackles loosened, leather straps unbound, a gag undone, even a wooden stock can be opened by the chime. The spell can release a bit and bridle on a horse, freeing the mount from a rider's direct control.

The material component is a small brass tubular chime, which disappears when the spell is cast.

Notes: Uncommon or rare spell (*WoG*).

Otto's Drums of Despair

(Enchantment/Charm)
Reversible
(Artifice, Song)

Level: 4
Range: 20 yds./level
Components: V, S, M
Casting Time: 4
Duration: 2 rds./level
Area of Effect: 400 sq. ft./level
Saving Throw: Special

This spell creates the sound of oppressively loud war drums in a large area, filling all creatures in the area of effect with feelings of dread and despair. The spell covers an area at the direction of the caster, so a 10th-level wizard can affect an area 200 feet by 20 feet, 100 feet by 40 feet, or 50 feet by 80 feet. The height of the effect is equal to the shortest other dimension.

A successful saving throw vs. spell negates the effect. Creatures of 2 Hit Dice or less receive no saving throw. Creatures of 2+1 to 4 Hit Dice have a -2 penalty, and creatures of 4+1 Hit

Dice and higher roll an unmodified saving throw against the effect. Affected creatures have a -2 penalty to all attacks, damage, and saving throws rolls, and suffer a -2 morale penalty.

The material components are a pair of miniature bronze drums with onyx decorations, worth 1,000 gp in materials and workmanship, that vanish after the spell is cast.

The reverse of the spell, *Otto's rousing anthem*, produces a loud trumpet call that raises the spirits of all allied creatures in the same-sized area of effect. All affected creatures have a +1 bonus to attack and saving throw rolls, and NPCs receive a +2 bonus to morale checks.

The material component for the anthem is a set of four miniature silver trumpets trimmed with lapis lazuli, worth a total of 5,000 gp. The set vanishes when the spell is cast.

Notes: Uncommon or rare spell (*WoG*).

Otto's Gong of Isolation

(Alteration, Enchantment)

(Artifice, Song)

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 turn/level

Area of Effect: 1 creature

Saving Throw: Neg.

When this spell is cast upon a creature, the mind-numbing sound of an extremely loud gong fills its mind. If the creature makes a saving throw vs. spell at a -2 penalty, the creature is only stunned for one round. If the saving throw is failed, the creature loses all normal sensory input into the mind. The creature cannot see, hear, feel, taste, or smell, effectively making it helpless. If the creature engages in melee, all attacks are made at -6 penalty, but the creature has no idea of what it is attacking or even if the attack succeeds. Telepathic communication with the creature is still possible, and the creature might receive information about the world through such a link. A *heal*, *restoration*, or *wish* spell completely cures the condition.

The spell requires a miniature gold gong and tiny gold striker with a jade stone as its head, together worth 7,000 gp in materials and workmanship, which does not vanish after the spell is cast.

Notes: Uncommon or rare spell (*WoG*).

Otto's Irresistible Dance

(Enchantment/Charm)

(Song)

Level: 8

Range: Touch

Components: V

Casting Time: 5

Duration: 1d4+1 rds.

Area of Effect: Creature touched

Saving Throw: None

When an *Otto's irresistible dance* spell is placed upon a creature, the spell causes the recipient to begin dancing, complete with feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance; this cavorting worsens the Armor Class of the creature by -4, makes saving throws impossible except on a roll of 20, and negates any consideration of a shield. The creature must be touched, as if melee combat were taking place and the spellcaster was striking to inflict damage.

Notes: Common or uncommon spell (*PHB*).

Otto's Rousing Anthem

Reversed form, see Otto's drums of despair.

Otto's Silver Tongue

(Enchantment/Charm)

(Song)

Level: 4

Range: 0

Components: V, S

Casting Time: 4

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None

When this spell is cast, the wizard's voice takes on an enthralling sing-song tone that instantly catches the ear of any listener. Anything said by the caster sounds very convincing, as if the wizard had a 19 Charisma (+40% reaction adjustment). Any half-truth spoken by the caster has a 75% chance of sneaking past the notice of a listener using a *detect lie* spell and an outright lie has a 50% chance of not being discovered by that spell.

Notes: Uncommon or rare spell (*WoG*).



Otto's Soothing Vibrations

(Enchantment/Charm)

(Song)

Level: 2

Range: 60 yds.

Components: V

Casting Time: 2 rds.

Duration: 1 rd./level

Area of Effect: 20-ft. radius sphere

Saving Throw: Special

As the wizard casts the spell, all creatures in the area of effect begin to hear soothing vibrations that cause them to pause and listen. As the music continues, the creatures feel the wizard broadcasting peaceful, kindly thoughts to them. The creatures do nothing until the wizard has finished casting the spell.

Thereafter, all animals in the area of effect of semi-intelligence or lower feel kindly toward the caster, and show no aggression or fear unless attacked first. All other creatures are entitled to a saving throw vs. spell at +2 bonus to avoid the spell's lulling effect.

Affected animals and creatures failing the saving throw are more susceptible to *charm* spells cast before the *soothing vibrations* spell duration ends, and suffer a -2 penalty against

any *charm*-type spell cast upon them, such as *animal friendship*, *charm person or mammal*, *charm monster*, and so on.

There is no somatic or material component to the spell, just the soothing, vibrating voice of the caster.

Notes: Uncommon or rare spell (*WoG*).

Otto's Sure-Footed Shuffle

(Alteration, Enchantment/Charm)

(Song)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level + 1d6 turns

Area of Effect: 30-ft. radius

Saving Throw: None

When this spell is cast, the listeners hear fiddle music for one round. Thereafter, each creature in the area at the instant the spell is cast has the walking agility and surefootedness of a mountain goat. The creature can climb an incline of up to 50 degrees with no trouble. In any situation in which it might trip, slip, stumble, or lose its footing or balance, the affected creature is allowed a +4 bonus to a saving throw or Dex-

terity check to avoid falling, whichever the DM decides is applicable.

The material components are a fiddle string and a sliver from the hoof of a mountain goat.

Notes: Uncommon or rare spell (*WoG*).

Otto's Tin Soldiers

(Alteration)

(Artifice)

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

To use this spell, the caster must have a pair of small tin soldiers appropriate for one of the four versions of the spell. When the spell is cast, rousing martial music fills the air as the tin soldiers grow to man-size and come to life. The tin soldiers obey all orders faithfully, even to destruction. The type of soldiers that can be conjured into existence depends on the level of the caster, as follows.

- 7th-level: Two *heavy footmen*: AC 4 (chain mail and large shield); MV 9; HD 1+2; hp 8 each; #AT 1; Dmg 1d6 (spear and short sword); THAC0 18; AL N.
- 9th-level: Two *heavy foot archers*: AC 5 (chain mail); MV 9; HD 2+2; hp 15 each; #AT 2 or 1 (long bow or short sword); Dmg 1d6 (arrow and short sword); THAC0 16; AL N.
- 12th-level: Two *light horsemen* (if there is room for the horses): AC 6 (ring mail); MV 24 riding (12 on foot); HD 3+2; hp 23 each; #AT 2 or 1 (composite short bow or broad sword); Dmg 1d6 or 2d4 (arrow or broad sword); THAC0 16; AL N. Light warhorses: AC 6 (leather barding); MV 24; HD 2; hp 14; #AT 2; Dmg 1d4/1d4; THAC0 16; AL N.
- 14th-level: Two *foot-knights*: AC 2 (plate mail and large shield); MV 6; HD 4+2; hp 30 each; #AT 1; Dmg 1d10+3 (long sword); THAC0 15; AL N.

Slain soldiers vanish, as do all remaining soldiers when the spell expires.

The material components are the pair of soldiers worth 100 gp in workmanship and a

miniature brass bugle worth 50 gp, which vanish after the spell is cast.

Notes: Uncommon or rare spell (*WoG*).

Otto's Tonal Attack

(Enchantment/Charm)

(Song)

Level: 4

Range: 20 yds./level

Components: V, S, M

Casting Time: 4

Duration: 1 turn/level

Area of Effect: 1 creature

Saving Throw: Special

This spell causes a spell-using creature to temporarily lose the knowledge of how to cast spells unless a successful saving throw vs. spell is made (priests have a +2 bonus to their saves). A successful saving throw means any spell cast by the affected creature is only reduced in effectiveness, as if cast by a character two experience levels lower for determining spell range, area of effect, duration, or damage. A specialist wizard affected by this spell does not impose the saving throw penalty due to his specialty.

The material components are a sitar string and a crystal mallet (1,000 gp), which vanish after the spell is cast.

Notes: Uncommon or rare spell (*WoG*).

Otto's Tones of Forgetfulness

(Enchantment/Charm)

(Song)

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: 1 being

Saving Throw: Special

When the wizard casts this spell, the ears of the target being are filled with exotic tones no one else can hear. A being who fails to make a successful saving throw vs. spell loses all memory of one nonweapon proficiency. The wizard can choose the proficiency if he knows the being to possess it, otherwise a nonweapon proficiency is randomly chosen by the DM. Any attempt to use the proficiency meets with failure. A being whose saving throw is successful still suffers a -2 penalty to the chance of suc-

cess with the proficiency for the duration of the spell.

The material components are a string from a sitar and a wooden mallet.

Notes: Uncommon or rare spell (*WoG*).

Otto's Warding Tones

(Enchantment/Charm)

(Song)

Level: 4

Range: 120 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 50-ft. cube

Saving Throw: None

All creatures affected by this spell have their ears filled with loud tones only they can hear. The notes drown out all other sounds, effectively making the creatures deaf. This gives immunity to certain sound-based attacks, such as a siren's song, a banshee's wail, *drums of panic*, *drums of deafening*, or the first use of a *horn of blasting*. The spell does not give immunity against attacks that are caused by vibrations: *shatter*, the breath weapons of certain dragons, the second use of the *horn of blasting*, and so on. The spell also does not hinder the effects of *holy word*, most known *power words*, *true name*, or similar magics.

The effects of deafness are: a -1 penalty to surprise rolls, a +1 penalty to initiative, and a 20% chance of spell failure for spells with verbal components.

The material components are two lumps of bee's wax and a string from any orchestral string instrument.

Notes: Uncommon or rare spell (*WoG*).

Ozone Cloud

(Evocation)

(Air)

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd.

Area of Effect: 40 × 20 × 20-ft. cloud

Saving Throw: ½

This spell generates an invisible cloud of ozone that merely irritates most creatures, but

which inflicts 1d6 points of damage per level of the caster (count any 1s rolled as 2s) upon fungi, gelatinous cubes, jellies, molds, oozes, puddings, and slimes. A successful saving throw vs. spell indicates half damage.

Casting the spell also produces spectacular electrical spark; everyone in the cloud or within 10 feet of the cloud must make a successful saving throw vs. petrification or be blinded for 1d4 rounds.

The material component is an extract from a whole volt, shocker, or electric eel.

Notes: Very rare spell. (Updated from *POLYHEDRON Magazine*.)





Pacify — Witch
(Enchantment/Charm)
(Song)

Level: 2
Range: 60 yds.
Components: V, S
Casting Time: 2
Duration: 4 turns + 1 turn/level
Area of Effect: 2d4 creatures in a
10 × 10 × 20-ft. area
Saving Throw: Neg.

This spell magically calms 2d4 creatures of 6 Hit Dice or less in the area of effect. Undead creatures are not affected by this spell. Otherwise, those who fail a saving throw vs. spell cease combat, confrontational discussions, and other energetic activities.

Creatures that stop fighting are 50% likely to withdraw from the scene, and 50% likely to sit or lie down, falling into a light doze. As long as the pacified creature is not harmed, it remains under the influence of the spell. Each time an affected creature is injured or attacked, it gains an immediate saving throw to break free of the spell's influence, with a +1 bonus per point of damage taken.

The spell lasts until the duration expires or the subjects are awakened by attacks.

Notes: Uncommon for witches and song mages; very rare for enchanters.

Pact

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.



Pain

(Invocation)

Level: 6
Range: 60 yds.
Components: V, S, M
Casting Time: 1
Duration: Special
Area of Effect: 1 Hit Die/level
Saving Throw: None



When cast, the wu jen directs this spell at a single creature or group of creatures. If multiple creatures are affected, all must be within 20 feet of each other. All affected are struck by pains

and agony. These pains pass in an instant. Once past, however, the creatures find their muscles contorted and their strength reduced.

Dexterity and Strength ability scores are reduced to 3 for 2d4 rounds after the spell is cast. This gives an affected creature penalties of -3 to attack rolls, -1 to damage, -3 to reaction attacking adjustment, and +4 to the defensive adjustment. At the end of 2d4 rounds, the Strength and Dexterity of the creature return to normal. A *strength* or *prestidigitation* spell cancels the effects of the *pain* spell, either providing the needed vitality to restore Strength and Dexterity to normal ranges.

The material components for this spell are a leech and stone scraped against a slate.

Notes: Common in oriental settings; otherwise, very rare.

Pain Touch

(Necromancy)

Level: 3
Range: Touch
Components: V, M
Casting Time: 3
Duration: 1 rd./level
Area of Effect: 1 creature
Saving Throw: None

Pain touch enables the caster to touch an opponent in such a way as to induce extreme pain. The spell works if the caster touches any exposed part of an opponent's body. The caster must be within arm's length of the opponent for the spell to work. The spell requires a normal attack roll.

The pain causes no damage, but for the next 1d4 rounds, the opponent's attack rolls and Armor Class are penalized by 2. The caster can cast the spell and touch the victim in the same round. *Pain touch* is only effective on human, demihuman, and humanoid opponents.

The material components for this spell are a needle and the finger from a scorched glove.

Notes: Restricted to necromancers; uncommon.

Paradox**(Chronomancy)**

Level: 6
 Range: 0
 Components: V, S
 Casting Time: 1 turn
 Duration: Instantaneous
 Area of Effect: The caster
 Saving Throw: None

When *paradox* is cast, the chronomancer can alter a minor event from his past that may affect the present. Such an event might be exchanging one memorized spell for a more useful one, having bought a cask of ale instead of a cask of oil, or deciding that, instead of insulting the orcs' chieftain (who has been harboring a grudge, and now the characters need his help), the heroes insulted their finest warrior.

The event to be changed should not be more than three hours in duration, and it must be something that was personally done by the chronomancer, or something the chronomancer could have influenced. (Perhaps a thief actually made the insult, and the chronomancer uses *paradox* to explain it away at the expense of the orc warrior.) Something is always given up when this spell is used. The chronomancer can change an event as far back as one month.

The DM decides how the change proceeds forward, if at all. Often, things will not work out as neatly as the caster might hope. The orc chieftain could still bear a grudge (that the warrior was insulted), and the warrior might wish now for personal satisfaction.

Notes: Restricted to chronomancers; common.

Paralytic Missile, Gemidan's

See Gemidan's paralytic missile.

Paralyzation**(Illusion/Phantasm)
(Shadow)**

Level: 3
 Range: 10 yds./level
 Components: V, S
 Casting Time: 3
 Duration: Special
 Area of Effect: 20-ft. cube
 Saving Throw: Neg.

The *paralyzation* spell enables the illusionist to create illusionary muscle slowdown in creatures in the area of effect. Creatures' whose combined Hit Dice are equal to or less than twice the illusionist's experience level can be affected. Mindless creatures and those with more Hit Dice than the spell can cover are not affected at all. Creatures with the fewest Hit Dice or levels are affected first. Any creature that might be affected is allowed a saving throw vs. paralyzation to avoid the effect. A *dispel illusion* or *dispel magic* spell removes the effect immediately, and the caster can end the spell on command. The paralyzation lasts no longer than one hour in any event.

Notes: Restricted to illusionists and shadow mages; uncommon.

Paralyze

Aka paralyzing touch.

Paralyzing Field — Witch**(Alteration)**

Level: 7
 Range: 80 yds.
 Components: V, S, M
 Casting Time: 7
 Duration: 12 rds.
 Area of Effect: 10-ft. radius
 Saving Throw: Special

If this spell is cast on a solid surface, it creates a *paralyzing field* 10 feet high and 20 feet in diameter. This field lasts 12 rounds, inflicting a paralysis lasting 2d4 turns, subject to a saving throw vs. paralysis at a -4 penalty. The field is essentially invisible to normal vision, though with concentration a slight shimmer can be seen.

The material component is a powdery clay that has been soaked in giant wasp venom.

Notes: Restricted to witches, very rare. (Updated from *DRAGON Magazine*). This was originally part of the *paralyzing pit* spell.

Paralyzing Pit — Witch

(Alteration)

Level: 7
 Range: 80 yds.
 Components: V, S, M
 Casting Time: 7
 Duration: Special
 Area of Effect: Special
 Saving Throw: Special

Much like the 2nd-level *pit* spell, the *paralyzing pit* conjures a circular pit 20 feet across and 20 feet deep within the spell range. The pit forms only in earth, sand, clay, loam, mud, or other soft soil. If the caster creates the pit directly under an opponent or in front of a moving opponent, the victim is allowed a saving throw vs. spell to avoid falling in. Stationary or slow-moving characters who fall in suffer 2d6 damage; running or charging characters suffer 3d6 damage.

The pit entraps its victims with a powerful paralysis field. Any character or creature falling in must make a successful saving throw vs. paralysis with a -4 penalty or be paralyzed. The paralysis lasts for 2d4 turns. The caster is immune to the paralysis effect. The pit itself is as permanent as any hole in the ground, but its paralyzing field is active for only 12 rounds.

The pit sides are steep, but not unclimbable. Given 2d4 rounds, any unparalyzed character can scramble free. Paralyzed characters are completely helpless, and anyone who enters the pit to aid them may be paralyzed as well. Any unparalyzed character in the pit makes a new saving throw against paralysis every second round.

The material component is a claw-bone from a mole, dipped in giant wasp venom.

Notes: Restricted to witches, very rare. (Updated from *DRAGON* Magazine).

Paralyzing Touch

(Necromancy)

Level: 3
 Range: 0
 Components: V, S, M
 Casting Time: 3
 Duration: 1 rd./level
 Area of Effect: The caster
 Saving Throw: Special

Upon casting this spell, a wizard gains the ability to paralyze those touched. The caster must make a successful attack roll in order to strike an opponent with the paralysis. Those touched must make a saving throw vs. spell to avoid the effect.

If the saving throw is successful, the creature is unaffected. Creatures immune to paralysis, as well as undead and unliving creatures such as golems, are not affected by this spell. Failure means the creature is paralyzed for 2d4 rounds.

The material component of this spell is a piece of ghoulish flesh.

Notes: Uncommon for necromancers from the FORGOTTEN REALMS setting; otherwise, rare. Known to be in *Myrl's Text*.

Part Sand

(Alteration)
 (Province: Sand)



Level: 6
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 6
 Duration: 5 rds./level
 Area of Effect: Special
 Saving Throw: None

Part sand enables the caster to cause a prominence made of sand, gravel, or loose dirt—that is, a dune, hill, knoll, or rise, not a depression or level ground—to move apart, forming a 20-foot-wide trough. This trough extends 10 feet in length and 3 feet deep per level of the caster. (For example, a 12th-level wizard can create a trough 20 feet wide, 120 feet long, and 36 feet deep.) The caster can also elect to cut a smaller trough. After aiming the initial cut, he cannot angle it to change direction. The magic holds the trough clear of slipping earth or sand for the duration of the spell. It even whisks away earth introduced into the trough by someone physically digging into its sides.

If the wizard's trough meets a solid rock face, the trough is blocked. (It cannot get larger.) However, a trough can be positioned along the edge of a rocky outcrop so as to expose it, provided the outcrop doesn't extend across the width of the trough at any point.

This spell also can be used to inflict damage on an earth elemental or other being whose body is formed of earth or sand (such as a sandling or a sand lion conjured by spell). A creature that is in phase with such substances (such

as a xorn) is also vulnerable.

When the trough encounters such a creature, its progress ends immediately (digging no farther). The creature in the path of this spell immediately suffers 4d8 points of damage. Unlike part water, this spell does not panic such creatures—but it does force a saving throw vs. spell to avoid being slowed (to half movement rate and attacks) for 1d6 rounds.

Creatures that are not earth-based are not harmed by part sand. Large, solid objects (such as corpses and living bodies) unearthed in the path of the trough merely settle to the bottom; they are not flung aside.

The material component of this spell is two small stones.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Part Water

(Alteration)
(Water)

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: 5 rds./level

Area of Effect: 20 ft. × 3 ft./level × 30 ft./level

Saving Throw: None

By employing a *part water* spell, the wizard can cause water or similar liquid to move apart, thus forming a 20-foot-wide trough. The depth and length of the trough are dependent upon the level of the wizard, and a trough 3 feet deep by 10 yards long is created per level. For example, at 12th level the wizard would part water 36 feet deep by 20 feet wide by 120 yards long. The trough remains as long as the spell lasts or until the wizard who cast it opts to end its effects. If cast under water, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature receives 4d8 damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material components for the spell are two small sheets of crystal or glass.

Notes: Common spell (PHB).

Passwall

(Alteration)
(Earth, Shadow)

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 hr. + 1 turn/level

Area of Effect: 5 × 8 × 10 ft.

Saving Throw: None

A *passwall* spell enables the spellcaster to open a passage through wooden, plaster, or stone walls, but not other materials. The spellcaster and any associates can simply walk through. The spell causes a 5-foot wide × 8-foot high × 10-foot deep opening. Several of these spells can form a continuing passage so that very thick walls can be pierced. If dispelled, the *passwall* closes away from the dispelling caster, ejecting those in the passage.

The material component of this spell is a pinch of sesame seeds.

Notes: Common spell (PHB).

Passweb — Drow

(Abjuration, Alteration)

Level: 5

Range: Touch

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: Special

This spell enables the caster (or one creature) to pass through existing webs, both natural and magical, as though they did not exist. It also permits passage through barriers of rope or vine, provided the area to be passed through incorporates only nonmagical, organic materials. The webs or barriers are not disturbed or altered in any way by this spell or the passage through them.

A recipient of this spell can try to free creatures or objects already trapped in a web. This requires a successful saving throw vs. petrification, and a success ends the spell immediately. (If a trapped being is unwilling to be freed, and able to actively resist, failure is automatic.)

This spell does not confer immunity to the effects of *viscid globs* (created by a particular magical wand used by the drow).

Notes: Restricted to drow; common.



Past Life

(Divination)

Level: 2
 Range: Touch
 Components: V, S
 Casting Time: 1 rd.
 Duration: Special
 Area of Effect: 1 creature
 Saving Throw: None

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

At 7th level, the wizard can view the final minute of the subject's life from the subject's point of view.

At 9th level, the wizard can substitute a personal possession of the subject (a ring, a favorite walking stick, etc.) for bodily remains. The final minute can be viewed only if the item was present at the subject's demise.

Notes: Common for diviners; otherwise, uncommon (*ToM*).

Patternweave*

(Divination)

(Wild)

Level: 1
 Range: 10 yds.
 Components: V, S, M
 Casting Time: 3
 Duration: 1 rd.
 Area of Effect: 10-ft. square
 Saving Throw: Special

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

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

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

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

After the caster has visualized the pattern, he can attempt to reassemble the parts into their original form. This requires another saving throw vs. spell to determine whether the wizard remembers sufficient details to accomplish the task. The amount of time required and the quality of restoration vary according to the complexity of the pattern. Reassembling a shredded map may be easy; reassembling a broken clock is significantly more difficult; rebuilding a shattered mosaic is extremely difficult. In any case, the wizard can make only a reasonable copy of the item. He can use this spell to restore works of art, but they will be worth only a small percentage of their original value.

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

Notes: Restricted to wild mages; common.

Penultimate Cogitation, Mordenkainen's

See Mordenkainen's penultimate cogitation.

Permanency

(Alteration)
(Universal)

Level: 8
Range: Special
Components: V, S
Casting Time: 2 rds.
Duration: Instantaneous
Area of Effect: Special
Saving Throw: None

This spell affects the duration of certain other spells, making the duration permanent. The wizard can cast this spell in three different ways: on himself, on other creatures, and on an area.

- *On Himself:* The wizard casts the desired spell and then follows it with the *permanency* spell. Each such *permanency* spell lowers the wizard's Constitution by 1 point. This application of permanency can be dispelled only by a wizard of greater level than the spellcaster was when he cast the spell. The personal spells upon which a *permanency* is known to be effective are as follows:

<i>comprehend languages</i>	<i>protection from evil</i>
<i>detect disease</i>	<i>protection from hunger and thirst</i>
<i>detect evil</i>	<i>protection from normal missiles</i>
<i>detect invisibility</i>	<i>protection from paralysis</i>
<i>detect life</i>	<i>read magic</i>
<i>detect magic</i>	<i>tongues</i>
<i>infravision</i>	<i>unseen servant</i>
<i>past life</i>	
<i>protection from cantrips</i>	

- *On a Creature:* This application can be dispelled only by a spellcaster of greater level than the wizard was when he cast the spell. The following can be made permanent if cast on another creature:

<i>enlarge</i>	<i>fear</i>
<i>invisibility</i>	

- *On an Object or Area:* These applications to other spells allow a *permanency* to be cast simultaneously with any of the latter. The entire spell complex can be dispelled normally, and thus negated. The *permanency* spell can be used to make the following object or area-effect spells permanent:

<i>alarm</i>	<i>prismatic sphere</i>
<i>audible glamer</i>	<i>solid fog</i>
<i>dancing lights</i>	<i>stinking cloud</i>
<i>distance distortion</i>	<i>teleport</i>
<i>enlarge</i>	<i>Von Gasik's refusal</i>
<i>fear</i>	<i>wall of fire</i>
<i>gust of wind</i>	<i>wall of force</i>
<i>magic mouth</i>	<i>web</i>
<i>Otiluke's dispelling screen</i>	

The *permanency* spell is also used in the fabrication of magical items (see the 6th-level spell *enchant an item*). In the fabrication process, Constitution is only 5% likely to be lost.

The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell. If the DM has already determined that the application is not possible, the research automatically fails. Note that the wizard never learns what is possible except by the success or failure of his research.

Notes: Common spell (PHB).

Optional: *Permanency* might become unstable or fail after a long period—at least 1,000 years. Unstable effects might operate intermittently or fail altogether.

Permanent Antimagick Field, Thiondar's

See Thiondar's permanent antimagic field.

Permanent Illusion (Illusion/Phantasm)

Level: 6
Range: 10 yds./level
Components: V, S, M
Casting Time: 6
Duration: Permanent
Area of Effect: 20-ft. cube + 10-ft. cube/level
Saving Throw: Special

When this spell is cast, the wizard creates an illusion with visual, auditory, olfactory, and thermal elements. The spell can create the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. It affects all creatures that view the illusion, even to the extent of them suffering damage from falling into an illusory pit full of sharp spikes.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell. If successful, they see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The permanent illusion is subject to a *dispel magic* spell, of course.

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

Notes: Common spell (PHB).

Persistence (Invocation/Evocation)

Level: 7
Range: 0
Components: V, S, M
Casting Time: 1 turn
Duration: 1 day/level
Area of Effect: The caster
Saving Throw: None

Related to both the *contingency* and *permanency* spells, *persistence* allows a wizard to cast a spell of 6th level or lower and then hold it until it is needed. There are two general uses for the spell: to use a personal spell effect as needed up to the maximum duration of the *persistence* itself, or to prepare an instantaneous spell and hold it ready until the caster wishes to use it.

A) Personal Spell. Any spell that augments the wizard's natural abilities—*detect magic*, *protection from evil*, *jump*, *infravision*, *fly*, *wraithform*, or other caster-affecting spells—can be made persistent. The wizard casts *persistence* and then immediately follows with the desired spell. Instead of taking effect immediately, the second spell is held ready for use by a simple act of will. The wizard can then turn on or turn off the girded spell as often as he likes over the duration of the *persistence*. The duration of the girded spell runs only while the spell is active, so a 15th-level wizard who makes a *fly* spell persistent can use 15+1d6 turns of flight (the duration of his *fly*) over the next 15 days (the duration of the *persistence*) as he sees fit.

B) Held Spell. Spells that have an instantaneous effect, such as most attack spells and some movement spells like *teleport* or *dimension door*, can be rendered persistent as well. The held spell can be activated or discharged at



any time during the duration of the *persistence*, but its magic is then exhausted as if it had been cast normally. This resembles the effect of a *contingency* spell, but the effect has no predefined conditions and simply occurs when the caster wills it to.

Damaging or offensive spells that have a duration (for example, *flaming sphere* or *wall of fire*) cannot be made persistent. A wizard can have no more than one *persistence* spell active at any given time; if he girds a new spell while an old one is still persistent, the old spell is simply replaced by the new one.

The material component is a crystal chalice of exquisite workmanship worth 2,000 gp.

Notes: Uncommon spell (*PO:SM*).

Persona of Death

(Necromancy)



Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 1 creature

Saving Throw: None

Generally cast in conjunction with *animate dead*, this variant of *mask of death* makes a corpse (or a relatively intact zombie) to appear to be a living person. If the body is animated, it can be made to look, sound, move, and behave like a specific individual. Of course, the caster must have a good idea of how the duplicated person sounds and acts. The persona is fairly superficial, but those who don't know the duplicated person very well are usually fooled unless there's a reason for them to be suspicious. Even people familiar with the duplicated individual can be deceived for short periods of time. Note that while the body may have the appearance and mannerisms of a particular individual, it is mindless and has none of the individual's memories or knowledge. The caster must maintain conscious control of the corpse to direct its movements, speech, and behavior.

The material component is a drop of doppelganger blood.

Notes: Restricted to necromancers; rare. This spell can be researched only on the Demiplane of Dread.

Pestilence — Hishna

(Conjuration)



Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: 100 yds. square/level

Saving Throw: None

The pestilence spell creates a mild form of *insect plague*, nowhere near as frightful as the 5th-level priest spell, but far more long-lasting. The *pestilence* spell summons crawling insects, such as ants, roaches, weevils, caterpillars, and other types of bugs. These creatures will infest the area of effect, devouring plant life and driving animals away. After one day, the area will be picked clean, but the creatures remain for the full duration of the spell.

Creatures within the area of *pestilence* sustain one hit point of damage per turn (or fraction of a turn) within the area, from the bites and stings of the creatures. The *pestilence* cannot be moved once it is cast.

The material component is a bit of spider's venom and the husk of a dead june bug.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Petrification

Aka petrify wood.

Petrification Gaze

Aka petrifying gaze.

Petrify Wood

(Alteration)

Level: 1
 Range: Touch
 Components: V, S, M
 Casting Time: 1
 Duration: 5 rds./level
 Area of Effect: 1 large/2
 small wooden items
 Saving Throw: None



This spell petrifies nonliving wood. If cast on a wooden weapon, it causes that weapon to have the properties of a weapon of stone, such as flint or obsidian. This effectively reduces the weapon's attack penalty from -3 to -2, and its damage penalty from -2 to -1; the weapon is now also completely fireproof. The dweomer lasts until the spell's duration ends (or until a missile enchanted with this spell strikes its target). Low-level wizards often create their first magical weapons with this spell. One large or two small weapons can be affected by this spell (as per *enchanted weapon*). Weapons normally made of wood (clubs, staves, etc.) gain no additional benefits other than being fireproof. To a native of impoverished Athas, this spell can mean the difference between life and death in combat.

The material component is a chip of petrified wood.

Notes: Common for spellcasters from the DARK SUN setting, uncommon for Savage mages; otherwise, very rare.

Petrifying Gaze

(Alteration, Invocation/Evocation)

Level: 7
 Range: 0
 Components: V, S, M
 Casting Time: 7
 Duration: 7 rds. + 1 rd./level over 14th
 Area of Effect: The caster
 Saving Throw: Neg.

While this spell is in effect, the caster's gaze becomes as dangerous as that of a basilisk. The caster can employ this power against one enemy per round, in addition to casting another spell, engaging in melee, or taking other actions. A target creature within 60 feet that meets the gaze must make a successful saving throw vs. petrification or be turned to stone. The caster's

gaze extends into the Ethereal Plane and can affect out-of-phase and ethereal creatures.

Intelligent opponents can choose to fight with their eyes shielded (as by looking at a mirrored image) or turned away in order to avoid meeting the gaze. Any doing so suffer a -2 penalty to attack rolls and Armor Class.

The caster is subject to her own reflected gaze; if subjected to her own gaze, the caster must save vs. petrification or turn to stone herself. The caster can end this spell at will.

The material component is an ointment prepared from powdered basilisk scales or the ashes of cockatrice feathers.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)



Phantasmagoria

(Illusion/Phantasm)

Level: 6
 Range: 60 yds.
 Components: V, S
 Casting Time: 6
 Duration: 1 rd./level
 Area of Effect: 1600 sq. ft. + 100 sq. ft./level
 Saving Throw: Neg.

By means of this spell, the caster prepares a

special form of the 3rd-level *spectral forces* spell that is triggered by some special action. The *phantasmagoria* typically is a full visual, audial, olfactory, and touch illusion that involves falling, sliding, or moving rapidly. The effect can be aimed at making the subjects believe that they are doing so or that something else is doing so. For example, the *phantasmagoria* may be triggered when falling into a pit, reaching the center of an area, opening a door, or performing some like action. The subject(s) will then believe that the fall continues for scores of feet; that a pit has opened and that they are helplessly sliding down into an unknown area; that a wall of water is rushing down from the area beyond the just-opened door, or whatever. Note that unlike the *programmed illusion* spell, the *phantasmagoria* spell must always involve the illusion of something falling or rushing, or a rapidly dwindling perspective.

Notes: Restricted to illusionists; uncommon. (Originally from 1st Ed. *PHB*.)

Phantasmal Force

(Illusion/Phantasm)

Level: 1

Range: 60 yds. + 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: Special

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

Saving Throw: Special

This spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. The illusion is visual and affects all believing creatures (undead are immune) that view it. It does not create sound, smell, or temperature. Effects that depend on these senses usually fail. The illusion lasts until struck by an opponent—unless the spellcaster causes the illusion to react appropriately—or until the wizard ceases concentration upon the spell (due to desire, moving, or a successful attack that causes damage). Saving throws for illusions are explained under “Illusions” in Chapter 7: Magic and under “Adjudicating Illusions” at the beginning of Appendix 2. Creatures that disbelieve the illusion see it for what it is and add +4 to associates' saving throws if this knowledge can be communicated effectively. Creatures believing the illusion are subject to its effects (again, as explained in Chapter 7).

The illusionary effect can be moved by the caster within the limits of the area of effect. The DM has to rule on the effectiveness of this spell; detailed guidelines are outlined in Chapter 7: Magic and under “Adjudicating Illusions” at the beginning of Appendix 2.

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

Notes: Common spell (*PHB*).

Phantasmal Killer

(Illusion/Phantasm)

(Mentalism)

Level: 4

Range: 5 yds./level

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Special

When this spell is cast, the wizard creates the illusion of the most fearsome thing imaginable to the victim, simply by forming the fears of the victim's subconscious mind into something that its conscious mind can visualize—the most horrible beast. Only the spell recipient can see the *phantasmal killer* (the caster sees only a shadowy shape), but if it succeeds in scoring a hit, the subject dies of fright. The beast attacks as a 4 Hit Dice monster. It is invulnerable to all attacks and can pass through any barriers. Once cast, it inexorably pursues the subject, for it exists only in the subject's mind.

The only defenses against a *phantasmal killer* are an attempt to disbelieve (which can be tried but once), slaying or rendering unconscious the wizard who cast the spell, or rendering unconscious the subject of the spell for its duration. To disbelieve the killer, the subject must specifically state the attempt and then roll an Intelligence check. This roll has a -1 penalty for every four levels of the caster.

Special modifiers apply to this attack:

Condition	Modifier
Subject surprised	-2
Subject previously attacked by this spell	+1
Subject is an illusionist	+2
Subject is wearing a <i>helm of telepathy</i>	+3

Magic resistance, bonuses against fear, and Wisdom adjustments also apply. The subject's magic resistance is checked first; if the spell

overcomes the resistance, the subject's fear/Wisdom bonuses (if any) then apply as favorable modifiers to the Intelligence check.

If the subject of a *phantasmal killer* attack succeeds in disbelieving, and is wearing a *helm of telepathy*, the killer can be turned upon the caster, who must then disbelieve it or be subject to its attack and possible effects.

If the subject ignores the killer to perform other actions, such as attacking the caster, the killer may, at the DM's option, gain bonuses to hit (for flank or rear attacks, etc.). Spells such as *remove fear* and *cloak of bravery*, cast after the killer has attacked, grant another check to disbelieve the effect.

Notes: Common spell (PHB).

Phantom Armor

(Alteration, Illusion)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Person touched

Saving Throw: None

When this spell is cast, the wizard creates a quasi-real suit of plate mail. This semi-illusory material covers the subject and actually gives some real protection unless the opponent actively disbelieves in the armor (saving throw vs. spell), or else a *dispel illusion* or *dispel magic* spell is cast upon it, or a *wand of negation* affects it. The spell will not function with any other form of magical protection.

Until gone, or disbelieved, the armor protects the wearer as if it was plate mail (AC 3). For each level of the spellcaster, the *phantom armor* will absorb 1 point of damage delivered by a blow that would otherwise hit Armor Class 3. When the armor has absorbed as many points of damage as the spellcaster has levels of experience, it is dispelled and vanishes. Any remaining damage accrues to the wearer.

Additionally, *phantom armor* gives a bonus of +1 to saving throws against all attack forms that would be similarly modified by magical armor. The dweomer in no way affects the movement or spellcasting abilities of the wearer. *Phantom armor* is not subject to rust monster attack (and such may enhance disbelief).

The material component is a small plate of mithral (10 gp value) that disappears when the

spell is cast.

Notes: Uncommon spell. (Originally from *Unearthed Arcana*.)

Phantom Blade

(Evocation)

(Shadow)

Level: 5

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a translucent, shadowlike, weightless area of magical force extending from the fingers of one of the caster's hands. This silent construct is blade-shaped. Its cutting edges inflict damage just as do those of a real sword. The caster wields the *phantom blade* as if proficient in the use of this weapon, at her normal THAC0.

A *phantom blade* counts as a +2 magical sword for purposes of what it can hit (though it does not gain this attack or damage bonus), and cannot harm inorganic things (such as ropes) because it has no solid existence. Against living foes, it cuts and chills for 1d10 points of damage per successful strike. Against undead creatures, beings phasing into or out of the Ethereal Plane, or beings maintaining any simultaneous dual-plane existence, it gives a +4 bonus to the wielder's attack roll and causes 4d4 points of damage. A *phantom blade* is nonmetallic, nonmagnetic, and does not reflect light or conduct electrical energy. It cannot be dropped or torn from the caster's grasp, but it vanishes instantly if the caster desires.

A *phantom blade* is also effective against non-prismatic magical barriers (such as a *wall of force*) and fields (such as a *minor globe of invulnerability*). At each contact with such a barrier, roll 2d12. A maximum of one contact between the *phantom blade* and the barrier can occur per round. When the total of all such attacks exceeds the field's total points, the field or barrier is destroyed, along with the phantom blade. For purposes of determining when a barrier falls, a barrier has 10 points per spell level; assign 70 points for effects with unknown level.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; uncommon. Optionally, uncommon for shadow mages.

Phantom Light — Witch**(Conjuration)**

Level: 3

Range: 40 yds.

Components: V, M

Casting Time: 3

Duration: 4 rds./level

Area of Effect: Special

Saving Throw: None

In most respects, *phantom light* is identical to the 1st-level priest spell, *faerie fire*. However, the light appears as a ball of phosphorescent witch-light, somewhat similar in shape and size to a will-o'-wisp. The *phantom fire* can be blue, green, or violet as decided by the caster at the time of casting. Illuminating a 20-foot radius with the equivalent of bright moonlight, it responds instantly to the caster's mental commands. The spell ends if the light moves more than 120 feet from the caster.

At the witch's command, the light disperses to outline one or more objects or creatures with a pale glowing light. The number outlined depends upon the number of number of feet the caster can affect; that is, 10 feet per level of the caster (roughly one man-sized creature per 10 feet). Enough footage enables several objects or



creatures to be outlined, all within a 40-foot area. Outlined objects or creatures are visible at 80 yards in the dark, 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike, thus opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights) and a +1 bonus in twilight or better. Outlining can render otherwise invisible creatures visible; however, noncorporeal, gaseous, and ethereal creatures cannot be outlined. The light has no special effect on undead or dark-dwelling creatures. The *phantom light* causes no harm to the object or creature illuminated.

When the caster desires, the dispersed light reforms into concentrated witch-light in a single round.

The material component is a small piece of foxfire.

Notes: Restricted to witches; common.

Phantom Steed**(Conjuration, Phantasm)****(Shadow)**

Level: 3

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: 1 hr./level

Area of Effect: Special

Saving Throw: None

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

These mounts gain certain powers according to the level of the wizard who created them:

8th Level: The ability to pass over sandy, muddy, or even swampy ground without difficulty.

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

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

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

Note that a mount's abilities include those of lower levels; thus, a 12th-level mount has the 8th-, 10th-, and 12th-level abilities.

Notes: Common spell (*PHB*).

Phantom Wind

(Alteration, Illusion)

Level: 3

Range: 10 yds./level

Components: V, S

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 10 ft. wide path

Saving Throw: None

When this spell is employed, the illusionist creates a wind that cannot be seen or felt. This movement of air does, however, serve to blow light objects before it, flutter curtains or drapes, flap loose clothing (such as capes, cloaks, and mantles), fan fires, and move clouds of gaseous materials (such as a *wall of fog*, *fog cloud*, *cloudkill*, and so on). The wind created moves in the direction in which the illusionist points, its effects being felt in a progressively longer path as the spell continues, at a movement rate of 10 feet per round, with the effects lasting the entire course of the path. Thus, for example, the spell could be used to move several sailed vessels, but the first affected by the wind would also be the one to move the farthest.

Notes: Restricted to illusionists; uncommon. (Originally from *Unearthed Arcana*.)



Phase Door

(Alteration)

(Dimension, Shadow, Geometry)

Level: 7

Range: Touch

Components: V

Casting Time: 7

Duration: 1 usage/2 levels

Area of Effect: Special

Saving Throw: None

When this spell is cast, the wizard attunes his body, and a section of wall is affected as if by a *passwall* spell. The phase door is invisible to all creatures save the spellcaster, and only he can use the space or passage the spell creates, disappearing when the phase door is entered, and appearing when it is exited. If the caster desires, one other creature of man size or less can be taken through the door; this counts as two uses of the door. The door does not pass light, sound, or spell effects, nor can the caster see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* and similar magic will reveal the presence of a phase door but will not allow its use.

The phase door lasts for one usage for every two levels of experience of the spellcaster. It can be dispelled only by a casting of *dispel magic* from a higher-level wizard, or from several lower-level wizards, casting in concert, whose combined levels of experience are more than double that of the wizard who cast the spell (this is the only instance in which dispel effects can be combined).

Rumor has it that this spell has been adapted by a certain powerful wizard (or wizards) to create renewable (or permanent) portals, which may (or may not) be keyed to specific individuals (henchmen) or items (such as rings).

Notes: Common spell (*PHB*).

Phase Shift — Savant

(Alteration)

(Dimension)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell allows the caster to instantaneously go to and return from the Ethereal Plane when attacking, an action similar to that employed by the phase spider.

The material component is a bit of phase spider webbing.

Notes: Common for savants, uncommon for dimensionists; otherwise, very rare.

Phase Trap

(Alteration)

(Dimension)

Level: 4

Range: 20 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

Upon casting this spell, the wizard locks the target creature onto the plane they currently occupy (usually the Prime Material Plane). The caster must have the creature in sight at the time of casting.

When subject to this spell, a phase spider or

similar creatures are immediately put “in phase” and can be attacked normally. A blink dog cannot blink and a displacer beast cannot use its displacement power. A xorn loses its invulnerable walk through solid objects and, if in a solid object, takes 2d10 points of damage per round until it can free itself.

Magical items that put an individual into the Ethereal Plane or open holes into pocket dimensions (such as the *portable hole*) do not function while this spell operates. Spells of 4th level or less (such as *rope trick* and *blink*) do not function. If already functioning, such spells cease to exist, bringing affected individuals back to the caster’s plane immediately. Spells of 5th level or higher that access other planes or dimensions (such as *phase door*) function normally.

The target creature is allowed a saving throw vs. spell to negate the effect. Creatures phasing through solid matter save at a -2 penalty, while those on the Astral Plane save at a +1 bonus.

The material component is a clear gem worth at least 50 gp; the gem is lost in casting.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Aubayreer’s Workbook*.

Phezult’s Awakening

Reversed form, see Phezult’s sleep of ages.

Phezult’s Sleep of Ages

(Alteration)

Reversible

Level: 9

Range: 0

Components: V, S, M

Casting Time: 3 rds.

Duration: Permanent

Area of Effect: 10-ft./level radius

Saving Throw: Neg.

By means of this spell, a stasis field is created about a special spell focus (see below). When it is cast, the stasis field ripples out ward from the focus in an expanding sphere. The rate of expansion is 20 feet per round, even through solid rock and other physical or magical barriers. Only an *anti-magic shell*, *prismatic sphere*, or a fully enclosed *wall of force* effect will provide protection from the field. The field stabilizes when it reaches its maximum size—a sphere of radius equal to 10 feet per level of the caster.

All living creatures within the stasis field,

except the caster and any protected beings, must successfully save vs. spell or be placed in suspended animation whether they wish to be or not. Creatures of Hit Dice or levels from greater than the spellcaster to 3 levels or Hit Dice less than the caster save normally; creatures of 4 to 7 Hit Dice or levels less than the caster save at -1; and creatures of far lesser levels save at an additional -1 penalty per level less than seven below the caster's.

Creatures in stasis that are mentally contacted by magic or psionics while within the field do not respond, and the being contacting them is placed in stasis temporarily (awakening after 2d4 rounds) each time such contact is attempted.

Creatures entering the field after it has reached its full extent, even decades or centuries after the spell is cast must save vs. spell to avoid falling into stasis. The penalties for level or Hit Dice apply, but they also receive a +3 bonus.

A new saving throw must be made each time a creature enters the stasis field, even if it has entered and been unaffected before, but each creature needs save only once per exposure to a particular sleep of ages stasis field. Creatures who are physically removed from such a field without being magically roused will wake up by themselves 2d4 rounds after removal, with no ill effects; the casting of a dispel magic will awaken them instantly if cast upon them when they are outside the field. Physical means of awakening will not hurry the process. A creature taken out of a stasis field and then taken back in before awakening returns to stasis without becoming conscious.

The body functions of creatures affected by the stasis field virtually cease, but they do not die, nor will they grow older as the years pass. If a creature in stasis is slain by other means—physical attack; cashing, burial, or drowning due to physical changes around the body; and the like—stasis ends instantly and the body will decay normally, for the slain creature only.

The stasis can be lifted from individual creatures without harm and without releasing other creatures under the same stasis by casting *temporal reinstatement* (the reverse of the 9th-level wizard spell *temporal stasis*) or the reverse of this spell. The stasis field shrinks gradually to nothingness at the same rate at which it originally expanded, freeing any creatures formerly within it instantly and without any lingering effects. No further gemstone material is lost.

The Focus: Phezult's sleep of ages requires a

special focus. The caster uses his or her own blood (at least nine drops) smeared into an unbroken ring on any stable surface (usually stone) of a radius not more than the overall length of the caster's hand (wrist to fingertips). Into this ring are placed at least six gems of 500 gp value, of any type. When the spellcasting is complete, four of the gems vanish, consumed in the act of releasing the spell's power. The rest fuel the stasis field, and dwindle slowly as the time passes (roughly one year of stasis per 10 gp value).

Removing any gemstone from the circle or breaking the ring instantly ends the stasis effect. Otherwise, the effect ends when the gems are used up. However, any number of gems that fit can be placed inside the ring at any time to extend its duration.

The reverse, *Phezult's awakening*, requires neither gems nor blood in its casting, but merely seven drops of pure or holy water upon the spell focus.

Notes: Rare or very rare spell from the FORGOTTEN REALMS setting. Known to be in *Elminster's Traveling Spellbook*.

Photodraft

Aka Primal's pictograph.

Physical Invisibility

(Alteration)

(Alchemy)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 5 rds./level

Area of Effect: Creature touched

Saving Throw: Special

This spell causes the recipient to vanish from sight and not be detectable by normal vision or infravision. The spell works similarly to *dust of disappearance*: The creature can attack and remain invisible, and even *detect invisibility* will not reveal it. The invisible creature is not silenced with respect to noise, nor are scent or tracks masked. Attack rolls against the invisible creature are at a -4 penalty in addition to any other bonuses or penalties that apply.

Dust of appearance or a successful casting of *dispel magic* can negate the spell. *Dispel illusion* has no effect on this spell. *True seeing* or a similar power allows its caster to see the invis-

ible creature. A character of high Intelligence or level may have a chance to detect the invisible creature, but if the invisible creature moves (as opposed to remaining in melee range), a successful detection attempt must be made each round to keep from losing track of it again.

The material components of the spell are a prism and a small mirror.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)



Pierce Any Shield

(Alteration)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: Special

Saving Throw: None

A more powerful version of *pierce magic resistance*, this spell is cast one round before an offensive spell. The spell cast immediately after *pierce any shield* cannot be stopped by any known means: magic resistance, spell turning or absorption, *anti-magic shell*, *counterspell immunity*, and so on. The only defense for the target of

this spell is a saving throw, if the spell in question allows one. Even then, such rolls suffer a -5 penalty. The *pierce any resistance* spell does not protect the caster from events that would normally disrupt the casting of the second spell.

The material component is a silver spike or knife.

Notes: Common in the MYSTARA setting; otherwise, very rare.

Pierce Magic Resistance

(Alteration)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 1 spell

Saving Throw: None

Pierce magic resistance makes another spell more potent: It pierces magic resistance and some spells that shield a target from spells. Casting *pierce magic resistance* affects only the spell a wizard casts in the next round. If the target of the second spell has magic resistance, its magic resistance check is rolled twice. Unless both checks succeed, the spell pierces the creature's magic resistance.

For example, if Therdillion the Invoker casts *pierce magic resistance*, then a *disintegrate* spell at a creature with 50% magic resistance, the DM rolls the resistance twice to see if it proves effective. Unless both resistance rolls succeed, the spell gets through, forcing the creature to make a saving throw against the *disintegration* spell. If the saving throw is failed, the creature is disintegrated.

The *pierce magic resistance* spell has a 50% chance of chance of instantly dispelling protections against spells of 5th level or less, including *shield*, *gaze reflection*, *minor globe of invulnerability*, *protection from cantrips*, *protection from weapons (any)*, *protection from magic (any)*, as well as any *wall* spell within these limits, including *wall of force*.

Nonmetal protective charms and amulets that add +2 or less to saving throws vs. spell must make a saving throw vs. disintegration or shatter after the saving creature's saving throw is resolved.

The material component is a small iron spike or knife.

Notes: Common in the MYSTARA setting; otherwise, very rare.

Pilfer Dweomer

(Alteration)

Level: 5
 Range: Touch
 Components: S, M
 Casting Time: 5
 Duration: Special
 Area of Effect: 1 spellcaster
 Saving Throw: Neg.

By casting a *pilfer dweomer* spell, a wizard can rob another wizard of one memorized spell. To use this dweomer, the caster must touch the target, who is allowed a saving throw vs. spell to resist it. Only memorized spells can be stolen; special abilities, inherent powers, device effects, and so on cannot be pilfered.

Upon touching the victim, the caster can name the exact spell pilfered. A wizard who does not know the spell's name or whether the subject has memorized it can attempt either to steal a spell of a certain spell level or to steal a randomly determined spell. The *pilfer dweomer* spell not indicate to the caster what spells—or even spell levels—the target wizard has memorized.

The *pilfer dweomer* spell fails if:

- The caster has a pilfered spell currently memorized.
- The subject has no memorized spell of the specified name or level;
- The pilfered spell is a higher level spell than the pilfering wizard can cast;
- The pilfered spell is a spell from which the pilfering wizard is barred;
- The pilfering wizard is a specialist and the pilfered spell is from an opposition school.
- The subject caster practices a radically different form of magic (for example, priest magic, *pluma* magic, etc.). The *read magic* spell should be used as a guideline, if the wizard can *read* the spell, he can pilfer it.

The pilfered spell or spell level is determined by a die roll if not stated. (The DM assigns a number to each spell the target wizard currently has memorized and makes a die roll.)

Stealing a spell wipes it completely from the mind of the target wizard, just as if it had been cast. The pilfering caster adds the spell to his memory, to use as desired within normal casting restrictions; for example, the pilfering wizard must provide any material components.

The *pilfer dweomer* spell requires as a material component a gem worth at least 100 gp. The

gem is consumed when the wizard casts the pilfered spell. If the gem is destroyed or taken more than 5 feet from the wizard, the pilfered spell is lost.

Notes: Common in the MYSTARA setting; otherwise, very rare.

Pilfering Fingers, DeGras's

A MYSTARA setting spell, see DeGras's pilfering fingers.

Pillar of Sand

(Alteration)

(Province: Sand)



Level: 2
 Range: Touch
 Components: V, S, M
 Casting Time: 2
 Duration: 1 turn + 1 rd./level
 Area of Effect: 10-ft. radius around creature touched
 Saving Throw: Neg.

This spell creates a cylindrical pillar of sand that rises from the desert floor, carrying the target creature up toward the sky for a "bird's eye" view. Those within 10 feet of the creature also rise, unless they manage to jump clear. The spell works only in a sandy region, since the sand that makes up the pillar is drawn from the surrounding area. The top of the pillar is a level circle with a 10-foot radius, centered on the recipient of the spell. After the pillar is formed, the creature can move from it.

A successful saving throw vs. spell prevents the pillar from forming beneath an unwilling recipient. Once the pillar is formed, no saving throw can hinder its progress. The pillar can rise as high as available sand allows, or as high as the caster desires, to a maximum of 10 feet per level of the caster.

Beings atop the pillar can see far away, reach high things, and possibly escape spells that are cast at ground level. However, if the *sand pillar* or those upon it strike another resisting object (a cave ceiling, for example), the pillar automatically stops rising.

Otherwise, the caster can raise and lower the pillar 10 feet per round at will, as if it was an elevator. The pillar has 50 hit points and is Armor Class 5. If physical attacks on the pillar destroy it, or a *dispel magic* or *dig* spell is used on it, the pillar collapses.

Beings atop a pillar can leave and return to it

(e.g., stepping onto a castle wall, moving inside the castle, and then returning to the pillar) without affecting its continued existence. An individual atop the pillar also may fall if knocked from his perch by high winds or other means, or if the pillar collapses; in any case, normal falling damage applies.

The caster can collapse the pillar at any time by deliberate act of will; the pillar also falls when the spell's duration has expired. Even if the caster dies before that period ends, the pillar will not collapse unless the caster makes a conscious choice to destroy it.

This spell requires enough sand to create the pillar, such as that found on a beach or in desert terrain.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.



Pit — Witch

(Alteration)
(Earth)

Level: 2
Range: 60 yds.
Components: V, S, M
Casting Time: 2
Duration: Special
Area of Effect: Special
Saving Throw: Special

This spell conjures a circular pit 20 feet across and 20 feet deep within the caster's range. The pit forms only in earth, sand, clay, loam, mud, or similar soft soil; the spell fails if used upon natural or dressed stone. If the caster creates the pit under an opponent, or directly in front of a fast-moving opponent, the intended victim is allowed a saving throw vs. spell; success means the opponent avoids the pit. Stationary or slow-moving characters who fall in suffer 2d6 damage; running or charging characters suffer 3d6 damage if they fall in.

The pit sides are steep, but not unclimbable. Given 2d4 rounds, any character can scramble free, although characters with special climbing abilities can escape in a single round.

The spell lasts until six creatures have fallen in or until it is dispelled. As the spell ends, those in the pit are returned to ground level.

The material component is a claw-bone from a mole.

Notes: Uncommon for Earth mages and witches; otherwise, rare. (Updated from *DRAGON Magazine*.)

Plague
(Illusion/Phantasm)

Level: 4
Range: Touch
Components: V, S, M
Casting Time: 2
Duration: 7 days/level
Area of Effect: 1 creature
Saving Throw: Neg.

When cast, this spell causes the recipient to suffer from a powerful illusion spell that causes him to appear to be suffering from some loathsome (and likely contagious) disease. The illusion is very good, covering appearance, smell, and tactile manifestations of the disease. The recipient is unaware of his own illusory appear-

ance, but others react as if the individual is a plague carrier.

For maximum effect, the disease should be one that the caster is familiar with (mummy rot is a favorite). If the disease is well known to the caster, then the chance of detecting it as an illusion on reasonable examination is 5%. If the caster is creating a new disease or trying to duplicate a disease he has heard of (say, for example, "the copper rot of Shar"), the chance for detection is raised to 30%.

Cure disease has no effect on this illusory plague, but a *dispel magic* eliminates its manifestation with the standard chances. The caster can also lift the *plague* at will, though he might also make some other demand of service or item for his "healing."

The material component of this spell is a pinch of soot or fungus.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Selvar's Ineffable Conjurations, Magic, and Phantasms*.

The DM may restrict this spell by ruling that familiarity requires the caster to have observed the course of the chosen plague at close hand.

Planar Call

(Conjuration/Summoning)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: Creature called

Saving Throw: Special



When cast, this spell allows the wu jen to summon any single creature he knows by sight into his presence, even creatures from other planes. The wu jen must know the specific identity of the creature called, not just the general type. Calling for a ki-rin is not sufficient, the wu jen must have a specific ki-rin in mind. Creatures with names must be summoned by their true name.

If the creature is on the same plane as the caster, no saving throw is allowed. If the creature is on a different plane, then a successful saving throw vs. spell allows the creature to ignore the *planar call*.

A creature called with more Hit Dice or levels than the caster gains a +4 bonus to its saving throw. Deities and similar powerful creatures are not forced to heed the *planar call*, although they may respond by choice. Once called, the creature is under no compulsion to remain or aid the caster.

The material component for this spell is the same as that for call, a stick of incense a strip of paper.

Notes: Common in oriental settings; otherwise, very rare.

Planar Door

(Conjuration/Summoning)

(Dimension)

Level: 7

Range: 10 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 creature/level

Area of Effect: Creates 1 portal

Saving Throw: None

Casting a *planar door* spell opens a shimmering doorway between the caster and a randomly determined Outer Plane. It also might draw the attention of planar creatures nearby, which may choose to step through to the caster's location (10% chance).

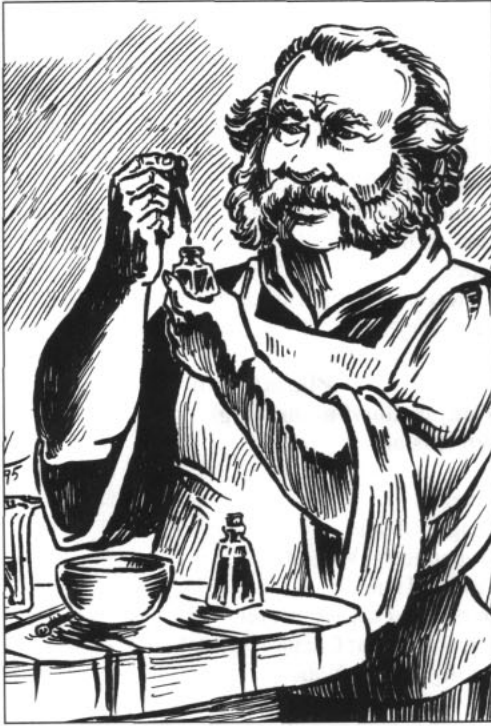
The caster of the *planar door* spell has no control over which plane is contacted, but no control over what creature, if any, appears.

The door is an open portal between planes, though which any creature can pass without restriction or obligation. Creatures can pass in either direction until a number of creatures equal to the caster's level have passed through. The caster can close the door at any time, ending the spell. The casting ages a human caster one year (others 1% of the typical lifespan).

The material component is vial of ethereal plasma.

Notes: Uncommon for conjurers and dimensionists; otherwise, very rare. (Updated from *DUNGEON Magazine*).

Option: A conjurer or a dimensionist has a 60% chance to choose the plane onto which the door opens. The chance improves by 2% per level over 14th.



Planar Pacifier, Tymessul's

See Tymessul's planar pacifier.

Plane Truth, Rary's

See Rary's plane truth.

Plant Death

(Necromancy)

Level: 4

Range: 5 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 20-ft. cube

Saving Throw: Special

With this spell, the wizard can destroy normal plant life. A vile, poisonous mist is sprayed on the area to be affected. After applying the spray, the wizard can finish the spell at any time in the next 24 hours by speaking a single word. Trees are allowed a saving throw of 11. Other normal vegetation dies. The dead plants wither and rot rapidly; no new plants will grow in the area for a year. Fungi and fungus-based creatures are not affected, nor are any forms of plant life that are immune to poison. The effects on magical vegetation vary and are

decided by the DM.

Plant-based creatures, such as treants, suffer 6d6 damage (save vs. poison for half damage). Such creatures will perish in a few days if they stay in the area of effect.

The material component is the fine mist spray. A potion-sized bottle, enough for a single casting, costs 400 gp. Its formula must be independently researched in the same way as a magical potion.

Notes: Restricted to necromancers, for whom it is uncommon, and evil wizards, for whom it is rare. (Updated from *DRAGON* Magazine).

Plant Entrapment

(Alteration)

Level: 3

Range: 50 yds.

Components: V, S, M

Casting Time: 3

Duration: 2 turns

Area of Effect: 20-ft. cube

Saving Throw: Neg.

When this spell is cast, creatures within the area of effect are seized by tree branches, grasses, shrubs, and other plant life within the area. Creatures failing a saving throw vs. spell are caught by the roots, branches, and stalks of the vegetation around them.

Creatures making a successful saving throw are limited to a movement of 10 feet per round and must make another saving throw each round they remain in the area of effect.

The witch, if she desires, can order the plants to disarm or strangle the trapped creatures, as shown on the table.

Prevalent Plants	Disarm Chance	Strangle Damage	Escape Chance
Grass	10%	None	Strength check
Scrub	25%	1d4/round	½ Strength check
Trees	40%	2d6/round	¼ Strength check

A trapped creature cannot move, attack, or cast spells, but may try to break free each round. The difficulty is determined by the type of plants that trap the creature—a creature can escape from grasses, weeds, and other light vegetation with a Strength check; from thickets, briars, bracken, shrubs, or bushes at half their Strength, and from trees with one-fourth of their Strength (round down). Creatures without Strength scores can make a saving throw vs.

paralysis (at +2, 0 and -2, respectively). At the DM's discretion, very large or strong creatures may be able to break free or ignore the effects entirely.

The material component is powdered quickwood leaf.

Notes: Common for witches, uncommon for transmuters and hedge wizards; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Plant Growth

(Alteration)

Level: 4

Range: 10 yds./level

Components: V, S

Casting Time: 4

Duration: Permanent

Area of Effect: (Caster's level)² × 100 sq. ft.

Saving Throw: None

When a *plant growth* spell is cast, the wizard causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 1 per round (or 2 if the creatures are larger than man size). The area must contain brush and trees for this spell to work. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become thick and overgrown so as to form a barrier. The area of effect is the caster's level, squared, times 100 square feet. This area can be arranged in any square or rectangular shape that the caster desires. Thus, an 8th-level wizard can affect (8 × 8 =) 64 × 100 square feet, or 6,400 square feet. This could be an 80-foot × 80-foot square, a 160-foot × 40-foot rectangle, a 640-foot × 10-foot rectangle, etc. Individual plant girth and height is generally affected less than thickness of brush, branch, and undergrowth. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

Notes: Common spell (*PHB*).

Pluck a Petal of Spellflower

A *MYSTARA* setting spell; aka pilfer dweomer.

Poison

(Necromancy)

Level: 4

Range: Touch

Components: V, S

Casting Time: 4

Duration: Permanent

Area of Effect: Creature touched

Saving Throw: Neg.

The *poison* spell must be delivered by a successful touch attack. The creature touched must immediately make a successful saving throw vs. poison. Failure means the creature is incapacitated and will die in one turn unless the deadly poison is magically *slowed* or *neutralized* (as by the 2nd- and 4th-level priest spells, *slow poison* and *neutralize poison*). A *dispel magic* and the various *cure wound* spells cannot counter the poison. Unlike the priest's *neutralize poison* spell, this spell is not reversible. The necromancer's *poison* spell is often used in combination with the 2nd-level *spectral hand* spell.

Once the victim is poisoned, the caster can stop the action of the poison at will, or slow its effects to a maximum of 1 day per caster level before final incapacitation. If the poison is stopped by the caster, then the afflicted creature



is free of it. Casting the *poison* spell is an evil act.

Notes: Restricted to necromancers, evil witches, and those trained by them; uncommon.

Poison to Water

Reversed form, see water to poison.

Poisonstar — Alhoon

(Alteration, Evocation)

Level: 2

Range: 90 yds.

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: 1 target per star

Saving Throw: Neg.

This spell creates nine stars around one of the alhoon's hands. These magical motes appear as purple winking sparks with writhing darkness at their centers. At the end of the round of casting, the alhoon can will these to fly at up to nine visible creatures (dividing the stars between target creatures as desired). The stars pursue their targets to the limits of the spell's range, at movement rate of 30 (A), striking at THAC0 9, without range penalties.

Poisonstars harm only living and undead creatures, as follows: when one strikes, it inflicts 1 point of corrosive damage on living beings, or 2 points on an undead creature.

Living creatures must make a successful saving throw vs. poison at -2, or be wracked by waves of nausea and weakness for 1d4 rounds. This pain, a magical venom, causes the victim to make all ability checks at -2, attacks at -2, and has a 2-point Armor Class penalty. The penalties of multiple hits are noncumulative, but each requires a saving throw.

The material components of this spell are a drop of poison, a drop of the caster's spittle, and a spark or small flame (which goes out during casting).

Notes: Restricted to alhoon (undead illithids), uncommon. Originally from the FORGOTTEN REALMS setting.

Polar Screen, Otiluke's

See Otiluke's polar screen.

Pollute Water

Reversed form, see cleanse water.

Polymorph Any Object

(Alteration)

Level: 8

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Variable

Area of Effect: Special

Saving Throw: Special

This spell changes one object or creature into another. When used as a *polymorph other* or *stone to flesh* spell, simply treat the spell as a more powerful version, with saving throws made with -4 penalties to the die roll. When it is cast in order to change other objects, the duration of the spell depends on how radical a change is made from the original state to its enchanted state, as well as how different it is in size. The DM determines the changes by using the following guidelines:

<i>Kingdom</i>	Animal, vegetable, mineral
<i>Class</i>	Mammals, bipeds, fungi, metals, etc.
<i>Relationship</i>	Twig is to tree, sand is to beach, etc.
<i>Size</i>	Smaller, equal, larger
<i>Shape</i>	Comparative resemblance of the original to the polymorphed state
<i>Intelligence</i>	Particularly with regard to a change in which the end product is more intelligent

A change in *kingdom* makes the spell work for hours (if removed by one kingdom) or turns (if removed by two). Other changes likewise affect spell duration. Thus, changing a lion to an androsphinx would be permanent, but turning a turnip to a purple worm would be a change with a duration measured in hours. Turning a tusk into an elephant would be permanent, but turning a twig into a sword would be a change with a duration of several turns. Generally the minimum duration will be 2 hours or turns. Changes in turns should not exceed one week in duration; changes in rounds should not exceed one day.

All polymorphed objects radiate a strong magic, and if a *dispel magic* spell is successfully cast upon them, they return to their natural form. Note that a *stone to flesh* spell or its reverse will affect objects under this spell. As with other polymorph spells, damage sustained

in the new form can result in the injury or death of the polymorphed creature.

For example, it is possible to polymorph a creature into rock and grind it to dust, causing damage, perhaps even death. If the creature was changed to dust to start with, more creative methods to damage it would be needed; perhaps the wizard could use a *gust of wind* spell to scatter the dust far and wide. In general, damage occurs when the new form is altered through physical force, although the DM will have to adjudicate many of these situations.

The system shock roll is applied to living creatures, as are the restrictions noted regarding the *polymorph other* and *stone to flesh* spells. Also note that a polymorph effect often detracts from an item's or creature's powers, but does not add new powers, except possibly movement capabilities not present in the old form. Thus, a *vorpal sword* polymorphed into a dagger would not retain *vorpal* capability. Likewise, valueless items cannot be made into permanent valuable items.

The material components of this spell are mercury, gum arabic, and smoke.

Notes: Common spell (*PHB*).

Polymorph Other

(Alteration)

Level: 4

Range: 5 yds./level

Components: V, S, M

Casting Time: 4

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

The *polymorph other* spell is a powerful magic that completely alters the form and ability, and possibly the personality and mentality, of the recipient. The change is from creature form to creature form; a creature cannot be changed into common plant or an object. Of course, while a creature with a lower Intelligence can be polymorphed in form into a creature with a higher Intelligence, it will not gain that creature's mental ability. The reverse—polymorphing a higher Intelligence creature into one of significantly lower Intelligence—results in a creature much more intelligent than appearances would lead one to believe. The polymorphed creature must survive a system shock roll (see Table 3) to see if it survives the change. After this, it must make a special Intel-

ligence check to see if it retains its personality (see following).

The polymorphed creature acquires the form and physical abilities of the creature it has been polymorphed into, while retaining its own mind. Form includes natural Armor Class (that due to skin toughness, but not due to quickness, magical nature, etc.), physical movement abilities (walking, swimming, and flight with wings, but not plane shifting, blinking, teleporting, etc.), and attack routines (claw/claw/bite, swoop, rake, and constriction, but not petrification, breath weapons, energy drain, etc.). Hit points and saving throws do not change from the original form. Noncorporeal forms cannot be assumed. Natural shapeshifters (lycanthropes, dopplegangers, higher level druids, etc.) are affected for but one round, and can then resume their normal form.

If slain, the polymorphed creature reverts to its original form, though it remains dead. (Note that most creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell!) As class and level are not attributes of form, abilities derived from either cannot be gained by this spell, nor can exact ability scores be specified.

When the polymorph occurs, the creature's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection*, to continue operating effectively). The creature retains its mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and assuming the material components are available. Creatures not used to a new form might be penalized at the DM's option (for example, -2 to attack rolls) until they practice sufficiently to master it.

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

A subject acquiring the mentality of the new

form has effectively become the creature whose form was assumed and comes under the control of the DM until recovered by a *wish* spell or similar magic. Once this final change takes place, the creature acquires the new form's full range of magical and special abilities.

For example: If a 1 Hit Die orc of 8 Intelligence is polymorphed into a white dragon with 6 Hit Dice, it is 85% ($20 - 8$ Intelligence +5 level difference $[6-1] = 17$ out of $20 = 85\%$) likely to actually become one in all respects, but in any case it has the dragon's physical and mental capabilities. If it does not assume the personality and mentality of a white dragon, it knows what it formerly knew as well.

The wizard can use a *dispel magic* spell to change the polymorphed creature back to its original form, and this requires a system shock roll. Those who have lost their individuality and are then converted back maintain the belief that they are actually the polymorphed creature and attempt to return to that form. Thus, the orc who comes to believe he is a white dragon, when converted back to his orc form, steadfastly maintains he is really a white dragon polymorphed into the shape of an orc. His companions will most likely consider him mad.

The material component of this spell is a caterpillar cocoon.

Notes: Common spell (*PHB*).



If the caster chooses a form that cannot survive under local conditions, the recipient suffers 1d4 to 1d8 points of damage each day, hour, turn, or round it is exposed to such conditions. For example, a goldfish in a desert might suffer 1d8 points of damage every round from heat and dryness. The same goldfish might suffer 1d6 points of damage every turn on a dungeon floor or 1d4 points every day in a frigid mountain pool. Some creatures might be immune to environmental damage as long as their mentality remains intact. For example, a mummy turned into a goldfish does not suffer from the desert heat.

Polymorph Self

(Alteration)

Level: 4

Range: 0

Components: V

Casting Time: 4

Duration: 2 turns/level

Area of Effect: The caster

Saving Throw: None

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

When the polymorph occurs, the caster's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection*, to continue operating effectively). The caster retains all mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. A caster not used to a new form might be penalized at the DM's option (for example, -2 penalty to attack rolls) until he practices sufficiently to master it.

Thus, a wizard changed into an owl could fly, but his vision would be human; a change to a black pudding would enable movement under

doors or along halls and ceilings, but not the pudding's offensive (acid) or defensive capabilities. Naturally, the strength of the new form is sufficient to enable normal movement. The spellcaster can change his form as often as desired for the duration of the spell, each change requiring a round. The wizard retains his own hit points, attack rolls, and saving throws. The wizard can end the spell at any time; when voluntarily returning to his own form and ending the spell, he regains 1d12 hit points. The wizard also will return to his own form when slain or when the effect is dispelled, but no hit points are restored in these cases.

Notes: Common spell (*PHB*).

The caster can assume the forms of creatures he has seen. For example, a caster who has never seen an ochre jelly cannot turn into one. In general, a non-flying movement rate greater than 24 and a flying movement rate greater than 36 should be considered a special ability.

Portrait

(Alteration)
(Artifice)

Level: 2
Range: Touch
Components: V, S, M
Casting Time: 2
Duration: Permanent
Area of Effect: 1 glass globe
Saving Throw: None

Using this spell, the caster can capture a particular scene permanently within a ball or globe of crystal; the area reproduced is a perfect sphere, so it fits smoothly within the crystal globe. The size of the captured scene depends on the caster's level: A caster of 3rd to 5th level can capture a scene of up to 10 feet in diameter; a caster of 6th to 8th level can reproduce a setting up to 100 feet in diameter; and a caster of 9th or higher level can duplicate a panorama up to 1,000 feet across. The image within the ball captures the scene in perfect visual detail.

Note that in the case of writing, reducing a page or length of scroll sufficiently to capture its text in even a 1-foot globe will reduce the size of the writing to near illegibility; such works are hard to transport and store, and are



subject to breakage.

The spell requires a sphere of glass or crystal that can be as small as 1 inch in diameter or as large as 1 foot in diameter. The crystal ball is held in one hand while the other hand is used to perform the spell's somatic component.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Darsson's Notes*.

Potion, Darsson's

See Darsson's potion.

Power Word, Banishment

(Conjuration/Summoning)
(Dimension)

Level: 9
Range: 5 yds./level
Components: V
Casting Time: 1
Duration: Special
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the caster can banish one extra-planar creature, forcing it to return to its home plane. The effect is instantaneous. The subject cannot return without a special sum-

moning, or some means of egress from its home to the plane from which it was banished. Further, the banishment lasts for a year and a day; not even a full *wish* allows re-entry before this time has elapsed. This spell closely resembles the 7th-level spell *banishment*, but is more powerful and more dangerous. The caster need merely look at the extra-planar creature and speak the name of its home plane. The effect happens immediately.

The creature's magic resistance is halved. If a caster fails to overcome the creature's magic resistance, the spell merely fails.

If the caster has correctly named the home plane of the creature, and if creature currently has 70 hit points or fewer, it is banished. If not, the caster is in great trouble.

If the caster has named the wrong plane or if the creature is too powerful to be affected, the caster must immediately make a saving throw vs. death magic at a -4 penalty. Failure means he is banished to that plane himself. (However, he is not stranded for any set length of time, and may return to his home plane as soon as he can contrive to do so). A caster who succeeds is dazed and shaken by his brush with disaster, and can take no actions other than defense for the next two rounds.

Even if the spell is entirely successful, the force of the magic is such that the wizard cannot concentrate enough to cast another spell until at least 1 full round has passed.

This spell cannot be cast on oneself. The caster must be able to see the creature on which it is cast.

Notes: Rare spell from the FORGOTTEN REALMS setting, uncommon for conjurers and dimensionists; virtually unknown elsewhere.

Power Word, Blind

(Conjuration/Summoning)

(Song)

Level: 8

Range: 5 yds./level

Components: V

Casting Time: 1

Duration: Special

Area of Effect: 15-ft. radius

Saving Throw: None

When a *power word, blind* spell is cast, one or more creatures within the area of effect become sightless. The spellcaster selects one creature as the target center, and the effect spreads outward from the center, affecting creatures with the lowest hit point totals first; also, the spell can be focused to affect an individual creature. The spell affects up to 100 hit points of creatures; creatures who currently have 100 or more hit points are not affected and do not count against the number of creatures affected.

The duration of the spell depends upon how many hit points are affected. If 25 or fewer hit points are affected, the blindness is permanent until cured. If 26 to 50 hit points are affected, the blindness lasts for 1d4+1 turns. If 51 to 100 hit points are affected, the spell lasts for 1d4+1 rounds. An individual creature cannot be partially affected. If all of its current hit points are affected, it is blinded; otherwise, it is not. Blindness can be removed by a *cure blindness* or *dispel magic* spell.

Notes: Common spell (PHB).

Power Word, Kill

(Conjuration/Summoning)

(Song)

Level: 9

Range: 5 yds./2 levels

Components: V

Casting Time: 1

Duration: Instantaneous

Area of Effect: 10-ft. radius

Saving Throw: None

When a *power word, kill* spell is uttered, one or more creatures of any type within the spell range and area of effect are slain. The power word kills either one creature with up to 60 hit points, or multiple creatures with 10 or fewer hit points each, to a maximum of 120 hit points total. The option to attack a single creature or multiple creatures must be stated along with the spell range and center of the area of effect. The current hit points of the creatures are used.

Notes: Common spell (PHB).

Power Word, Liquefy
(Conjuration/Summoning)
(Water)

Level: 9
Range: 5 yds./2 levels.
Components: V
Casting Time: 1
Duration: Instantaneous
Area of Effect: 10-ft. radius
Saving Throw: Neg.

Upon casting this powerful spell, one or more creatures in the affected area are instantly turned to water if they fail saves vs. spells. The spell affects creatures of any type as per *power word kill*, and liquefies one creature with up to 60 hit points or two or more with 10 or fewer hit points up to a maximum of 120 hit points. The option to liquefy one or more creatures, the spell range, and area of effect must be stated before casting. The current hit points of all target creatures are used to determine the spell effect.



If the spell is cast underwater, the volume of all creatures liquefied causes no displacement and the liquid disperses in following rounds. The estimated volume of all creatures acts as normal fluid, possibly filling dungeon areas, soaking into the ground, running downhill, or filling empty containers nearby (fountains or pools).

Creatures affected are forever slain and, unlike the *power word kill* spell, cannot be restored except by a *wish* or an act of the gods.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Power Word, Silence
(Conjuration/Summoning)

Level: 6
Range: 120 yds.
Components: V
Casting Time: 1
Duration: Special
Area of Effect: 1 creature
Saving Throw: None

In using this spell the caster points at an individual and utters the power word. For the rest of that round and the full next round that creature and everything within 1 foot of the creature cannot make any sound.

The silence foils spellcasting as well as voice activation of magical items and normal speech. The silence also negates sound-based attacks both by the target and on the target (a silenced individual cannot hear a *power word kill* that followed, for example, but by the same token could not use a *chime of opening* or *horn of blasting*).

The *power word silence* can be dispelled only by a *limited wish* or more powerful magic. A *vocalize spell* will function under the limits of a *power word silence*, but must be cast before the power word is used.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Selvar's Ineffable Conjurations, Magic, and Phantasms*.



Power Word, Sleep — Red Wizard (Conjuration/Summoning)

Level: 2
 Range: 60 yds.
 Components: V
 Casting Time: 1
 Duration: 5 rds./level
 Area of Effect: Special
 Saving Throw: Neg.

This spell is like the normal 1st-level *sleep* spell, but it needs no somatic or material components.

When the *power word sleep* spell is cast, one or more creatures (other than undead and other creatures specifically excluded from the effects) fall into a comatose sleep. All affected creatures must be within 30 feet of each other. The spell affects 2d4 Hit Dice or levels of creatures. Those with 4+3 Hit Dice or more are unaffected. The center of the area of effect is chosen by the spellcaster. The creatures with the least Hit Dice are affected first, and partial effects are ignored.

For example, a wizard casts *power word sleep* at three kobolds, two gnomes, and an ogre. The roll (2d4) result is 4. All the kobolds and one ogre are affected ($1/2 + 1/2 + 1/2 + 2 = 3\ 1/2$ Hit

Dice). Note that the remainder is not enough to affect the last gnomish or the ogre.

Slapping or wounding awakens affected creatures but normal noise does not. Awakening requires one entire round.

Notes: Common for the Red Wizards of Thay, uncommon for conjurers from the FORGOTTEN REALMS setting; otherwise, virtually unknown.

Power Word, Stun (Conjuration/Summoning) (Mentalism, Song)

Level: 7
 Range: 5 yds./level
 Components: V
 Casting Time: 1
 Duration: Special
 Area of Effect: 1 creature
 Saving Throw: None

When a *power word, stun* spell is uttered, any creature of the wizard's choice is stunned—reeling and unable to think coherently or act—for a duration dependent on its current hit points. Of course, the wizard must be facing the creature, and the creature must be within the range of 5 yards per experience level of the caster.

Maximum movement for a stunned creature is one-third the creature's rate, or 3, whichever is less. Barred are all forms of communication, spell use, item and innate ability use, psionics, fighting, or free movement. Attacks against a stunned creature have a +4 bonus. Creatures with 1 to 30 hit points are stunned for 4d4 rounds, those with 31 to 60 hit points are stunned for 2d4 rounds, those with 61 to 90 hit points are stunned for 1d4 rounds, and creatures with over 90 hit points are not affected. If a creature is weakened so that its hit points are below its usual maximum, then the current number of hit points is used.

Notes: Common spell (PHB).

Precipitation (Alteration) (Water)

Level: 1
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 1
 Duration: 1 rd./level
 Area of Effect: 30-ft. diameter cylinder up to

120 ft. high
Saving Throw: None

This spell precipitates a light rain out of the air, drizzling on everything in the area of effect. Small normal flames (candles) are extinguished. Small normal fires (torches and campfires) gutter and smoke for a round after the drizzling stops. Bonfires and magical fires are unaffected. Large magical fire effects (*fireball*, *wall of fire*, *flamestrike*, and so on) cast into the area during the rain create a warm fog that obscures vision in an area 60 feet in diameter. This lasts 1d4+1 rounds, half that in a breeze, and but one round in a strong wind.

The *precipitation* spell has doubled effect in humid climates, causes only slight dampness in arid climates, produces light sleet at temperatures near freezing, and creates snow if the temperature is below freezing.

Notes: Uncommon spell. (Originally published in *Unearthed Arcana*.)

Precognitive Sense

(*Chronomancy*)

Level: 1
Range: 0
Components: V, S, M
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: The caster
Saving Throw: None

Upon casting this spell, the chronomancer may gain general knowledge of a single event to come. The event must affect the caster in some way. (An event that would affect another character in the party might count, especially if the chronomancer relies on other party members for safety.) The chroral range is six hours into the future per level of the chronomancer, and the spell centers on the most important event during that time.

Information is frequently misleading—the caster might discover that gambling will bring good fortune, only to discover after losing 50 gp that the winner wishes to hire him for an adventure—and there is always a 10% chance that the information is wrong.

The material component is a piece of rose quartz held to the chronomancer's forehead.

Notes: Restricted to chronomancers, common.

Predict Weather

Lost spell. Believed known by the Red Wizards of Thay before the Time of Troubles. See the 1st-level priest spell predict weather and the 1st-level wizard spell, weathertell.

Prepare Enchantment

(**Enchantment**)

(**Song**)

(*Reversible*)

Level: 6
Range: Touch
Components: V, S, M
Casting Time: Special
Duration: Special
Area of Effect: 1 item
Saving Throw: Special

This spell enchants an item by forcing the alteration of its "true name." The caster must know the "true name" of the item to be created, which varies in complexity according to the complexity of the item.

Immediately before casting the spell, the caster purifies himself by fasting. The ceremony takes six days to prepare and one to perform. The resultant drain on the caster prevents any other spell casting for the following 1d100



days, and mental damage is possible. The base chance of success is 60%, modified as noted in the table. The maximum possible chance is 85%.

After casting the spell, the caster must save vs. spell (at a +3 bonus if the ceremony was successful) or be *feble-minded* as the 6th-level wizard spell. A caster who saves against the *feble-minded* effect is magically drained for 1d100 days despite whether the spell was successful or not. No activities involving magic can be pursued, including spellcasting, magical item use, the study of magical texts, spell research, item fabrication, and so forth.

The material components vary according to the item to be enchanted. These are revealed to the caster as part of the "true name" of the item. They must be of at least 5,000 gp value; more valuable components enhance the chance of success. These materials are expended regardless of the outcome.

The reverse, *destroy enchantment*, is used to unmake an item created by this spell. A wizard can always unmake his own work. Otherwise, *destroy enchantment* is exactly like *prepare enchantment*, except that no modifier for the type of material applies and that the level of the original creator is a negative modifier. A failure means the wizard cannot again try to destroy the enchantment again until gaining at least more experience level.

Notes: Very rare spell. (Updated from *Imagazine Magazine*.)

Modifiers for "True Name" Magic

Per pound of natural material (wood, leather)	-1%
Per pound of other non-ferrous material	-3%
Per pound of ferrous material*	-10%
Per caster level	+1%
Per day additional fasting	+1%
Per +1,000 gp extra material component value	+1%

* Includes iron, steel, and all magical metals (such as "meteor metal," mithral, adamantite, cinnabryl, and any other magical metal not specifically excluded).

Note: The chance for success of this method cannot be brought above 85% by any means.

Preservation

(Alteration)
(Alchemy)

Level: 2
Range: Touch
Components: V, S, M
Casting Time: 1 turn
Duration: 1 day/level
Area of Effect: Special
Saving Throw: None

This spell preserves meat and other natural foods as if just killed or harvested. It does not work on cooked food. The spell affects one creature of man-size or less or up to 9 cubic feet of natural food (enough to feed a party of 9 for three days). This *dweomer* does not preserve magical potency and is thus unsuitable for preserving spell components of any sort.

The spell can be used on the dead to keep them intact until they can be spoken to or *raised* (time spent preserved does not count toward the time elapsed for these spells). *Preservation* can be used on corporeal undead to keep the body from rotting.

The material component of this spell is a pinch of salt.

Notes: Uncommon spell, originally from the FORGOTTEN REALMS setting.

Preservation, Thunguul's

See Thunguul's preservation.

Preserve

(Abjuration)
(Alchemy)

Level: 2
Range: Touch
Components: V, S, M
Casting Time: 2 rds.
Duration: Permanent
Area of Effect: ½ cu. ft./level
Saving Throw: None

A *preserve* spell enables the caster to retain some item fresh and whole until some later time when it is needed. Of course, the *dweomer* is ineffective in retaining the magical potency living component materials such as mistletoe, holly berries, and similar stuffs that must be gathered at specific times or under specific conditions. It is likewise ineffective in preserving the deceased for later resurrection. The material that

can be treated by a *preserve* spell depends upon the level of the caster.

- *2nd level*: Hard, relatively dry material
- *5th level*: Soft, relatively wet material
- *8th level*: Semi-liquid and liquid material

A container is necessary only when a relatively high degree of moisture is concerned.

The material components of the spell are a pinch of dust, a bit of resin (or amber), and a drop of brandy.

Notes: Uncommon for transmuters and alchemists from the WORLD OF GREYHAWK setting; otherwise, rare. (Originally published in *Unearthed Arcana*.)

Preserve Dead

(Necromancy)

Level: 1

Range: 10 yds.

Components: S, M

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: 1 body/2 levels

Saving Throw: None

This spell delays the onset of decay, preserving a corpse in its current condition for the spell's duration. The wizard can affect one corpse at 1st level, two corpses at 3rd level, three at 5th, and so on to a maximum of five bodies at 9th level. While the spell is in effect, the corpses do not rot or experience any other form of decay. Even corpses that are doomed to rise again as undead (such as individuals slain by ghouls or wights) or that host parasitic monsters, such as individuals killed by rot grubs, remain perfectly preserved throughout the spell's duration.

Preserve dead has two important effects. First, it extends the amount of time in which a *raise dead* spell can be effective—days in which the body is under the influence of *preserve dead* do not count against the normal limitations of the *raise dead* spell. Second, preserving a body renders it more suitable for subsequent animation as a zombie. Any corpse animated while the spell is still in effect gains a bonus of +1 hit point per Hit Die when animated as a zombie, monster zombie, or juju zombie.

The material component for this spell is a pinch of quicklime.

Notes: Restricted to necromancers; uncommon.

Preserve Food

Aka preservation.

Preserve From Decay

(Chronomancy)

Reversible

Level: 2

Range: 10 ft./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 months/level

Area of Effect: 25 cu. ft./level

Saving Throw: None

By use of the *preserve from decay* spell, the caster can halt the decay (including shelf ripening) of any nonliving matter. Food or drink must first be placed in a closed container of some kind. The *preserve from decay* spell is broken when the container is opened. For material other than foodstuffs, the spell runs its full duration unless dispelled by some other means.

The material component required is a small vial of salt, sealed with wax.

The reverse of this spell, *decay*, causes immediate decay equal to one month per level of the chronomancer. The material component required is a pinch of dung or mold.

Notes: Restricted to chronomancers, common.



Preserve Wood

(Abjuration)
(Artifice)

Level: 3
Range: 10 yds./level
Components: V, S
Casting Time: 2 rds.
Duration: Permanent
Area of Effect: Special
Saving Throw: Special

This spell protects an item made of wood, such as the members on a ship, from being deformed or rotted by magic (for example, the 2nd-level priest spell *warp wood*). A *warp wood* spell or *wood rot* cast by a higher level caster might affect the protected wood, the chance being 20% per level difference. The *preserve wood* spell does not affect spells of general destruction, such as *disintegrate*, nor does it provide protection from natural hazards or wear of any sort.

The caster can protect up to 100 pounds of wood per level of the caster, but only one structure (such as a ship or a palisade) per casting. Separate wooden items must be protected separately.

Notes: Common for Sea mages and wizards

from the FORGOTTEN REALMS Sea of Stars region; otherwise, uncommon.

Preserver Metamorphosis

Athasian Dragon-King
magic; psionic component
renders the spell
unstable by wizards



Presper's Double Wizardry

(Alteration)

Level: 8
Range: 0
Components: V, S, M
Casting Time: 8
Duration: 1 turn/level
Area of Effect: The caster
Saving Throw: None

Presper's double wizardry allows the caster to store up to four spells for later use. These spells are cast in the normal manner during the turn after the *double wizardry* is cast. Each stored spell must be of 7th level or less, and storing each spell causes the caster a loss of 1d6 hit points. These lost hit points must be regained by rest or healing, but cannot be regained while the spells they are linked to are still stored.

During any round in which the *double wizardry* is in effect, the caster can call forth one or two of the stored spells by silent act of will. They take their normal effects unless circumstances prohibit this—for example, a caster who cannot see a target creature that must be in view for the spell to function.

If a *dispel magic* is cast on the wizard while this spell is in effect, the least powerful spell in storage (or last memorized, if of equal level) erupts involuntarily. This lashes out at the source of the *dispel magic* spell. Other stored spells are unaffected. The death of the caster or the expiration of the *double wizardry* spell causes all stored spells to be lost.

This spell does not allow a caster to augment the spells in his or her mind beyond normal limits: Stored spells are still considered memorized for this purpose.

This spell is the predecessor of the famous *Algarth's embattlement*. It is a less powerful version of the same concept that was developed two decades earlier by the adventurer-mage Presper.

The material component of a double wizardry is a double-yolked egg. The egg need not

be fresh, and may even be petrified.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Presper's Moonbow

(Evocation)

(Artifice)

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 to 4 rds.

Area of Effect: Special

Saving Throw: None

This spell can be cast only at night when the moon is visible in the sky. Creating the *moonbow* causes 1d4 small glowing motes of light to collect and spin around the caster resembling *dancing lights* in appearance. The number of moon motes appearing is random.

On each of the following rounds, the caster can direct any or all of the motes to attack a specific creature within range. The motes pursue the creature at a movement rate of 27 and follow around corners and obstacles. The motes are not foiled by illusions or invisibility. They strike as the caster with a +3 bonus to hit. Should they hit, they discharge an electrical bolt. Should they miss, they flicker out without inflicting further damage.

The damage inflicted by a moon mote is determined by the number of other motes that were created:

1 Mote	4d6 points each
2 Motes	3d6 points each
3 Motes	2d6 points each
4 Motes	2d4 points each

There is no saving throw vs. the electrical damage; a mote must hit in order to inflict damage.

At least one mote must attack per round. Any remaining motes hang spinning around the spellcaster until they are sent off. The spellcaster can move or cast other spells in addition to firing a moon mote in the same round. The casting times of all spells and the weapon speed of any attack made by the wizard are increased by 2 if any moon motes are sent off that round. It is possible, through several *moonbow* spells, for a caster to summon a constellation of moon motes orbiting about him.

If a round passes in which no moon motes are shot off at targets, all moon motes (in orbit around the caster or in flight) wink out even if they have been created by different spells. Similarly, if the caster is slain rendered unconscious or unable to mentally direct the moon motes, the moon motes wink out of existence.

The moon motes can be attacked physically; they have an Armor Class of -6. If struck, they immediately discharge and inflict their damage on all within 10 feet. If the moon motes are struck by a *lightning bolt* they discharge as well, inflicting their damage on all within 10 feet. A wizard with a herd of moon motes around him could meet a quick end, as unused moon motes are always within 10 feet of the caster.

The material components for this spell are a wisp of cobweb an amber rod and a scrap of fur.

Notes: Rare or very rare spell from the FORGOTTEN REALMS setting. Known to be in *Tome of the Covenant*.



Prestidigitation

(Conjuration)
Reversible



Level: 1
Range: 0
Components: V, S, M
Casting Time: 3
Duration: 1 rd./level
Area of Effect: The caster
Saving Throw: Special

This spell heightens the manual dexterity of the wu jen and allows him to teleport small objects to different points on his body. The wu jen can pick pockets, cause small objects to disappear from his hand, and cause objects on his person to suddenly appear in his hand.

When the wu jen attempts to pick pockets, the victim is allowed a saving throw vs. spell. If the saving throw is successful, the attempt is discovered and whatever relevant consequences apply. If the victim fails the save, the wu jen successfully filches the item.

Furthermore, with a quick pass of his hand, the wu jen can cause items small enough to fit in the palm of his hand to disappear and reappear elsewhere on his person (in a pocket, boot, other hand). This feat also can be used to bring items from elsewhere on his person into his hand. Again, the object must be small enough to easily fit in the palm of the hand. However, on-lookers are allowed a saving throw vs. spell to notice the prestidigitation.

Such tricks take just seconds to perform and several can be done in the same round. Thus, the wu jen could pick up a rare gem, secretly transport the item to his hat, and replace it with a cheap substitute hidden in his pocket in a few seconds.

The material component for this spell is a small drop of oil rubbed on the tips of the fingers.

The reverse of this spell, *fumble-fingers*, is cast upon a creature within 30 yards. Any one action requiring manual dexterity, up to the duration of the spell, might fail. The spell does not affect large actions, such as melee combat, but might cause an archer to fumble an arrow, a ninja to drop thieves' tools, or a spellcaster to confuse somatic gestures in spellcasting. The creature must make a successful saving throw vs. spell to perform the action; *fumble-fingers* ends after affecting one action. The material component is a small amount of oil flicked at

the victim.

Notes: Common in oriental settings; otherwise, very rare.

Prevent Rot

Reversed form, see wood rot.

Primal Fury, Tenser's

See Tenser's primal fury.

Prismal's Handy Mirror

(Conjuration/Summoning)
(Artifice)

Level: 4
Range: 5 yds./level
Components: V, S, M
Casting Time: 1 rd.
Duration: 2 turns/level
Area of Effect: Creates 1 mirror
Saving Throw: None

This spell creates a floating mirror, which the caster can move about at a rate of 60 feet per round and angle or tilt at will. The mirror is 12 inches plus 2 inches per level wide, and 24 inches plus 4 inches per level long. For example, a *handy mirror* cast by a 12th-level wizard would be 36 inches wide and 72 inches tall, or 3 feet by 6 feet.

Prismal's handy mirror is quite strong and resilient. It can support up to 10 pounds per caster level if oriented as a plane. The mirror's motive force is not strong; most creatures can easily shove it aside if the caster attempts to block their movement or attacks with the mirror. At the end of the spell's duration, the mirror rapidly shrinks and disappears.

Prismal's handy mirror can be broken only by a sharp blow from an individual with a Strength of at least 18/25 (or creature of at least Large size with 6 Hit Dice or more). If broken, razor-sharp shards explode outward in a shower that inflicts 1d6 points of damage on all creatures within 60 feet of the mirror.

The material component is a small shard of glass.

Notes: Very rare spell. Thought to be in *Prismal's Pocket Library, Vol. IV*.

Prismal's Pictograph

(Invocation)

(Artifice, Geometry)

Level: 4

Range: 5 yds./level

Components: V, S, M

Casting Time: 2 rds.

Duration: Special

Area of Effect: 1 creature or object

Saving Throw: Neg.

Originally developed by the evil wizard Prismal, this spell turns one creature or object in the wizard's line of sight and range into an image on a surface the wizard touches. As the image is transferred, the actual creature or object slowly fades from view and vanishes, to appear on the surface as a drawing.

For the *pictograph* to be successful, the caster must have an unimpaired view of the creature or object. The subject must remain in range for the entire casting time. The subject's image must fit entirely on the surface the caster touches. The caster can reduce the object by a factor of 12 (feet become inches), so a giant 10 feet tall can be rendered as an image 10 inches high. The caster must also have a suitable surface for the image—smooth stone or metal, paper or parchment, or even the skin of a cooperative accomplice. The image is transferred in full color, and nothing less than the complete destruction of the surface can obliterate it.

An unwilling creature is allowed a saving throw vs. spell to avoid the effect. If the caster has specifically targeted an item carried by a creature, the item receives the creature's saving throw. Magical items receive any applicable bonuses. For nonmagical objects and non-monstrous plants and animals, the spell is permanent until dispelled. For other creatures and magical items, the pictograph state lasts for 1 day per level of caster, unless a *permanency* spell is used on the image.

At the end of the spell's duration, or when a *dispel magic* is cast directly upon the image, the object or creature reappears. The caster can restore the subject at any time by commanding it forth.

The material components are an empty ink well, a feather pen, and the writing surface.

Notes: Very rare spell. Thought to be in *Prismal's Pocket Library, Vol. IV*.

Prismal's Revenge

(Alteration, Necromancy)

(Alchemy)

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

This sinister dweomer inflicts a potent, cursed disease upon the creature touched. A creature failing a saving throw vs. spell immediately falls prey to a massive onslaught of dangerous maladies. The curse causes new diseases to constantly manifest in the victim's body, overwhelming his system and killing him within four days. Even a paladin can fall prey to *Prismal's revenge*.

An afflicted victim must succeed in a second saving throw vs. spell, with a -4 penalty, or suffer the side-effects of *Prismal's revenge*: Each day that the curse progresses, ability scores, movement rate, and hit points are reduced by 25%, and THAC0 and saving throws worsen by 1d4 points. *Prismal's revenge* is not contagious.

To defeat the curse, a *dispel magic* must first be cast in order to stop the part of the spell that continuously regenerates the curse; then *remove curse* must be cast to halt the continuing manifestation of diseases; and finally *cure disease* is required to defeat the current infections. (A properly worded *wish* may be effective, also.) If these spells are not cast in the proper order, and within the same turn, they have no effect: If only a *cure disease* is cast, the curse immediately reinstates the disease, and if a *remove curse* only is cast, the magic of the spell reinstates the curse.

The casting of *Prismal's revenge* is an evil act. The late necromancer Purdue Darkwolf also claimed authorship of this spell. (The claim, it is suspected, led to his demise.)

Notes: Very rare spell; invariably found in the hands of evil spellcasters. Known to be in *Prismal's Pocket Library, Vol. IX*.



Prismal's Reversal

(Alteration)
(Chronomancy)

Level: 7
Range: Touch
Components: V, S
Casting Time: 7
Duration: Permanent
Area of Effect: 1 portal
Saving Throw: None

This enchantment reverses the relative velocity of an object or creature that passes through the affected portal. The spell can be cast only upon an area bounded on four sides by a solid frame, such as a window or a door. The spell cannot be cast on a portal smaller than 3 feet by 4 feet or larger than 18 feet by 24 feet. Creatures running or objects flying through the portal lose velocity, while those moving slowly are accelerated.

The chart shows the time required to pass through the spell's effect compared with movement rates. Once into the portal, a creature cannot withdraw or take any other actions until the portal has been passed completely. If passing through the portal takes a round or more, a

creature caught in the frame loses any defensive Dexterity benefits until it clears the portal.

Prismal's reversal is resistant to the *dispel magic* spell. This has a 1% chance per level of the caster to negate the *reversal*. Physically destroying the frame ends the spell immediately.

Prismal created this spell as a theft deterrent. Since thieves are apt to run from an establishment, this spell makes them easy to catch (a full-speed sprint can be five times the standard movement rate).

The material component is a set of four matched ornamental stones, worth 400 gp in all, which are inset in the portal's frame. They crumble to dust as the spell is activated.

Notes: Very rare. Known to be in *Prismal's Pocket Library, Vol. IX*.

Speed of Movement	Time to Pass Portal
3	1/16 round
6	1/8 round
9	1/4 round
12	1/2 round
15	1 round
18	2 rounds
21	4 rounds
24	8 rounds
27	16 rounds
30	32 rounds

Prismal's Wormhole

(Alteration, Illusion)
(Dimension)

Level: 8
Range: Special
Components: V, S, M
Casting Time: 2 hrs.
Duration: Special
Area of Effect: Creates 1 wormhole
Saving Throw: None

This spell allows communication and possibly travel from the caster's location to that of another individual, the caller. When a caller speaks the secret word of activation (most likely given to him by the caster), the spell is activated, and a wormhole portal between the caster and the caller is created. *Prismal's wormhole* has infinite range on the Prime Material Plane, and can cross planar boundaries (though movement into the RAVENLOFT setting is only one-way).

On the caller's side of the wormhole, a life-

sized, stained-glass figure appears (an illusion), telling the caller one of two things: "Please wait for the wizard," or "Sorry, the wizard is busy and chooses not to appear." The stained-glass figure is not physically or visually threatening, nor can it cause harm of any kind.

On the wizard's side of the wormhole, two illusions appear: one a stained glass figure, telling the wizard someone has called, and the other a door knocker. The figure becomes a picture of the caller if the caster desires. If the caster does not wish to appear, he wills the stained-glass figure on the other end to say he's busy, whereon the wormhole collapses and one use of the spell is exhausted ("What? No appointment? So sorry. No audience without an appointment.").

If the wizard wishes to visit the caller, he need only grasp the knocker to appear directly before the caller (the knocker travels through the wormhole with the wizard). The wizard can return to his original location simply by operating the knocker again. Only the caster can operate the knocker.

The caster can also use the knocker to open the wormhole with the knocker without actually going through it, and can close the wormhole at any time. The wormhole can stay open for a maximum of one turn per level of the caster. While the wormhole is open, the wizard can cast any spell he has available through the wormhole except *dispel magic*. He can do this even if he does not visit the caller. While it is possible for a spellcaster at the other end of an open wormhole to cast spells at the caster, it is not possible for anyone else to go through the wormhole unless accompanied by the caster. Regardless of the distance between the ends of the wormhole, the wormhole counts as no distance for purposes of movement or spell range.

A casting of *Primal's wormhole* allows the wormhole to be opened a number of times equal to the caster's level; thus, a 16th-level wizard creates a wormhole that can be activated sixteen times, with each activation lasting up to 16 turns. If the wizard chooses not to answer a call, one activation is used, exactly as if he had responded.

Preparation: The spell requires the wizard to be isolated before he can begin casting. If the caster does not have total concentration and complete silence, the spell is 50% likely to fail outright. The casting takes two hours.

The material components are pine planks, a brass knocker, and least a pint each of red, blue,

and yellow pigment. The wood planks must be laid on the floor in the shape of a door frame, and the knocker placed within the frame. The pigments are sprinkled in the course of the casting. The secret word (often the wizard's name) is woven into the fabric of the spell as part of the incantation.

Notes: Very rare spell. Known to be in *Primal's Pocket Library, Vol. IX*.

Prismatic Eye

(Alteration, Evocation)

(Artifice)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Creates 1 eye

Saving Throw: None

This magic creates a visible orb resembling an eye, much like a *wizard eye*, that floats above one shoulder of the caster. The caster can cause the eye to move at 120 feet per round and can see through it if he desires. The eye can be sent up to 10 yards away per experience level of the caster. The eye has 20-foot infravision and normal vision up to 60 feet in good light.



Prismatic Sphere Effects

Color of Globe	Order of Globe	Effects of Globe	Spell Negated By
Red	1st	<i>Stops nonmagical missiles</i> —Inflicts 20 points of damage, save vs. spell for half	<i>cone of cold</i>
Orange	2nd	<i>Stops magical missiles</i> —Inflicts 40 points of damage, save vs. spell for half	<i>gust of wind</i>
Yellow	3rd	<i>Stops poisons, gases, and petrification</i> —Inflicts 80 points of damage, save vs. spell for half	<i>disintegrate</i>
Green	4th	<i>Stops breath weapons</i> —Save vs. poison or die; survivors suffer 20 points of poison damage	<i>passwall</i>
Blue	5th	<i>Stops location/detection and mental attacks</i> —Save vs. petrification or be turned to stone	<i>magic missile</i>
Indigo	6th	<i>Stops magical spells</i> —Save vs. wand or go insane	<i>continual light</i>
Violet	7th	<i>Force field protection</i> —Save vs. spell or be sent to another plane	<i>dispel magic</i>

In the round in which it appears (the round after casting) and every fourth round thereafter, the *prismatic eye* can emit a straight, pencil-thin beam of clashing colors equal in effect to the 1st-level wizard spell *color spray*. The beam affects only one creature, and the caster must make a successful attack roll to strike a target. If the beam misses or if the caster chooses not to have the eye emit a ray, the *color spray* power is lost for another four rounds.

The beam strikes a creature of up to 6 Hit Dice or levels unconscious for 2d4 rounds. A creature with less than 6 Hit Dice is automatically affected, a creature with 6 or more Hit Dice receives a saving throw vs. spell to avoid the effect. A creature of 7 or 8 Hit Dice or levels must successfully save vs. spell or be blinded for 1d4 rounds. A creature with more than 8 Hit Dice must similarly save vs. spell or be stunned (reeling and unable to think or act coherently) for one round.

Instead of a *color spray*, the caster can will the eye to emit *light* as the 1st-level wizard spell, centered on the eye itself and lasting four rounds. The intensity is controlled by the caster but cannot be made so bright as to blind.

If attacked, the eye is AC 3 and has 9 hit points. If it is destroyed, the spell ends.

The material components of this spell are an eyeball (dried or preserved) from any sort of creature, and a polished, rainbow-hued slice of abalone, oyster, or tortoise shell.

Notes: Rare spell from the FORGOTTEN REALMS setting. Known to be in *The Arcanabula of Jume*.

Prismatic Sphere

(Abjuration, Conjuration/Summoning)

Level: 9

Range: 0

Components: V

Casting Time: 7

Duration: 1 turn/level

Area of Effect: 10-ft. radius

Saving Throw: Special

This spell enables the wizard to conjure up an immobile, opaque globe of shimmering, multi-colored light to surround him, giving protection from all forms of attack. The sphere flashes in all colors of the visible spectrum, seven of which have distinct powers and purposes. Any creature with fewer than 8 Hit Dice is blinded for 2d4 turns by the colors of the sphere. Only the spellcaster can pass in and out of the *prismatic sphere* without harm, though he can cast it over others to protect them.

The sphere 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. Any creature passing through the barrier receives the effect of every color still remaining. The following table shows the colors and effects of the prismatic sphere, as well as what will negate each globe.

Note that typically the upper hemisphere of the globe is visible, as the spellcaster is at the center of the sphere, and the lower half is usually hidden by the floor surface.

Furthermore, a *rod of cancellation* or a *Mordenkainen's disjunction* spell will destroy a

prismatic sphere (but an *antimagic shell* will fail to penetrate it). Otherwise, anything short of an artifact or relic entering the sphere is destroyed, and any creature is subject to the effects of every color still active—i.e., 70–140 points of damage plus death, petrification, insanity, and instantaneous transportation to another plane.

Notes: Common spell (*PHB*).

Prismatic Spray (Conjuration/Summoning)

Level: 7
Range: 0
Components: V, S
Casting Time: 7
Duration: Instantaneous
Area of Effect: 70 × 15 ft. spray
Saving Throw: Special

When this spell is cast, the wizard causes seven shimmering, multicolored rays of light to flash from his hand in a triangular spray. This spray is 70 feet long and spreads to 15 feet wide at the end. It includes all colors of the visible spectrum; each ray has a different power and purpose. Any creature with fewer than 8 Hit Dice struck by a ray is blinded for 2d4 rounds, regardless of any other effect.

Any creature in the area of effect will be touched by one or more of the rays. To determine which ray strikes a creature, roll 1d8 and consult the table.

Notes: Common spell (*PHB*).

Prismatic Spray Results

1 = red	5 = blue
2 = orange	6 = indigo
3 = yellow	7 = violet
4 = green	8 = struck by two rays, roll again twice (ignoring any 8s)

Color of Ray	Order of Ray	Effect of Ray
Red	1st	Inflicts 20 points of damage, save vs. spell for half
Orange	2nd	Inflicts 40 points of damage, save vs. spell for half
Yellow	3rd	Inflicts 80 points of damage, save vs. spell for half
Green	4th	Save vs. poison or die; survivors suffer 20 points of poison damage

Blue	5th	Save vs. petrification or be turned to stone
Indigo	6th	Save vs. wand or go insane
Violet	7th	Save vs. spell or be sent to another plane

Prismatic Wall (Conjuration/Summoning)

Level: 8
Range: 10 yds.
Components: V, S
Casting Time: 7
Duration: 1 turn/level
Area of Effect: 4 ft./level wide × 2 ft./level high
Saving Throw: Special

This spell enables the wizard to conjure a vertical, opaque wall—a shimmering, multicolored plane of light that protects him from all forms of attack. The wall flashes with all colors of the visible spectrum, seven of which have a distinct power and purpose. The wall is immobile, and the spellcaster can pass through the wall without harm. However, any creature with fewer than 8 Hit Dice that is within 20 feet of the wall and does not shield its vision is blinded for 2d4 rounds by the colors.

Each color in the wall has a special effect.



Prismatic Wall Effects

Color	Order of Color	Effects of Color	Spell Negated By
Red	1st	<i>Stops nonmagical missiles</i> —Inflicts 20 points of damage, save vs. spell for half	<i>cone of cold</i>
Orange	2nd	<i>Stops magical missiles</i> —Inflicts 40 points of damage, save vs. spell for half	<i>gust of wind</i>
Yellow	3rd	<i>Stops poisons, gases, and petrification</i> —Inflicts 80 points of damage, save vs. spell for half	<i>disintegrate</i>
Green	4th	<i>Stops breath weapons</i> —Save vs. poison or die; survivors suffer 20 points of poison damage	<i>passwall</i>
Blue	5th	<i>Stops location/detection and mental attacks</i> —Save vs. petrification or be turned to stone	<i>magic missile</i>
Indigo	6th	<i>Stops magical spells</i> —Save vs. wand or go insane	<i>continual light</i>
Violet	7th	<i>Force field protection</i> —Save vs. spell or be sent to another plane	<i>dispel magic</i>

Each color also can be negated by a specific magical effect, but the colors must be negated in the precise order of the spectrum. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack the spellcaster, and the magic needed to negate each color.

The wall's maximum proportions are 4 feet wide per level of experience of the caster and 2 feet high per level of experience. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted and the spell is wasted.

Notes: Common spell (PHB).

Private Sanctum, Mordenkainen's

See Mordenkainen's private sanctum.

Procurement, Khazid's

See Khazid's procurement.

Produce Flame — Witch

(Alteration)

(Fire)

Level: 5

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell allows the witch to create a magical flame each round, equal in brightness to a torch, that springs forth anywhere within 30 feet

of the caster. The flame does not harm the caster, but it is hot. The flame flashes on creation, igniting combustibles within a three-foot diameter of its center of impact (paper, cloth, dry wood, oil, and so on). Although the magical flame lasts only an instant, combustibles that ignite continue to burn with normal fire. A creature struck by the flame suffers 1d4+1 points of damage and, if combustion occurs, must spend a round extinguishing the fire or suffer like damage each round until the fire is extinguished.

The witch can create and hurl a magical flame as a grenade-like missile, or hold it for later use. While the witch can snuff out the magical flame any time desired, normal fires caused by the flame cannot be so extinguished. This spell does not function under water.

Notes: Restricted to witches and fire mages; uncommon.

Proficiency

See weapon proficiency. For nonweapon proficiencies, see Rary's aptitude appropriator.

Programmed Amnesia

(Enchantment/Charm)

(Mentalism)

Level: 9

Range: 20 yds.

Components: V, S

Duration: Special

Casting Time: Special

Area of Effect: 1 creature

Saving Throw: Special

This spell allows the wizard to selectively destroy, alter, or implant memories in the subject creature as he sees fit. He can completely reprogram a character, inventing a new persona, a new alignment, and assigning a new class as he sees fit. Only sentient beings can be affected; a subject that is not human, humanoid, or demihuman gains a +4 bonus to its saving throw. The wizard can make use of any or all of the effects listed below:

A) *Memory Erasure*. Any or all memories possessed by the subject can be erased at the caster's will, including knowledge of specific events, people, or places.

B) *Memory Implant*. The caster can create false memories in the subject's mind as he sees fit. Imaginary friends, events that didn't really take place, betrayals by people the subject regards as his friends, or the friendship of an enemy all could be implanted in the subject's mind.

C) *Skill Erasure*. The subject can be made to forget any or all class-based skills or proficiencies, including all or part of his THAC0 (it resets to 20), thief abilities, spellcasting, turning undead, or any other ability that stems from knowledge. About the only characteristics that can't be affected by this usage of *programmed amnesia* are hit points, saving throws, and ability scores. A character's native language cannot be erased.

D) *Persona Erasure*. Combining the effects of a skill erasure and a memory erasure, this leaves the subject as a clean slate. Only ability scores, hit points, saving throws, and native language remain. The character can assume any class or alignment available, beginning as a 1st-level character just as if he had decided to become dual-classed. (Even demihumans can become dual-classed in this fashion, since they forget all skills of their previous class.)

E) *Persona Implant*. By erasing the existing personality and implanting a false set of memories, the wizard can build a new persona for the mind-wiped character. In effect, he can decide what class, alignment, and personality the subject will assume after his persona erasure. If the new persona is an adventurer, the character becomes dual-classed, as described above.

F) *Programmed Erasure*. The subject can be programmed to suffer a memory, skill, or persona erasure when a certain event takes place. For example, the wizard could set the subject to be wiped clean as a slate when the subject re-

ceives a coded message or arrives at some destination. Optionally, the wizard might decide to have an erasure partially or totally lifted when the programmed condition comes to pass.

The casting time of this spell varies according to what effects the wizard wishes to impose on the subject. To cast just one of the listed effects, the wizard must spend two days secluded away from any distractions—a personal laboratory is a good example of a secluded place. In between the intense eight-hour casting sessions, the wizard can sleep and eat in the area he chose to seclude himself in. If the wizard breaks his seclusion for any reason, the spell is lost. Also, for every effect over the first, another day (with its eight-hour intense casting period) must be spent in seclusion.

The wizard must be able to see the subject. At the end of each day of casting, the subject makes a saving throw vs. spell to negate the effect.

Programmed amnesia is permanent, unless the wizard cares to specify a set of conditions or parameters that will end the effect (see F, above). Its effects can be undone only by a *restoration* or *wish* spell, or by successful use of the psionic science *psychic surgery*. A character who picks up new skills or class abilities while an amnesiac must make a saving throw vs. spell when his own real memories return; if he fails, the skills he learned as an amnesiac are gone forever, replaced by his former abilities, but if he succeeds he retains any new skills, and may even choose to continue in his new class as a dual-classed character.

This powerful spell should be monitored carefully by the DM. Also, be aware that destroying a creature's personality and replacing it with one more amenable to the wizard's designs is not a good act.

This particular spell was the last and most powerful spell developed by the archmentalist Rheizom.

Notes: Uncommon spell (PO:SM).

Programmed Glamer (Illusion/Phantasm)

Level: 4
 Range: 10 yds./level
 Components: V, S
 Casting Time: 4
 Duration: Special
 Area of Effect: 20-ft. cube + 10-ft. cube/level
 Saving Throw: Special

This spell creates an auditory illusion that occurs at any desired distance within range upon command or when some specified condition occurs. It is otherwise the same as the *audible glamer* spell.

Valid conditions might include statements such as, "when an elf enters this hallway," "when I speak the phrase 'What's that?'" or "when an intelligent creature drinks from this fountain." The trigger must be something that the wizard himself could determine if he were actually present, and events causing the trigger must be within the listed range of the *programmed glamer's* area of effect. The spell can linger untriggered for years, but once triggered the spell is completed. A *permanency* spell can ensure that the *programmed glamer* is triggered each time the specified event occurs.

The exact sound created can take any form the wizard likes, even proceeding through a distinct program such as a whispered conversation, a choreographed fight, or the approach and attack of a monster. There are only two limitations: first, the program can run no longer than one round per caster level. Second, the maximum volume possible is equal to that of 4 men per caster level. Thus, an 8th-level caster can create a volume of sound equal to about 32 men marching, singing, fighting, or shouting. As a rough guideline, a horde of rats makes about as much noise as 8 men, while a roaring lion is about as loud as 24 men.

Those who actively disbelieve the sound are allowed a saving throw vs. spell. If successful, they hear only a faint murmuring or crackling sound.

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

Notes: Uncommon for illusionists; otherwise, very rare. (Updated from *POLYHEDRON* Newszine.)

Programmed Illusion (Illusion/Phantasm)

Level: 6
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 6
 Duration: Special
 Area of Effect: 20-ft. cube + 10-ft. cube/level
 Saving Throw: Special

This spell creates a *spectral force* spell that activates upon command or when a specific condition occurs. The illusion has visual, auditory, olfactory, and thermal elements. It can be of any object, creature, or force, as long as it remains within the boundaries of the spell's area of effect.

The occurrence that begins the illusion can be as general or as specific and detailed as desired, such as the following: "Begin only when a venerable female human carrying a sack of groat clusters sits cross-legged within one foot of this spot." Such visual triggers can react to a character using the *disguise* ability. Command range is 5 yards per level of the wizard, so a 12th-level wizard can command the programmed illusion to occur at a maximum encounter range of 60 yards. A programmed illusion cannot distinguish invisible creatures, nor alignment, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word. The spell lasts until the illusion occurs; thus, the spell duration is variable. The illusion will last for a maximum of one round per level of the spellcaster.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The illusion is subject to a *dispel magic* spell.

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

Notes: Common spell (*PHB*).

Project Image (Alteration, Illusion/Phantasm)

Level: 6
Range: 10 yds./level
Components: V, S, M
Casting Time: 6
Duration: 1 rd./level
Area of Effect: Special
Saving Throw: None

By means of this spell, the wizard creates a nonmaterial duplicate of himself, projecting it to any spot within spell range. This image performs actions decided by the wizard—walking, speaking, spellcasting—conforming to the actual actions of the wizard unless he concentrates on making it act differently (in which case the wizard is limited to half movement and no attacks).

The image can be dispelled only by means of a successful *dispel magic* spell (or upon command from the spellcaster); attacks pass harmlessly through it. The image must be within view of the wizard projecting it at all times, and if his sight is obstructed, the spell is broken. Note that if the wizard is invisible at the time the spell is cast, the image is also invisible until the caster's invisibility ends, though the wizard must still be able to see the image (by means of a *detect invisibility* spell or other method) to maintain the spell. If the wizard uses *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks his line of vision, the *project image* spell ends.

The material component of this spell is a small replica (doll) of the wizard.

Notes: Common spell (*PHB*).

Projected Magnification (Alteration)

Level: 2
Range: 1 mi.
Components: V, S, M
Casting Time: 2
Duration: 5 rds./level
Area of Effect: 10-ft. × 10-ft. plane
Saving Throw: None

Upon completing this spell, the image of an object within one mile of the caster is projected onto a flat surface or in the air within 5 yards of the caster. The projection is two-dimensional, covering an area up to 10 feet square. The object

being viewed is outlined in a faint blue light.

The image can be magnified or reduced, if desired. For example, the caster visualizes a palace, which is projected in front of him. The caster can change the projection to see a miniature view of the palace or examine a part of the palace as if a section were under a magnifying glass. This spell operates much like the *clairvoyance* spell, and can be foiled by any means that normally defeats scrying.

The material component of the spell is a shard of glass.

Notes: Uncommon for diviners, seers, and sages; otherwise, very rare. (Updated from *POLYHEDRON* Newszine.)

Prolific Forestation

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.



Prolific Vegetation

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.



Proof Against Fire, Daltim's

See fireproof.

Proof Against Teleportation

Aka proof from teleportation.

Proof From Teleportation

(Abjuration)

(Dimension)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 2 turns

Duration: 2 hrs./level

Area of Effect: 10 yd. radius/level

Saving Throw: None

This spell secures an area from magical intrusion by means of teleportation, gates, or dimension doors. The area extends out from the caster 10 yards per level in all three dimensions and is not impeded by walls, doors, or other surfaces.

When in operation, the spell prohibits the use of teleport spells into the region (including, but not restricted to *dimension door*, *teleport without error* and *mage tunnel*). Attempts to use these spells to enter or leave the affected area fail completely.



To use the *gate* spell or similar magic that opens portals into other planes, the caster must make a successful saving throw vs. spell. Failure indicates the spell fails, but is expended. Success allows the use of the gate. Further attempts require additional saving throws.

Spells that tap the Ethereal Plane (such as *vanish*) and items such as *armor of etherealness* function normally, as do ethereal creatures. Other extraplanar creatures also function normally, though they cannot gate or teleport.

The *proof against teleportation* spell can be discontinued at any time by its caster. It can be brought down by *dispel magic* in the standard fashion. A *limited wish* or *wish* allows teleportation to function in the secured area.

The material component of the spell is 2 pounds of sugar, salt, or other granular material stuffed into a 1-pound sack and dropped at the center of the spell's area of effect.

Notes: Rare spell from the FORGOTTEN REALMS setting. Known to be in *Elminster's Traveling Spellbook*.

Proofing Versus Combustion

(Abjuration)

(Fire)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: Special

Saving Throw: None

Proofing versus combustion renders an inanimate object nearly impervious to fire, granting the affected item a +3 bonus to saving throws vs. magical fire (including dragon's breath), and a +6 bonus to saving throws vs. normal fire. This is cumulative with the saving throw bonus of a magical item, so a *cloak of protection* +4 could have a bonus of +7 to +10 on any item saving throw against combustion effects. Remember that an item fails its saving throw on a natural roll of 1, regardless of any bonuses.

The item affected must be one discrete construction or object, although it can be articulated or composed of several parts (for example, a suit of armor, a catapult, a house, or a carriage).

- At 9th level, the wizard can proof an article of clothing or a small piece of furniture;
- At 12th level, the wizard can proof a small

- vehicle or large piece of furniture;
- *At 15th level*, the wizard can proof a small building or large vehicle;
 - *At 18th level*, the wizard can proof a medium building or a very large vehicle;
 - *At 20th level or higher*, the wizard can proof a large building or small fortification.

A character dressed in a completely proofed article of clothing (a large cloak) gains a +2 bonus to saving throws vs. fire.

The renowned fire wizard Daltim developed this spell some years ago to protect important items or structures against the various incendiary spells with which he was familiar.

The material component for *proofing versus combustion* is a fire-brick. Seafaring wizards often use this spell to protect their vessels from hostile *fireballs* and various fire-throwing devices.

Notes: Uncommon spell (PO:SM).

Prophecy

(Chronomancy)

Level: 4
 Range: Touch
 Components: V, S
 Casting Time: 1 rd.
 Duration: 1 turn
 Area of Effect: Creature touched
 Saving Throw: None

When this spell is cast, the chronomancer enters a trance and, through visions of the future, attempts to divine an important event that shall come to pass. The event must directly affect the person touched, and this person cannot be the caster. The vision fades out and returns several times over the spell's duration, and much of it is vague and open to interpretation. The spell leaves the chronomancer physically drained and unable to move for 1d4 hours.

A caster cannot cast this spell more than once to prophesy the same event—at least not until the caster reaches his next level.

At 10th level, the chronomancer can attempt to divine a *prophecy* concerning an event affecting a location on the scale of a town or kingdom. The caster has a low chance of success (1% per level of the caster), but the attempt can be made once per day.

The material component for the first version is the root of a plant with hallucinatory properties. For the second version, a gem worth 5,000

gp must be buried near the center of the location.

Notes: Restricted to chronomancers; common.



Protection Spells

Introductory Note: Many protection spells in this section were constructed from the protection scrolls in the DMG when the 1st Edition was current. They are updated here. Some, such as protection from dragon breath (dragons being greatly strengthened in the current edition), have been withdrawn to the province of specially enchanted items.

Protection — Hishna (Conjuration/Summoning)

Level: 1
 Range: Touch
 Components: V, M
 Casting Time: 1 rd.
 Duration: 1 turn/level
 Area of Effect: 1 character/level
 Saving Throw: None



This spell improves the Armor Class of an affected character by 3. Thus, a character with AC 8 gains AC 5. The caster can affect one character for every level of experience the caster has achieved. The Armor Class improvement conferred by this dweomer is of no benefit against a metal weapon.

The material component of the spell is a piece of shell from a snapping turtle.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Protection From Acid (Abjuration)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell protects the creature from all forms of acid, negating acid damage to a limit of 90 points. The spell lasts for a maximum duration of 5 rounds for each experience level of the caster, less if the damage limit is reached. The protection extends to the creature's items, weapons, and so on.

The material component for this spell is a small lump of chalk.

Notes: Uncommon for abjurers and alchemists; otherwise, rare.

Protection From Air Elementals

See protection from elementals, 10' radius.

Protection From All Elementals

See protection from elementals, 10' radius.

Protection From All Lycanthropes

See protection from lycanthropes, 10' radius.

Protection From All Traps, 5' Radius

See protection from traps, 5' radius.

Protection From All Undead, 5' Radius

See protection from undead, 5' radius.

Protection From Amorphs

(Abjuration)

(Geometry)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

This abjuration protects the recipient from the attacks of any of the various amorphous monsters, including slimes, jellies, oozes, puddings, gelatinous cubes, and slithering trackers. To qualify as an amorphous creature, the monster must have an amorphous or fluid body, attack through acids or secretions of some kind. Most are native to the Prime Material Plane and are formless, primordial beings, as opposed to creatures such as elementals. The monster cannot stand the touch of the barrier surrounding the protected character, and its natural attacks automatically fail. Ranged attacks by these creatures also fail.

If the protected creature makes an attack against the monster, or forces the barrier against the monster, the spell ends and the creature is no longer protected.

The material component is a mixture of rare salts sprinkled in a small circle around the creature to be protected.

Notes: Uncommon spell (PO:SM).

Some extraplanar beings are affected by the *protection from amorphs* spell, in particular certain minions of Juiblex, the Faceless Lord. Likewise, some Prime Material creatures will not be, such as mimics (*MONSTROUS MANUAL*) and algols (*FIEND FOLIO Tome*). The former is malleable but not amorphous (like a doppelganger), the latter is a colony of animated algae rather than primordial ooze.

Protection From Avians, Mordenkainen's

See Mordenkainen's protection from avians.

Protection From Birds

(Abjuration)

(Air)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 5 rds. + 5 rds./level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell provides protection against most types of birds (any with feathers). Any bird with less than 2 Hit Dice is prevented from attacking the caster at a distance of one foot. Birds with 2 to 9 Hit Dice attack the caster at -2, while birds of 10 Hit Dice or greater are not affected by the spell.

The material component is a feather from any bird. If a feather from a roc or giant eagle is used, the duration of the spell is doubled.

Notes: Uncommon for abjurers and air mages; otherwise, rare. In the *WORLD OF GREYHAWK* setting, *Mordenkainen's protection from avians* is more common.

Protection From Breath Weapons

See protection from dragon breath. *As the number of creatures with unusual breath weapons grows, a scroll that affects "everything else" except dragon breath is harder to justify. One approach is to use a scroll with a specific effect (for example, a scroll of protection from gorgon breath). On the other hand, a scroll not completely decipherable by a player character except in a general way ("It's good against—untranslatable—breath weapon...It's not the symbol for 'dragon'") is certainly possible and may add dramatic tension.*

Protection From Cantrips

(Abjuration)

(Universal)

Level: 2

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 5 hrs. + 1 hr./level

Area of Effect: Creature or object touched

Saving Throw: None

By casting this spell, the wizard receives immunity to the effects of cantrips cast by other

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

Notes: Common spell (*PHB*).

Protection From Charm

(Abjuration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None



Casting this spell gives the recipient a +1 bonus for every three levels of experience of the wu jen for any saving throw involving charm magic, including spells and spell-like effects. It is not effective against such attacks that have no saving throw, nor against any fascination effects of high Charisma. The maximum bonus is +5.

The material component for this spell is a piece of a charming creature or the hair of character with an Appearance or Comeliness score of at least 21.

Notes: Common in oriental settings; otherwise, very rare. Optionally, uncommon for Savage wizards.

Protection From Cold

(Abjuration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

The creature touched by the caster is protected from the effects of normal cold as low as

Protection From Electricity, 10' Radius

(Abjuration)

Level: 6
 Range: Touch
 Components: V, S, M
 Casting Time: 6
 Duration: 2 rds./level
 Area of Effect: 10-ft. radius around
 creature touched
 Saving Throw: None

The globe of protection of this spell is identical in all respects to a *protection from electricity* spell, except that it encompasses a much larger area. The effect is centered on and moves with the creature touched.

The protected creatures receive a +4 bonus to saving throws against electrical attacks, natural or magical. Any electrical damage received is reduced by 50%. If the saving throw is successful, then any secondary effects the electrical attack may have (stunning, paralysis, etc.) are negated.

The material component is a thread of copper for each protected creature.

Notes: Uncommon for abjurers; otherwise, very rare.

Protection From Elementals, 10' Radius

(Abjuration)

(Air, Earth, Fire, Water, Geometry)

Level: 4
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 5 rds./level
 Area of Effect: 10-ft. radius around
 creature touched
 Saving Throw: None

This spell covers a group of related effects. The one desired is selected when the spell is memorized. It creates a globe of protection that protects all within from the direct attacks of one type of elemental creature. The sphere is centered on and mobile with the creature touched. If more elemental creatures attack than are protected against, the remaining ones can cross the barrier and attack. Forcing the protection against such creatures negates the protection. Otherwise, the effect of the spell varies with the caster's level.

Two factors rule the degree of protection. First, the total number of Hit Dice hedged out is 2 Hit Dice per level of the caster, to a maximum of 24 Hit Dice at 12th level.

Second, as the caster becomes more powerful, stronger elemental creatures can be hedged out. Thus, an 8th-level caster can keep out elemental creatures with a total of 16 Hit Dice or less, as long as the creatures have less than 8 Hit Dice each.

At 7th level, creatures of a specific element with less than 8 Hit Dice can be hedged out.

At 9th level, the protection is extended to creatures of a specific element with less than 16 Hit Dice.

At 12th level, the protection is extended to creatures of a specific element with less than 24 Hit Dice. Further, the protection hedges out *any* type of elemental creature with 16 Hit Dice or less; thus, a 12th-level wizard who memorizes the air elemental version gains the ability to keep out earth elementals of 16 Hit Dice or less as well.

At 15th level, protection is extended to any elemental creature with 24 Hit Dice or less.

Elemental creatures with more Hit Dice, or exceeding the total Hit Dice limit, can pass the barrier. For example, if a 9th-level wizard's sphere is attacked by three 8 Hit Die elementals,



one penetrates the barrier. A sphere attacked by a single 24 Hit Die elemental is penetrated as well. Note that attacks by elemental creatures based on their element are blocked, but other attacks might not be. Thus, while an efreet could not affect protected creatures with its *wall of fire*, it could shoot a bow, if it had one.

The material component of this spell is a piece of a substance that came from neither the Prime Material Plane nor any of the Elemental Planes.

Notes: Uncommon for abjurers, conjurers, geometers, and elementalists; otherwise, rare. Elementalists are restricted to their own elemental form until they achieve 12th level.

Optional: Spells similar to *protection from elementals* can be researched for para-elemental and quasi-elemental creatures as well. It is suggested that, for a 12th-level caster, 16 Hit Dice of any of these creatures can be hedged out, regardless of which spell the caster employs.

Elementals

Spells affecting elementals, such as *protection from elementals*, also affect many similar elemental-based creatures.

- *Air creatures* (includes djinn and invisible stalkers)
- *Earth creatures* (includes xorn)
- *Fire creatures* (includes efreet and salamanders)
- *Water creatures* (includes tritons and water weirds).

Protection From Energy Drain

Lost spell. Reputed to be a 1st-level spell known to an obscure necromancy specialist, the Deathmaster (see negative plane protection).

Protection From Evil

(Abjuration)
(Alchemy, Geometry)
Reversible

Level: 1
Range: Touch
Components: V, S, M
Casting Time: 1
Duration: 2 rds./level

Area of Effect: Creature touched
Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects:

First, all attacks made by evil (or evilly enchanted) creatures against the protected creature suffer -2 penalties to attack rolls; any saving throws caused by such attacks are made with +2 bonuses.

Second, any attempt to possess (as by a *magic jar* attack) or to exercise mental control over (as by a vampire's *charm* ability) the protected creature is blocked by this spell. Note that the protection does not prevent a vampire's *charm* itself, but it does prevent the exercise of mental control through the barrier. Likewise, a possessing life force is merely kept out. It would not be expelled if in place before the protection is cast.

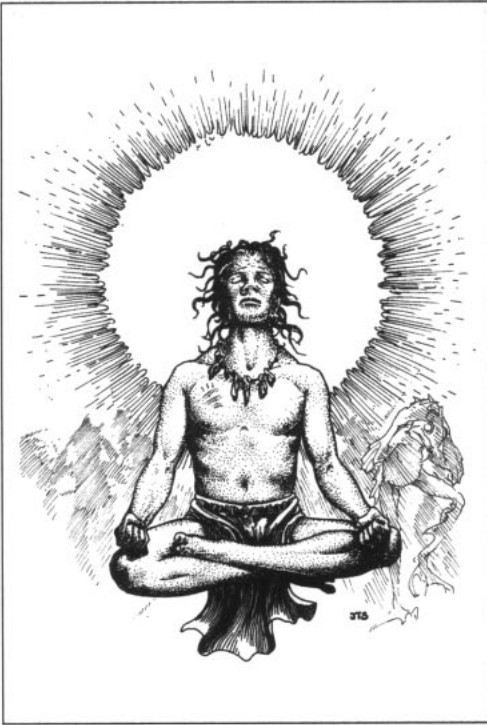
Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creatures to recoil, if such attacks require touching the protected being. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the wizard must trace a 3-foot-diameter circle on the floor (or ground) with powdered silver.

This spell can be reversed to become *protection from good*; the second and third benefits remain unchanged. The material component for the reverse is a circle of powdered iron.

Notes: Common spell (PHB).

This spell does not specifically hedge out undead creatures (except ghouls, as stated in the MONSTROUS MANUAL accessory), unless these have been brought by a *monster summoning* spell or equivalent magic or are from another plane.



Protection From Fire, 15' Radius

(Abjuration)

(Fire)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 2 rds./level

Area of Effect: 15-ft. radius around
creature touched

Saving Throw: None

All within this globe of protection are immune to normal fire. The sphere is centered on and moves with the creature touched. Against magical flame, protected creatures receive a +2 bonus to saving throws against fire-based attacks, and such attacks inflict only 50% of their normal damage. Otherwise, the effect of the spell varies with the caster's level.

At 12th level, damage from magical fire is reduced to one-quarter (save for one-eighth).

At 15th level, damage from magical fire is completely negated.

The material component for this spell is a vial of water.

Notes: Uncommon for abjurers and fire mages; otherwise, rare.

Protection From Fire Elementals

See protection from elementals, 10' radius.

Protection From Gas 5' Radius

(Abjuration)

(Air)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 2 rds./level

Area of Effect: 5-ft. radius around
creature touched

Saving Throw: None

All remaining within this globe of protection are immune to toxic gases, poisonous vapors, and similar hazards. The 5-foot radius sphere is centered on and moves with the caster. Harmless vapors that only obscure vision are unaffected, and the sphere has no effect on gaseous creatures. The degree of protection depends on the caster's level.

At 7th level, this spell protects against gases of nonmagical origin and those created by 1st- and 2nd-level spells (such as *stinking cloud*). Against other magical gases, the protected creatures receive a +2 bonus to any saving throw allowed.

At 9th level, immunity is gained to magical gases created by spells of 4th level or magical creatures of less than 8 Hit Dice.

At 12th level, the protection is extended to spells of 6th level and creatures of less than 16 Hit Dice (such as a gorgon's breath).

At 15th level, protection is extended to all such effects except those that are of demipower- or artifact-level origin.

This spell's unusually short casting time allows its rapid use when toxic gas is detected.

Notes: Uncommon for abjurers and air mages; otherwise, rare.

Protection From Good

Reversed form, see protection from evil.

Protection From Good, 10' Radius

Reversed form, see protection from evil 10' radius.

Protection From Hunger and Thirst

Lost knowledge. This 1st-level spell is rumored to have prevented hunger and thirst for one day per caster level.

Protection From Hunger and Thirst (Abjuration)

Level: 7
 Range: Touch
 Components: V, S, M
 Casting Time: 1
 Duration: 1 day/level
 Area of Effect: Special
 Saving Throw: None

When *protection from hunger and thirst* is cast, the recipient requires no food, water, or nourishment of any kind for the duration of the spell. The recipient can be the caster or any creature touched. Each day the creature remains under the effect of the spell, it is fully nourished, as if it had eaten and drunk normally. At the end of the spell's duration, the creature is no more hungry or thirsty than when the spell was originally cast.

The spell can be divided among multiple creatures, which are protected proportionately. A maximum of one creature per level of the caster can be protected. For example, an 18th-level wizard can protect one creature for 18 days, two creatures for 9 days, and so on, to eighteen creatures for a single day.

The material components for this spell are a small piece of dried meat and a cup of water.

Notes: Uncommon spell.

Protection From Illusions (Abjuration)

Level: 3
 Range: Touch
 Components: V, S
 Casting Time: 3
 Duration: 2 rds./level
 Area of Effect: Creature touched
 Saving Throw: None

This spell lets the subject see through any illusionary attack, knowing it for what it is. *Protection from illusion* provides no protection against phantasms—attacks that exist only in the mind of the subject, such as *phantasmal killer*. It does not counter such magics as *invisibility*, *blur*, or *projected image*, nor does it penetrate illusions that conceal.

Notes: Common for illusionists, uncommon for abjurers; otherwise, rare.

Protection From Illusions, 10' Radius (Abjuration)

Level: 5
 Range: Touch
 Components: V, S
 Casting Time: 5
 Duration: 2 rds./level
 Area of Effect: 10-ft. radius around
 creature touched
 Saving Throw: None

The globe of protection of this spell is identical in all respects to a *protection from illusions* spell, except that it encompasses a much larger area. The effect is centered on and moves with the creature touched.

The protection allows those in the area to see through any illusionary attacks and know them for what they are. The spell provides no protection against phantasms—attacks that exist only in the minds of those protected, such as *phantasmal killer*. It does not counter such magics as *invisibility*, *blur*, or *projected image*.

Notes: Common for illusionists, uncommon for abjurers; otherwise, rare.



Protection From Insects and Arachnids, Mordenkainen's

See Mordenkainen's protection from insects and arachnids.

Protection From Lycanthropes 10' Radius

(Abjuration)
(Geometry)

Level: 4
Range: Touch
Components: V, S, M
Casting Time: 4
Duration: 2 rds./level
Area of Effect: 10-ft. radius around
creature touched
Saving Throw: None

This spell covers a group of related effects. The one desired is selected when the spell is memorized. It creates a globe of protection that protects all within from the direct attacks of one type of lycanthrope. The sphere is centered on and mobile with the creature touched. The globe keeps out 49 Hit Dice of that type of lycanthrope (round up hit point bonuses of +4 or more). If more lycanthropes attack than are protected against, the remaining ones can cross the barrier and attack. Forcing the protection against such creatures negates the protection. Otherwise, the effect of the spell varies with the caster's level.

At 7th level, a specified type of lycanthrope with less than 4 Hit Dice is hedged out (for example, wererats and lesser seawolves).

At 9th level, the lycanthrope can have less than 8 Hit Dice (for example, werewolves, wereboars, weretigers, and werebears).

At 12th level, all attacking lycanthropes of every type are hedged out, up to the limit, instead of just one type. Further, the protection also works against all other shapechangers, as well, such as doppelgangers, some dragon types, druids, jackalweres, and those under the influence of *polymorph* spells.

The material component of this spell is dried wolfsbane, which is crumbled and scattered in a circle around the protected creature during the casting of the spell.

Notes: Uncommon for abjurers and geometers; otherwise, rare.

Protection From Magic 5' Radius

A scroll of protection effect from the DMG. See the 6th-level wizard spell, antimagic shell.

Protection From Magical Blunt Weapons

(Abjuration)

Level: 3
Range: Touch
Components: V, S, M
Casting Time: 3
Duration: 4 rds. + 1d4 rds.
Area of Effect: 1 creature
Saving Throw: None

The recipient of this spell cannot be touched by a magical blunt weapon (type B). This protection does not apply to spells such as *magic missile* or *Mordenkainen's sword* that simulate the effects of weapons. This spell is cumulative with *protection from magical edged weapons* and *protection from magical missiles*. All three spells can be applied to the same recipient at the same time. These protections fail if cast on a creature protected from or immune to the effects of normal weapons.

The material component for this spell is a piece of a broken blunt magical weapon.

Notes: Uncommon for abjurers; otherwise, rare spell.

Protection From Magical Edged Weapons

(Abjuration)

Level: 3
Range: Touch
Components: V, S, M
Casting Time: 3
Duration: 4 rds. + 1d4 rds.
Area of Effect: Creature touched
Saving Throw: None

The recipient of this spell cannot be touched by a magical edged weapon (type P or S). This protection does not apply to spells such as *Mordenkainen's sword* that simulates the effects of weapons. This spell is cumulative with *protection from magical blunt weapons* and *protection from magical missiles*. All three spells can be applied to the same recipient at the same time. These protections fail if cast on a creature protected from or immune to the effects of normal weapons.

The material component for this spell is a piece of a broken edged magical weapon.

Notes: Uncommon for abjurers; otherwise, rare.

Protection From Magical Missiles (Abjuration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 4 rds. + 1d4 rds.

Area of Effect: Creature touched

Saving Throw: None

The recipient of this spell cannot be touched by a physical missile that is magical. This protection does not apply to spells such as *magic missile* that are composed of magical energy or force.

This spell is cumulative with *protection from magical edged weapons* and *protection from magical blunt weapons*. All three spells can be cast on the same creature at the same time. These protections fail if cast on a creature protected from or immune to normal weapons.

The material component for this spell is a piece of a broken magical missile weapon.

Notes: Uncommon for abjurers; otherwise, rare.

Protection From Magical Traps (Abjuration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: Special

The spell prevents magical traps (and alarms) from being triggered by the protected creature. The traps do not function, but neither are they revealed. The spell only prevents activation of a trap's trigger. It provides no protection against traps triggered by an unprotected creature, nor does it provide protection against a trap without a trigger, such as an open pit.

If the creator of the trap is more powerful than 12th level and also more powerful than the caster of the protection, then the protected creature must make a successful saving throw vs.

spell to avoid triggering the trap.

The material component is a broom straw.

Notes: Uncommon for abjurers; otherwise, rare.

Protection From Magical Traps, 5' Radius

See protection from traps, 5' radius.

Protection From Mechanical Traps (Abjuration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

The spell prevents mechanical traps (and alarms) from being triggered by the protected creature. The traps do not function, but neither are they revealed. The spell only prevents activation of the trap's trigger. It provides no protection against traps triggered by an unprotected creature, nor does it provide protection against a trap without a trigger, such as an open pit.

The material component is a bit of axle grease.

Notes: Uncommon for abjurers; otherwise, rare.

Protection From Nonmagical Gas, Drawmij's

See Drawmij's protection from nonmagical gas.

Protection From Nonmagical Traps, 5' Radius

See protection from traps, 5' radius.

Protection From Normal Weapons

These are three separate 3rd-level spells, each of which must be researched and memorized separately: protection from normal blunt weapons, protection from normal edged weapons, and protection from normal missiles.

Protection From Normal Blunt Weapons

(Abjuration)

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

By means of this spell, the wizard bestows total invulnerability to such normal bludgeoning weapons as maces, war hammers, mauls, and similar weapons (type B), when these are used to attack in hand-to-hand combat. Furthermore, the protection causes a reduction of 1 from each die of damage (but no die inflicts less than 1 point of damage) inflicted by magical blunt weapons (such as a *mace +1* or the *maul of the titans*) or wielded by creatures of exceptional size and strength (creatures with base Hit Dice of 4+1 or more, such as an ogre or a giant wielding a club). Note, however, that this spell does not confer any protection from such magical attacks as *spiritual hammer*.

This is actually one of three spells, each of which must be learned separately: *protection from normal blunt weapons*, *protection from normal edged weapons*, and *protection from normal missiles*. All three spells can be applied to the same creature at the same time.

The material component for this spell is a piece of a broken blunt weapon.

Notes: Uncommon for abjurers; otherwise, rare.

Protection From Normal Edged Weapons

(Abjuration)

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

By means of this spell, the wizard bestows total invulnerability to such normal edged weapons as swords, daggers, axes, spears, and similar weapons (types P or S), when these are used to attack in hand-to-hand combat. Furthermore, the protection causes a reduction of 1 from each die of damage (but no die inflicts less than 1 point of damage) inflicted by magical edged weapons (such as a *long sword +1* or the *mattock of the titans*) or wielded by creatures of exceptional size and strength (creatures with base Hit Dice of 4+1 or more, such as an ogre or a giant wielding an axe). Note, however, that this spell does not confer any protection from such magical attacks as *Mordenkainen's sword* or *flame blade*.

This is actually one of three spells, each of which must be learned separately: *protection from normal blunt weapons*, *protection from normal edged weapons*, and *protection from normal missiles*. All three spells can be applied to the same recipient at the same time.

The material component for this spell is a piece of a broken edged weapon.

Notes: Uncommon for abjurers; otherwise, rare.

Protection From Normal Missiles

(Abjuration)

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

By means of this spell, the wizard bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones, and spears. Furthermore, the protection causes a reduction of 1 from each die of



damage (but no die inflicts less than 1 point of damage) inflicted by large or magical missiles, such as ballista missiles, catapult stones, hurled boulders, and magical arrows, bolts, javelins, etc. Note, however, that this spell does not confer any protection from such magical attacks as *fireballs*, *lightning bolts*, or *magic missiles*.

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

Notes: Common spell (*PHB*).

Protection From Notice (Enchantment/Charm)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: 1 year + 1 day/level

Area of Effect: 1 object

Saving Throw: Special

This spell can be cast on any inanimate object from a building to a sword. The effect is to render the object nondescript and without interest to the casual observer—it is perceived in the same way as a wizard sees an armorer's shop or a dwarf sees trees; they might recall that they had seen the place or the object, but would not remember where or the details of what they saw. A person might pass a building under this enchantment every day but be unable to describe it, nor recognize it when it is described. Only someone concentrating—for example, counting doors—might notice the object, and even then a successful saving throw vs. spell is required. Even persons detecting magic might be deceived into thinking it is a magical effect of no importance. This spell lends itself well to the 8th-level *permanency* spell.

This spell in no way conceals attacks nor prevents an individual from reacting to them. Likewise, *protection from notice* does not affect close-pursuit situations, although it may well hinder later reconstruction of the event.

The material component is a pinch of saffron (1 gp) per square foot of outer surface to be protected (roughly 2 gp for a long sword and 5,000 gp for a medium-sized building). The casting time is 1 round per 10 square feet of surface area as the saffron is dusted over it.

Notes: Very rare spell. (Updated from *IMAGINE Magazine*.)

Protection From Paralysis (Abjuration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

The recipient of this spell receives total immunity to magical paralysis. Spells such as *hold person* and *slow* have no effect on the individual. This spell also provides protection against the paralysis attacks of certain monsters (a ghoulish touch, for example). This spell offers no protection against paralysis due to physical damage, such as a spinal injury; physical effects, such as that of a massive electrical shock; or nonmagical paralytic poisons. The spell has no effect on existing conditions of paralysis.

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

Notes: Uncommon spell (*ToM*).

Protection From Paralyzation

Lost spell, known by the Red Wizards of Thay before the Time of Troubles. Reputed to be a 3rd-level spell, it has been superseded by protection from paralysis.

Protection From Petrification, 10' Radius

(Abjuration)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 10-ft. radius around
creature touched

Saving Throw: None

This spell creates a circle of protection that extends from and moves with the caster. All creatures within the circle are absolutely immune to any attack forms or spells that cause flesh to turn into stone. If a protected creature reflects the gaze attack back outside the circle, the monster is not affected by its own gaze; the spell renders the petrification power inert. *Protection from petrification* has no effect on creatures that have already been turned to stone.

The material component is a pinch of powdered gorgon scales, sprinkled in a circle about the caster.

Notes: Restricted to abjurers; very rare. The Red Wizards of Thay are believed to have had a slightly different version of this spell before the Time of Troubles. (Updated from *POLYHEDRON* Newszine.)

Protection From Plants

A scroll of protection *effect from the DMG*. See the 6th-level priest spell, anti-plant shell.

Protection From Plants

(Abjuration)

Level: 2
 Range: Touch
 Components: V, S, M
 Casting Time: 2
 Duration: 2 rds./level
 Area of Effect: Creature touched
 Saving Throw: None

All natural forms of vegetable life (including fungi, slimes, molds, and the like), are unable to attack the protected creature. This includes normal plants controlled by magic such as *entangle* and *speak with plants*. Plant-based creatures suffer a -2 penalty to their attacks and the protected creature receives a +2 to any saving throw allowed against any special attacks based on their plant-like nature: spores, pollen, the *charm* effect of a fragrance, and so on.

The material component is a pinch of ash from a dangerous plant-based creature.

Notes: Uncommon for abjurers and Nature mages; otherwise, rare.

Protection From Plants 10' Radius

(Abjuration)

Level: 4
 Range: Touch
 Components: V, S, M
 Casting Time: 4
 Duration: 2 rds./level
 Area of Effect: 10-ft. radius around creature touched
 Saving Throw: None

All natural forms of vegetable life (including fungi, slimes, molds, and the like), are unable to attack creatures in this protective globe. The sphere of protection is centered on and mobile

with the creature touched. Further, the sphere hedges out plant-based creatures, to a maximum of 24 Hit Dice. Forcing the protection against such creatures negates the protection. Otherwise, the degree of protection depends on the caster's level.

At 7th level, this spell protects against common plants of nonmagical origin, including those controlled by magic such as *entangle* and *speak with plants*. Plant-based creatures of less than 4 Hit Dice are affected (such as myconids and vegepygmies), as are special attack forms of a plant-like nature: spores, pollen, the charm effect of a fragrance, and so on.

At 9th level, the protection is extended to plant-based creatures of less than 8 Hit Dice.

At 12th level, the protection is extended to plant-based creatures of less than 16 Hit Dice (including treant-animated trees).

At 15th level, protection is extended to all plant-based creatures, save those of demipower status or greater.

Plant creatures with more Hit Dice, or those exceeding the Hit Dice limit in total, can pass the circle. For example, if a 9th-level caster is attacked by five kelpies (5 HD each), then one penetrates the barrier.

The material component is ash from some form of dangerous plant-based creature, sprinkled in a circle around those protected.

Notes: Uncommon for abjurers and Nature mages; otherwise, rare.

Protection From Poison

A scroll of protection *effect from the DMG*. See the priest spells slow poison (2nd) and neutralize poison (4th).

Protection From Poison

(Abjuration)

Level: 2
 Range: Touch
 Components: V, M
 Casting Time: 2
 Duration: 1 rd./level
 Area of Effect: Creature touched
 Saving Throw: None

This abjuration spell provides a protective barrier against creatures that possess venom or poison of some kind. Poisonous monsters or poison-using characters of 4 or less Hit Dice or levels are prevented from making physical contact with the spell recipient, while venomous

creatures of 4+1 Hit Dice or poison-using characters of 5 levels or more suffer a -2 penalty to their attack rolls against the protected character.

Only injected or contact poisons from natural or innate sources (such as compounds made from plants or the venom from a snake) in a position to possibly injure the character are protected against; a thief carrying a vial of ingestive poison in his pouch is not venomous for this purpose, while a character brandishing a poisoned short sword is. The spell recipient, for example, can still be poisoned by a spitting attack or a thrown dagger smeared with poison.

If the spell recipient attacks a creature against which he has been warded or uses the resistance of the spell's aura to force his antagonist to give ground, the spell ends. Reaching out to drink from a poisoned cup dispels the effect, so this spell offers no protection against ingested poisons. The spell functions normally if cast upon a poison-using creature or character.

Notes: Uncommon spell (PO:SM).



Protection From Poison — Red Wizard

(Abjuration)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 2 rds. + 1d10 rds.

Area of Effect: Creature touched

Saving Throw: None

By use of this spell, the recipient becomes immune to one form of poison. At the time of casting, the wizard must choose the type of poison to protect the creature against: *contact*, *ingested*, *inhaled*, or *injected*. Poisons of types other than the one chosen affect the creature normally. Poison already in the creature's system is unaffected by this spell.

The material component of the spell is a sprig of belladonna.

Notes: Restricted to Red Wizards of Thay and those trained by them; common.

Protection From Possession, 10' Radius

(Abjuration)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level (Special)

Area of Effect: 10-ft. radius around
creature touched

Saving Throw: None

This spell generates a globe of protection that protects all creatures within its confines from possession by magical spell and spell-like attacks such as *magic jar* for two rounds per caster level. The sphere has no effect on established conditions, except at the highest levels. The globe is centered on and mobile with the creature touched. Otherwise, the degree of protection depends on the caster's level.

At 7th level, the sphere protects against the *magic jar* spell, including that of ghosts and other creatures. Creatures with less than 4 Hit Dice or levels cannot take over or establish control over those within the area. Dead bodies (as opposed to undead) within the circle are completely protected from all control.

At 9th level, the protection is extended to

creatures of less than 8 Hit Dice.

At 12th level, the protection is extended to all magical and psionic powers of possession and direct mind control, save those of demipower- or artifact-level status.

At 15th level, the protection also bars the area to controlled beings. These avoid or eject themselves from the sphere of protection if possible. If not, the possessing entity makes a single saving throw of 11, adjusted by the difference in level between it and the caster. For example, a 20 Hit Die creature trapped in a sphere cast by a 15th-level wizard has a saving throw of 6; a 10 Hit Die creature has a saving throw of 16.

If the saving throw is successful, the sphere of protection is destroyed. Failure means the possessing entity is ejected from the controlled being and its control is broken.

The caster can choose to make the sphere stationary. In this form, the duration is longer: two turns per caster level.

The material component for this spell is a gem or rock crystal, which is smashed and sprinkled in a circle around those protected as the incantation is completed.

Notes: Uncommon for abjurers, geometers, mentalists, necromancers, and (optional) Healer mages; otherwise, rare.

Protection From Scrying, Rary's

See Rary's protection from scrying.

Protection From Shapechangers 10' Radius

See protection from lycanthropes, 10' radius.

Protection From Slime, Mordenkainen's

See Mordenkainen's protection from slime.

Protection From Specific Elementals 10' Radius

See protection from elementals, 10' radius.

Protection From Specific Lycanthropes 10' Radius

See protection from lycanthropes, 10' radius.

Protection From Specific Undead, 5' Radius

See protection from undead, 10' radius.



Protection From Telekinesis — Old Empire

(Abjuration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

This spell protects the creature against magic that moves its physical form, most notably *push*, *levitate*, *repulsion*, and *telekinesis* spells, but not *reverse gravity*, which is a fundamental alteration of the laws of nature. The spell adds a +4 bonus to any saving throw involving this type of magic, or allows a normal saving throw against attacks that have none, such as *repulsion*. This does not protect from spells that involve teleportation.

The material component is a block of black granite.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Protection From The Elements

(Abjuration)

(Province: *Flame, Sand, Sea, Wind*)



Level: 4

Range: Touch

Components: S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature/level

Saving Throw: None

This spell is usually bestowed by genies on their servants, and its secrets are well-guarded. It confers extensive protection to most harmful effects of a single Elemental Plane. This includes immunity to nonmagical *winds* (including acidic rain and airborne poisons), *earth* (including toxic dusts and mineral poisons), *fire* (including molten metals, smoke, and lava, but not magical flames), or *water* (including drowning and pressure). To cast the spell, the caster must either touch the recipients on the forehead or kiss them (generally on the hand, cheek, or lips) while sprinkling perfume (air), chalk (earth), sulphur (fire), or salt (water) over them. When cast by a genie, the effects last an entire week; when cast by another creature, the effects last but 1 hour, plus 1 hour per level.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Protection From Time

(Abjuration)

(Chronomancy)



Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 week

Area of Effect: Creature touched

Saving Throw: None

When this spell is cast, it creates a magical barrier around the creature at a distance of one inch. The barrier moves with the creature and protects it from the adverse effects of time. This spell can be cast on any living creature, but multiple spells are not cumulative. The creature does not age for the spell's duration, though this won't have a noticeable effect on its lifespan unless many such spells are cast in series; a player whose character receives such treatment should

keep track of how many *protection from time* spells have been cast on the character so the DM can add one week to the character's total natural lifespan for each. A significant number of such spells can postpone aging effects.

When confronted with a magical aging effect (such as a *wish* spell or certain powerful undead creatures), the recipient gets a saving throw vs. spell to avoid the effect (or an additional save if one is already allowed). Whether or not the saving throw succeeds, the protection spell ends immediately.

The spell is not automatically dispelled upon the character's death—it continues to protect the body. If the "Hovering on Death's Door" rule is used (*DMG*, Chapter 9), a recipient falling to 0 hit points or below does not automatically lose one hit point each round. Also, for purposes of magical revival through *raise dead* or *reincarnation* spells, time since death for the recipient's dead body does not start accumulating until after the *protection from time* spell has ended.

This spell does not cause time to stop within the barrier around the recipient, who moves through time at the same rate as other characters. The character must still eat, drink, and rest as usual. This spell does not affect the duration of other spells.

The material component is a golden hourglass filled to capacity with diamond dust (minimum 75 gp value).

Notes: Common for spellcasters from the DARK SUN setting; otherwise, very rare. Optionally, uncommon for chronomancers.

Protection From Traps, 5' Radius

(Abjuration)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: 5-ft. radius around creature touched

Saving Throw: None

The spell creates a globe of protection that prevents traps (and alarms) from being triggered by those within the area. The sphere is centered on and mobile with the creature touched. The traps within the sphere do not function, but neither are they revealed. The sphere only prevents activation of the trap's trigger. It provides no protection against traps trig-

gered by an unprotected creature, nor does it provide protection against a trap without a trigger, such as an open pit. The degree of protection depends on the caster's level.

At 7th level, the sphere protects against mechanical traps and alarms.

At 9th level, the protection is extended to magical traps and alarms created by those of the caster's own level or less.

At 12th level, the protection is extended to magical traps and alarms created by those up to 4 levels higher than the wizard.

The material component is a bit of axle grease (mechanical traps) and a broom straw (magical traps).

Notes: Uncommon for abjurers; otherwise, rare.

Protection From Undead 5' Radius (Abjuration, Necromancy) (Geometry)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: 5-ft. radius around
creature touched

Saving Throw: None

This spell covers a group of related effects. The one desired is selected when the spell is memorized. It creates a globe of protection, that protects all within from the direct attacks of one type of undead creature. It does not protect against the creature's magical spells or other attack forms. The sphere is centered on and mobile with the creature touched. The globe keeps out 35 Hit Dice of undead creatures (round up hit point bonuses of +4 or more). If more undead creatures attack than are protected against, the remaining ones can cross the barrier and attack. Forcing the protection against such creatures negates the protection. Otherwise, the effect of the spell varies with the caster's level.

At 7th level, one type of undead creature with less than 4 Hit Dice is hedged out (ghasts or lesser creatures).

At 9th level, one type of undead creature with less than 8 Hit Dice is hedged out (spectres or lesser creatures).

At 12th level, all attacking undead are hedged out, regardless of type, up to the limit, including

"special" undead and those that cannot be turned at all.

The material component of this spell is dust from a destroyed undead creature of the type to be hedged out (at least vampire dust if all are hedged out) scattered in a circle around the protected creature during the casting of the spell.

Notes: Uncommon for abjurers, geometers, and necromancers; otherwise, rare.

Protection From Vermin (Abjuration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell creates a magical barrier around the recipient, preventing the attacks of nonintelligent monsters of less than 1 Hit Die. Creatures in this category include normal centipedes, spiders, bats, and rats, but any monster with an Intelligence of low or better can ignore the spell's effects.

The barrier extends about one foot from the protected character's body and moves with him; vermin cannot tolerate the aura's touch and recoil from the character. Any attacks that require physical contact (bites, stings, claws, etc.) automatically fail, but a creature with a ranged attack can still attack the recipient.

The spell ends if the recipient attacks a creature he has been protected against, or tries to pin or trap the vermin by forcing the repelling barrier against them.

The material component for this spell is a cone of pungent incense burned in a tiny bronze censer.

Notes: Uncommon spell (PO:SM).

Protection From Water

Lost spell, believed to be 3rd level and known by the Red Wizards of Thay before the Time of Troubles. See also, water walking, water breathing, airy water.

Protection From Water Elementals *See protection from elementals, 10' radius.*



Protective Amulet

(Abjuration, Enchantment)
(Artifice)

Level: 1
Range: 0
Components: V, S, M
Casting Time: 1 hr.
Duration: 1 week/level
Area of Effect: 1 piece of jewelry
Saving Throw: None



This enchantment is cast on a small talisman, such as a pendant, amulet, or other item of jewelry. The item is thus transformed into a protective device against a single specific spell. The spell must allow a saving throw and be one that the caster knows how to cast. For instance, an amulet can be made to protect against *charm person*, but not against *sleep* or *magic missile*.

If the wearer of a *protective amulet* is attacked by the spell the amulet wards against, a normal saving throw is rolled. If the saving throw fails, the amulet absorbs the spell energy and shatters; the wearer is treated as if the saving throw succeeded.

A protective amulet must be an item of jewelry, costing at least 25 gp to protect against a 1st-level spell. The cost doubles for each spell

level: 50 gp for an amulet against a 2nd-level spell, 100 gp for a 3rd-level spell, 200 gp for a 4th-level spell, and so on to 6,400 gp for an amulet against a 9th-level spell.

If a person wears more than one *amulet of protection* against the same spell, their energies cancel and none of them work.

Notes: Common for hedge wizards and witches. Uncommon for artificers; otherwise, rare.

Setting Note: The *protective amulet* spell was originally from a Roman setting. In that setting, the base price for an amulet against a 1st-level spell is 10 denarii and doubles from there. In that setting, witches often sell protective amulets; it is a major source of income. Most towns have a witch of 1st to 3rd level who makes a good living selling amulets against common 1st- or 2nd-level offensive spells such as *charm person*, *hypnotism*, *spook*, *blindness*, *forget*, or *irritation*. Depending on her reaction to the prospective buyer, the charge is usually two to five times the base cost of the amulet.

Protective Amulet

Optionally, the DM may allow this spell to *Savage mages*. In this case, the amulet is made of natural materials and requires a special material component. This is a quest item recovered by the one for whom the amulet is made (an eagle's feather, a tuft of giant badger fur, etc.). Components from a creature should be from one whose Hit Dice are at least equal to the level of the spell warded against. Items not won by the prowess or cleverness of the recipient will prove useless and the enchantment will fail.

Prying Eyes

(Divination)

Level: 5
Range: 1 mi.
Components: V, S, M
Casting Time: 1 turn
Duration: 1 hr./level
Area of Effect: Creates 1d4 eyes + 1 eye/level
Saving Throw: None

This spell conjures a small horde of semitan- gible magical orbs or eyes that can be used to

reconnoiter an area at the wizard's command. Each of the eyes is about the size of a small apple and can see 120 feet (normal vision only) in all directions.

In order to report their findings, the eyes must return to the caster's hand to replay in the caster's mind everything they have seen during their existence. The eyes are subject to illusions, darkness, fog, and any other factors that would affect the wizard's ability to receive visual information about his surroundings. It takes an eye only one round to replay one hour of recorded images.

The spell conjures 1d4 eyes, plus 1 eye per caster level. The eyes exist for up to 1 hour per caster level, or until they return to the wizard; after relaying its findings, an eye disappears. Each eye is AC 4, flies by levitation at a rate of 12, and has only 1 hit point—a single hit from any weapon or damaging spell destroys it. A successful *dispel magic* destroys all eyes caught in the area of effect. While the individual eyes are quite fragile, they're small and difficult to spot, especially in conditions of poor visibility such as darkness, fog, or rain. Of course, if the eye is sent into darkness, then it's very possible that it could hit a wall or other similar obstacle and destroy itself.

When the wizard creates the eyes, he can specify any set of instructions or orders that he wishes, up to 25 words. Any knowledge the wizard possesses is known by the eyes as well, so if the wizard knows what a typical Jakallian merchant looks like, the eyes do as well. Sample commands might be: "Surround me at a range of 400 yards and return if you spot any dangerous creatures," or "Spread out and search the town for Arweth; follow him for three turns, staying out of sight, and then return."

Note that in the first command, the eye only returns if it spots a creature that the wizard would regard as dangerous; a seemingly innocuous peasant that is actually a *shape changed* dragon wouldn't trigger the eye's return. In any event, if an eye is ever more than one mile distant from the wizard, it instantly ceases to exist. However, the wizard's link with the eye is such that he won't know if the eye was destroyed or if it just wandered out of range.

Some command words can be used to abbreviate the directions. For example, "surround me" directs the eyes to form an equally-spaced ring at whatever range is indicated, and then move with the wizard. As eyes return or are destroyed, the rest automatically space themselves

to compensate. "Spread out" directs the eyes to move away from the wizard in all directions. Other commands that might be useful include having them form a line in a certain manner, making them move at random within a certain range, or have them follow a certain type of creature. The DM is the final judge of the suitability of the wizard's directions.

The material component is a handful of crystal marbles.

Notes: Uncommon spell (*PO:SM*).

Pseudodragon — Dragon (Conjuration/Summoning)

Level: 3

Range: 30 yds.

Components: V

Casting Time: 3

Duration: 2 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell is a draconic *monster summoning* spell that summons 2d4 pseudodragons within 1d4 rounds. The summoned pseudodragons are tiny replicas of the summoner; that is, a green dragon conjures green pseudodragons, a blue dragon summons blue ones, and so forth. The



pseudodragons share the alignment of the dragon who cast the spell, and serve their summoner with complete loyalty. Otherwise, these pseudodragons conform to the abilities and characteristics of pseudodragons noted in the *MONSTROUS MANUAL* tome.

Once the pseudodragons arrive, they fight on the summoning dragon's behalf until they are slain, until the dragon commands them to stop fighting, or until the spell's duration expires. If all opponents are slain, the summoner must grant the pseudodragons a portion of the kill.

If no opponents are available, the dragon can assign the pseudodragons other tasks. In return, the dragon must give each pseudodragon a gemstone (before aid is rendered) worth at least 50 gp. If no gems are forthcoming, the summoned dragons immediately return from whence they came. Similarly, the dragon must give each surviving pseudodragon a 50 gp gemstone after a battle with the dragon's enemies. (If a dragon makes a habit of killing or refusing to pay the pseudodragons, the pseudodragons summoned by subsequent castings may refuse to assist or may simply refuse to answer the summons.)

Notes: Restricted to dragons; uncommon. (Updated from *DRAGON Magazine*.)

Psionic Dampener

(Alteration)
(Mentalism)



Level: 4
Range: 5 yds./level
Components: V, S, M
Casting Time: 4
Duration: Concentration +1d4 rds.
Area of Effect: 1 individual
Saving Throw: Neg.

Use of this spell allows the caster to disrupt the psionic activities of one individual. It has no effect on a nonpsionic individual. A psionic individual is allowed a saving throw vs. spell to negate the effect. Whether successful or not, a psionic individual immediately knows that the spell was cast and who cast it.

If the spell is successful, the individual is unable to expend psionic strength points (PSPs) for the spell's duration. The spell lasts for 1d4 rounds after the wizard stops concentrating. The affected psionic individual can otherwise function normally. If the individual moves beyond the caster's range, the spell is broken and PSPs can be used, even if the individual later comes within the caster's range.

Dampening requires concentration. The caster can move at half speed and converse, but cannot attack or cast other spells; moving at full rate, casting spells, engaging in melee, or receiving damage ends the spell.

The material component for this spell is any small object within a blown glass sphere.

Notes: Common in the DARK SUN setting (Athas), uncommon for mentalists; otherwise, very rare.

Psionic Tracer

(Divination)
(Mentalism)

Level: 4
Range: 5 ft./level
Components: V, S, M
Casting Time: Special
Duration: Special (1 rd./level maximum)
Area of Effect: 1 creature
Saving Throw: Special

When the spell is cast upon an individual currently receiving of any form of psionic contact, the individual instantly becomes aware of the location of the psionic creature initiating the contact. The psionic creature receives a saving throw vs. spell and, if unsuccessful, its identity is revealed (see spell components). If successful, its identity is not revealed, and it becomes aware of the *tracer*.

If the psionic creature maintains contact, its location can be monitored until contact is broken. If contact is not broken first, the tracer lasts a maximum of one round per level of the caster. Note that the range is for the wizard's initial casting; the psionic tracing has no distance limit. Only one contact can be traced or monitored at a time.

Tracing a contact requires concentration. The tracing individual can move at half speed and converse, but cannot attack or cast other spells while actively tracing; moving at full rate, casting spells, engaging in melee, or receiving damage prevents tracing but does not end the spell. The tracer allows a tracing wizard to teleport to the psionic creature's location as if it was a place "studied carefully."

A wizard with this spell memorized can cast it instantly in response to a psionic attack, as if using a psionic defense mode. A previously declared action can be changed to the casting of this spell. An immediate initiative roll is made. If the caster wins, the spell succeeds. If the

caster loses, the incoming psionic attack disrupts the spell.

The material component of this spell is a small, platinum mirror. The image of the psionic creature is revealed in the mirror if its saving throw fails; a silhouette appears if save is successful.

Notes: Uncommon for mentalists, rare for diviners; otherwise, very rare. Optionally uncommon in the DARK SUN setting. (Updated from *DRAGON* Magazine.)

Psychic Drain

(Necromancy)
(Mentalism)

Level: 6

Range: 50 yds.

Components: V, S, M

Casting Time: 6

Duration: Concentration + 1d4 rds.

Area of Effect: 10 × 10 × 10-ft. cube/level

Saving Throw: Special

This spell creates an immobile area of negative psychic energy that hinders the use of psionic abilities. Any creature trying to use or

maintain psionic abilities in the area of effect must make a saving throw vs. death magic. If the saving throw is successful, double psionic power points are required. Failure means that any psionic power use by the creature, other than a psionic defense mode, is negated. Psionic creatures outside the area are affected when projecting their powers into the area, but are not affected when using their powers elsewhere.

The area persists until as long as caster concentrates (up to half movement only is allowed), ending 1d4 rounds after the caster's concentration ceases. If the caster is killed, rendered unconscious, or is mentally incapacitated, the spell ends instantly.

The material component is the preserved, soft, porous body of a sessile marine creature.

Notes: Uncommon for mentalists; otherwise, very rare. (Updated from *POLYHEDRON* Newszine.)

Psychic Impressions — Savant

See read object, *instead*.



Psychic Protection

(Abjuration)
(Mentalism)

Level: 4
Range: 0
Components: V, S, M
Casting Time: 4
Duration: 3 rds./level
Area of Effect: The caster
Saving Throw: None

This spell provides the caster a +6 bonus to saving throws (or allows a saving throw if one is not normally allowed) against spells or effects that command or destroy the mind. These include *command*, *domination*, *feeblemind*, *hold*, *magic jar*, insanity, possession, and the psionic powers of domination, mass domination, and switch personality. These fail if the saving throw is successful.

The wizard is still vulnerable to spells or effects that influence his actions indirectly. Attacks that simply encourage the victim to act in a certain way or influence his perceptions do not trigger the spell. A partial list of effects that are not defended against is: *charm*, *suggestion*, *emotion*, *confusion*, *hypnotism*, *fear*, *antipathy*, *beguiling*, *Otto's irresistible dance*, a mind flayer's mental blast, and most psionic attacks.

The material component for this spell is a tiny figurine of the wizard, cast in iron.

Notes: Uncommon spell (PO:SM).

Psychic Reversal

(Enchantment/Charm)
(Mentalism)

Level: 6
Range: Special
Components: V, S, M
Casting Time: Special
Duration: 1 rd./2 levels
Area of Effect: The caster
Saving Throw: Special

When this spell is cast, a line of magical force is created from the wizard to any one creature psionically attacking or contacting the wizard, regardless of range. The psionic creature must make a successful saving throw vs. spell at a -2 penalty or be disoriented for 1d6 rounds, during which no psionics other than psionic defense modes can be used.

The force also acts as a conduit for any en-

chantment/charm spell of 5th level or less that the caster has available (including scroll spells). These spells are cast normally, but range is ignored; the conduit allows the dweomer to reach the target creature regardless of distance. The creature is permitted any saving throw a subsequent spell allows.

A wizard with this spell memorized can cast it instantly in response to a psionic attack, as if using a psionic defense mode. A previously declared action can be changed to the casting of this spell. An immediate initiative roll is made. If the caster wins, the spell is cast normally. If the caster loses, the incoming psionic attack disrupts the spell.

The material component is a small, silver, U-shaped tube of fine craftsmanship (50 gp). The tube is consumed in the casting of the spell.

Notes: Uncommon for mentalists, rare for enchanters; otherwise, very rare. Optionally uncommon in the DARK SUN setting. (Updated from DRAGON Magazine.)

Pugnacious Pugilist, Bigby's

See Bigby's pugnacious pugilist.

Purdue's Revenge

Aka Prismal's revenge.

Pure Breed

Atlassian Dragon-King
magic; psionic component
renders the spell
uncastable by wizards.



Push

(Conjuration/Summoning)
(Force, Mentalism)

Level: 1
Range: 10 yds. + 5 yds./2 levels
Components: V, S, M
Casting Time: 1
Duration: Instantaneous
Area of Effect: Special
Saving Throw: Neg.

Upon pronouncing the syllables of this spell, the wizard causes an invisible force to strike against whatever object he is pointing at. The force of the *push* is not great, being 1 foot-pound per level of the caster. The force generated by a 1st-level wizard can move a one-pound object up to 1 foot in a direction directly away from the caster, topple an object under the proper condi-

tions, cause a creature to lose its balance, or disrupt a spell.

Other creatures are unbalanced only if the force of the *push* multiplied by 50 does not exceed the creature's mass; that is, a 1st-level wizard can effectively push a creature weighing up to 50 pounds. Such a creature is unable to attack that round if it fails a saving throw vs. spell.

A *push* spell can be used against an object held by an attacking individual. The opponent's attack roll or the defender's saving throw against the attack, as applicable, is reduced by the level of the caster of the *push* spell, up to a total penalty of -10 (the creature deducts the force of the spell in foot-pounds: 1, 2, 3, etc.). Further, the attacking individual must make a successful saving throw vs. spell or have the object torn from his grasp and propelled with the force of the *push*.

Likewise, an opposing spell being cast is interrupted and ruined by a *push* if the opposing caster fails a saving throw vs. spell. This saving throw is also reduced by up to -10, depending on the force of the *push*.

The material component of this spell is a small pinch of powdered brass, which is blown from the palm prior to pointing at the object of the spell.

Notes: Common spell. (Updated from the 1st Ed. *Player's Handbook*.)

Putrefaction

(Necromancy)

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 15-ft. radius

Saving Throw: Special

This vile spell spoils all food and water in the area of effect. Magical potions and holy water may be ruined; roll 1d20 for each potion or container of holy water in the area; a roll of 8 or more (that is, the saving throw of a 12th-level wizard) leaves the fluid unaffected.

In addition, all creatures in the area of effect suffer 1d4 points of damage and must make a successful saving throw vs. poison. Those who fail suffer an additional 1d4 points of damage and are 25% likely to contract a rotting disease that will prove fatal in 1d6 months. For each

month the rot progresses, an afflicted creature loses 2 points of Charisma permanently. Unlike mummy rot, the disease does not affect the curing of wounds.

The material component is a bit of rotten meat.

Notes: Uncommon for necromancers; otherwise, very rare. (Updated from *POLYHEDRON* Newzine.)

Pyrotechnics

(Alteration)

(Fire, Alchemy)

Level: 2

Range: 120 yds.

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: 10 or 100 times the
fire source used

Saving Throw: None

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

This spell can also cause a thick, writhing stream of *smoke* to arise from the source and form a choking cloud that lasts for one round per experience level of the caster. This covers a roughly spherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2 feet. The smoke fills a volume 100 times that of the fire source. All within the cloud must roll successful saving throws vs. spell or suffer -2 penalties to all combat rolls and Armor Class.

The spell uses one fire source within a 20-foot cube, which is immediately extinguished. An extremely large fire used as a source might be only partially extinguished. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers 1 point of damage per caster level.

Notes: Common spell (*PHB*).



Quell

(Enchantment/Charm)



Level: 4
 Range: 30 yds.
 Components: V, S
 Casting Time: 3
 Duration: Special
 Area of Effect: 1 creature
 Saving Throw: Neg.

When the *quell* spell is cast, the wu jen points his finger at the target and utters a few mystic words, attempting to instantly subdue the subject. The subject must be intelligent but does not need to understand the language of the caster. A creature with more Hit Dice or levels than the wu jen is unaffected. The creature must make a successful saving throw vs. spell to avoid the effect. Failure means the creature instantly surrenders, as if subdued in combat or by any other means.

In addition, the wu jen can demand some service of the subdued creature if it understands the speech of the wu jen. If attempted, the creature is allowed a second saving throw vs. spell. Success breaks the *quell* spell; if unsuccessful, the creature agrees to the service and attempts to complete it.

Any service that does not cause the certain death or injury of the creature and has hope of success in a short time can be requested. The affected creature won't leap into a fire (unless immune to fire) but will risk dashing into a burning building to recover some object or rescue someone, if a reasonable chance for success exists. Furthermore, service is completed by the safest, easiest, and most efficient method, according to whatever preparations the creature's Intelligence allows. In the above example, the creature might soak itself with water and cover itself with wet blankets before making the attempt (if it was smart enough to think of this).

Once the service is completed, the creature is freed from the *quell* spell. A creature that feels powerful enough may attempt to wreak vengeance on the caster as soon as the spell is lifted. If the service has no set completion ("guard and protect me"), the creature is allowed a new saving throw every day to break the spell. This saving throw might be increased by +2 if the spellcaster and his friends seem especially weakened in the eyes of the creature.

Notes: Common in oriental settings; otherwise, very rare.

Quench Fire Creature

Reversed form, see enhance fire creature.

Quenchtouch

Reversed form, see firebrand.

Question Ball — Paramander

(Alteration, Conjunction)
 (Artifice, Dimension)

Level: 5
 Range: Touch
 Components: V, S, M
 Casting Time: 3 rds.
 Duration: Special
 Area of Effect: 1 ball of crystal
 Saving Throw: None

This spell transforms a ball of normal crystal into a unique *question ball*, which answers any questions put to it. The ball is a partial manifestation of an extraplanar humanoid being of divine nature, which uses a *gem of seeing* and its own powers to discern the answers to the caster's questions. The being speaks Common and two or three other languages, as well as tongues exclusive to its mysterious plane. The being is bound to answer a number of questions equal to the caster's level.

A percentile roll of less than 50 minus the level of the caster indicates the being tells a carefully fabricated and reasonably believable lie. Thus, a 10th-level caster has a 40% chance the being will lie to him. When the being has answered a number of questions equal to the level of the caster, the *question ball* darkens and crumbles to useless powder.

The being can be released on the Prime Material Plane. If any of the following events occur, the ball shatters and the creature and all its possessions (including the *gem of seeing*) appear:

1. If any attempt is made to move the ball to another plane;
2. If *trap the soul*, *gate*, *monster summoning VII*, or *cache* is cast on the ball;
3. If the ball is destroyed using any of the methods for destruction an artifact or relic;
4. If a wraith or similar creature performs an energy drain on the ball.

The material components of the spell are a ball of crystal, a *gem of seeing*, and a pound of pure sulphur. The caster piles the sulphur in a heap and burns it with the gem and ball in the middle. While the flames consume the gem and

ball, the caster performs the verbal and somatic components of the spell, upon the completion of which the gem and crystal disappear in a sulphurous explosion (no damage) marking the creation of the *question ball*.

Notes: Common for paramanders (a rare form of paladin-mage); otherwise, very rare. (Updated from *DRAGON* Magazine.)

Being of the Ball: AC 2; MV 9 FI 18 (B); HD 10+6; THAC0 11; #AT 3; Dmg 1d6/1d6 (claw), 2d6 (fang); SA disease (claw, 5%/hit), poison (fang, save at -2), spells; SD spells; AL N; SZ M; ML 15; XP 6,000. The being's poison causes *sleep* for 1d6 days, during which time the being eats its victim. The being has all the spell-like abilities of a vroock (greater tanar'ri), and can travel in the Astral and Ethereal Planes. Its other possessions number 2d6, each having a 20% chance of being magical in nature.

as the arrival of a dragon or an explosion in the kitchen), the *enchanting gourmet* will seek the advice of its creator.

The *enchanting gourmet* can be dispelled by the caster at will, by a *dispel magic* spell, or by taking 6 points of damage from area effect attacks such as breath weapons, explosions, and the like.

The *enchanting gourmet* cannot be used to brew potions and other magical drinks, but has been used to generate simple poisons and in one case to serve as a bartender. The creator of this spell, Quimby of Procampur, was an impatient cook but a lover of fine food in quantity. The spell is not one normally studied by adventuring wizards, but is often used by retired sages and other sedentary types.

The material components of this spell are a block of wood and some string.

Notes: Uncommon or rare spell from the FORGOTTEN REALMS setting. Known to be in *Jaluster's Orion*.

Quiet Storm

Lost spell. Reference appears in the Prism Pentad saga.

Quimby's Enchanting Gourmet

(Conjuration/Summoning)

(Force)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 hr. + 1 turn/level

Area of Effect: 40-ft. radius

Saving Throw: None

This specialized version of the *unseen servant* was developed with one particular task in mind—cooking and cleaning in the kitchen while its creator is otherwise occupied.

The *enchanting gourmet* is a magical force under the control of the wizard. It can perform simple kitchen actions like stirring, carrying, measuring, cutting, and minding the fire. It is no stronger than an *unseen servant* and no more dexterous than its creator. The *enchanting gourmet* can be left to cook on its own, provided that it is cooking a meal that the wizard himself has prepared at some point in his life. If something disrupts the smooth flow of the meal (such





Radiant Arch, Nystul's

See Nystul's radiant arch.

Radiant Baton, Nystul's

See Nystul's radiant baton.

Radiant Screen, Otiluke's

See Otiluke's radiant screen.

Raging Griffon, Laeral's

See Laeral's raging griffon.

Rain of Blood

(Necromancy)

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 5-ft./level radius,
height to 10 ft./level

Saving Throw: ½

Only necromancers use the *rain of blood* spell. It calls forth a cloudburst of deadly blood from the Negative Material Plane. The blood is sticky and red, far more red than any mortal blood. Where it strikes bare flesh, the rain leaches out vitality. The droplets remain on flesh for one round before caking into a gray dust and falling to the sand.

Every round that a character remains in the area of effect and is not completely sheltered from the rain, damage is taken. The exact damage is determined by the armor worn. Each creature suffers a number of points of damage equal to its Armor Class for every round that it remains in the area of effect. A successful saving throw will reduce this damage by one half. Creatures with a 0 or negative Armor Class take 1 point of damage per round. Dexterity-based Armor Class adjustments are ignored when determining damage.

The material component for this spell is a small vial of pure water that darkens and turns to blood as the spell is cast. As the last syllables of the spell are spoken, the vial is hurled into the air.

Notes: Restricted to necromancers, common for those from an Arabian setting; otherwise, very rare.

Rain of Terror

(Evocation)

Level: 4

Range: 1 mile

Components: V, S

Casting Time: 4

Duration: 1 hr. + 1 turn/level

Area of Effect: 1-mile diameter

Saving Throw: None



This spell causes a cursed rain storm to develop over the next 3 turns; though if storm clouds are already overhead, the rain begins immediately. The rain lasts for 1 hour, plus 1 turn per level of the caster; it covers a circle one mile in diameter. This will cover most villages and small towns.

The caster can choose the nature of the rain, within the limits of his level. Living creatures that rain down are 50% likely to survive. Thus, after a rain of toads, half are alive and hopping around, the other half are dead, killed by the impact. None of these animals are dangerous or able to harm anyone.

Notes: Uncommon in the RAVENLOFT setting; otherwise, very rare. Generally used by evil wizards.

Wizard's Level

1-2

3-4

5-6

7-8

9-10

11-12

13+

Type of Rain

Black, putrid water

Ash

Steaming blood

Toads

Dead bats

Snakes

Spiders

Rainbow Pattern

(Alteration, Illusion/Phantasm)
(Geometry)

Level: 4

Range: 10 yds.

Components: S, M

Casting Time: 4

Duration: Special

Area of Effect: 30-ft. cube

Saving Throw: Neg.

By means of this spell, the wizard creates a glowing, rainbow-hued band of interweaving patterns. Any creature caught in it may become fascinated and gaze at it as long as the effect lasts. The spell can captivate a maximum of 24

levels, or Hit Dice, of creatures—24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc. All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. An attack on an affected creature that causes damage frees it from the spell immediately. Creatures that are restrained and removed from the area still try to follow the pattern.

Once the *rainbow pattern* is cast, the wizard need only gesture in the direction he desires, and the pattern of colors moves slowly off in that direction, at the rate of 30 feet per round. It persists without further attention from the spell-caster for 1d3 rounds. All affected creatures follow the moving rainbow of light. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), allow a second saving throw. If the view of the lights is completely blocked (by an *obscurement* spell, for instance), the spell is negated.

The wizard need not utter a sound, but he must gesture appropriately while holding a crystal prism and the material component, a piece of phosphor.

Notes: Common spell (*PH*).

Rainbow Shield

(**Abjuration, Evocation**)

Level: 4
Range: 0
Components: V, S, M
Casting Time: 4
Duration: 1 rd./level
Area of Effect: Special
Saving Throw: Special

This spell envelops the caster or a touched and willing spell recipient in a glowing aura of swirling colors. Though its hues are ever-shifting, the overall color of the aura corresponds to the caster's mood (purple for despair, yellow for nausea, red for anger, black for pain, blue for happiness, green for affection and friendliness, and white for pride, exultation, or manifesting magical power).

Though the *rainbow shield* has been used just to impress gullible observers, its purpose is to defend its wearer in combination with another spell.

This second spell must be of 3rd level or less. The spell is cast into the shield and is absorbed. Thereafter, until the shield fades away at spell expiration, the effects of the protector spell (typically *fireball* or *lightning bolt*) are visited

on anyone seeking to strike at or through the shield. Normal saving throws against the protector spell, if any, still apply.

Though the *rainbow shield* only affects creatures making direct physical attacks (not missile or magical attacks), it can inflict full damage (or spell effects) once per round upon each attacker, as often as there are invaders to deal with, even if several creatures attack simultaneously. The protector spell becomes part of the *rainbow shield* and fades away when the shield does; its own duration is ignored.

The material component of this spell is an iridescent shell, such as polished abalone.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere. (Updated from *The Seven Sisters*.)

Rainfire

(**Conjuration**)
(**Fire**)

Level: 2
Range: 10 yds.
Components: V, S, M
Casting Time: 2
Duration: 1 turn/level
Area of Effect: 1-ft. radius
Saving Throw: Special

The effects of this spell are both limited and impressive. When cast on a small pile of flammable material, that material bursts into flames and burns as a normal fire for a period of one turn per level of the caster. Aside from being a handy way to light a fire at a short distance, the spectacular component of this magic is that the fire created will burn even in a driving rain or a howling wind. Even underwater, it will burn for one round per level of the caster.

The material need not be dry to be lit (although it must be a material that is flammable if dry), but no other fires can be lighted from the magical one, as the magical flames will not spread past the 1-foot radius of the spell's effects.

Rainfire can be used as a touch attack. A caster who makes a successful melee attack can ignite the clothing or hair of a target creature that fails a saving throw vs. spell. Damage inflicted by burning clothing is 1d4 points per round; if the burning clothing is removed, no further damage is taken. Hair burns for a round per size (1 for T, 2 for S, etc.).

The material component of the spell is a small pile of brush or other material to fuel the fire.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Raise Nation

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.



Raise Water

Reversed form, see lower water.

Ramael's Cyclical Light

(Alteration)
(Artifice)

Level: 4
Range: 90 yds.
Components: V, S, M
Casting Time: 4
Duration: Permanent
Area of Effect: 60-ft. radius
Saving Throw: None

This spell is similar to the *continual light* spell, except that it fades and glows in response to the outside light. It can be cast only on an object (as opposed to a creature or location).

The spell is immediately bound to the object upon which it is cast. If this occurs in full daylight, no effect is noticed. When the object is taken into a dark place, it begins to brighten immediately. In total darkness, it shines as brightly as full daylight. If some light is present, the glow is no brighter than necessary to bathe the object in the equivalent of full daylight. The effect requires from 1d4+1 rounds to adjust to changes in outside light.

A stone with this spell, placed deep in a backpack, or wrapped with black silk glows with full brightness when unwrapped, even in torchlight or the presence of other light spells. Other light must fall upon the enchanted object before the light begins to dim.

The material components of this spell are optional. If cast with no material component, the light resembles a normal *continual light* spell. If a small gem, worth at least 10 gp, is used in the casting, the light will be the same color as the gem.

This spell is very popular in Halruaa. Most wizards actually give credit to Ramael for it, considering it the one spell he truly invented. Some wizards theorize that a *cyclical darkness*

spell is possible, but no one has yet spent the time or energy to research it.

Notes: Common or uncommon in the Halruaa region of the FORGOTTEN REALMS setting; rare or very rare elsewhere.

Random's Commodious Pocket

(Alteration)
(Dimension)

Level: 3
Range: Touch
Components: V, S, M
Casting Time: 1 rd.
Duration: 6 turns + 1 turn/level
Area of Effect: 1 garment
Saving Throw: None

This spell, when cast on the pocket of a garment, creates an access to an extradimensional space, much like a temporary *bag of holding*. The *commodious pocket* holds up to 50 pounds weight or up to a 4 cubic foot volume. If overloaded, if sharp objects are placed within, or if the spell expires, then the pocket ruptures and the contents spill at the feet of the wearer.

The effective maximum encumbrance of the pocket is 5 pounds. The same garment cannot have more than one *commodious pocket*. If so, it is 50% likely that each time one of them is opened that all such pockets in the garment will collapse, spilling their contents immediately. The spell can be ended instantly with the utterance of a command word, which is set at the time of casting. Note that the placement of an extradimensional space within another is often catastrophic.

The material component is a gold coin, placed in the pocket, which vanishes as the spell is cast.

Notes: Uncommon for dimensionists; otherwise, very rare. (Updated from *IMAGINE Magazine*.)

Ranike Cloud

(Evocation)

Level: 3
Range: 10 yds.
Components: V, S, M
Casting Time: 3
Duration: 1 rd./level
Area of Effect: 40 × 20 × 20-ft. cloud
Saving Throw: None



This spell creates a cloud of pungent smoke exactly like the smoke produced when the sap of the ranike tree is burned. This smoke limits visibility as does a blizzard or dense fog, but its main asset is its ability to repel all insects and insectlike creatures, including thri-kreen, that come in contact with it. Once those creatures are engulfed in the cloud, they immediately flee the area in the manner of undead turned by a cleric. Intelligent insects like the thri-kreen might run before they are touched, once they see what's coming.

The cloud moves away from the caster at a speed of 10 feet per round, rolling along the surface of the ground. A moderate breeze can alter the cloud's course, but not move it back toward its caster. A strong wind breaks up the cloud within four rounds; stronger winds keep the cloud from forming in the first place. Very thick vegetation disperses the cloud in two rounds (the only place on Athas that qualifies as such terrain is the halflings' forest). The smoke does not sink as do many vapors do (for example, *cloudkill*); it cannot penetrate liquids or be cast underwater—not a great concern on Athas.

The material component is a chunk of wood from the ranike tree.

Notes: Common for spellcasters from the DARK SUN setting; otherwise, very rare.

Rapid Reflexive Response (Alteration)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

When cast, this spell enables the caster to grab hurled or projected missiles, such as arrows, axes, bolts, small stones or similar objects that weigh less than seven pounds, out of the air and immediately hurl them back at the attacker with a +4 bonus on the attack roll.

The caster can grab one object with each hand and return them in the same round. An attack roll is required for each attack. The spell expires at the end of the stated duration or as soon as the caster performs an action other than the reflexive response. (The spell speeds up the caster's reflexes to a superhuman level, so to perform a normal action, such as casting a spell, the caster must end this spell.)

This spell was claimed by the infamous Ramael the Reader, but most Halruans give credit to the famous Mycontil.



The spell requires a glove once worn by a halfling (or a throwing weapon specialist), shaving of licorice root, and a frog's tongue. The caster eats the latter two components as part of the casting. The glove remains and can be reused.

Notes: Common in the Halruaa region of the FORGOTTEN REALMS setting; otherwise, rare.

Rary's Aptitude Appropriator (Alteration, Divination)

Level: 2

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: Special

By using this spell, the wizard can temporarily acquire the ability to use a nonweapon proficiency known to another creature. The caster must touch the creature already possessing the desired skill. If the creature is willing to transfer its knowledge of the proficiency, the transfer takes place without difficulty. If the creature is unwilling to transfer the proficiency, the creature receives to a saving throw vs. spell to prevent the transfer from occurring. The creature touched does not lose its knowledge of the proficiency, the spell merely allows the caster to know the proficiency as well.

Only nonweapon proficiencies can be transferred. Other skills, abilities, powers, or types of knowledge are not transferred. The wizard's level of ability with the proficiency is exactly that of the original owner, even if the appropriate ability for the proficiency differs between the caster and creature. The proficiency is gained for one turn per level of the caster.

Notes: Uncommon or rare spell (*WoG*).

Rary's Empathic Perception (Divination) (Mentalism)

Level: 1

Range: 5 yds./level

Casting Time: 1

Components: V, S, M

Duration: 3 rds./level

Area of Effect: 1 creature/probe

Saving Throw: None

This spell enables the caster to sense the basic emotions of a creature, person, or animal, such as fear, hunger, thirst, anger, pain, joy, or love. The spell will work on all creatures possessing a mind, but not automatons, golems, undead, or nonhuman beings from other planes. One creature can be probed every five rounds, and must be within the caster's line of sight, not behind a door or wall. A shielded mind cannot be probed empathically.

The material component for empathic perception is a copper piece.

Notes: Uncommon or rare spell (*WoG*).

Rary's Memory Alteration (Enchantment/Charm) (Mentalism)

Level: 4

Range: 60 yds.

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This more powerful version of the *forget* spell allows the wizard to actively alter a part of a creature's memory. The portion of memory the caster can affect is limited to one specific event in the creature's life. The memory of a real event can be altered as the caster wishes. The wizard could replace real facts about the event with false ones, or even place a completely new memory into the creature's mind, causing the creature to remember an event that never happened. The caster, however, is unable to remove a memory of an event in its entirety. There is no time limit on how far into the past an event can be altered. The creature is entitled to a saving throw vs. spell to avoid having its memory changed. A *heal*, *restoration*, or *wish* spell cast for this purpose will correct any alterations made to a creature's memory.

Notes: Uncommon or rare spell (*WoG*).

Rary's Mind Scan**(Divination)****(Mentalism)**

Level: 4

Range: 10 yds./level

Components: V, S

Casting Time: 4

Duration: 5 rds./level

Area of Effect: 1 creature/probe

Saving Throw: Special

This spell allows for deeper study of an unshielded mind than *ESP* can accomplish. The caster can pick up the surface thoughts or emotions of a creature on the first round of the probe, read deeper thoughts or memories on the second through fourth rounds (allows a saving throw vs. spell), and can access the deepest memories beginning with the fifth round. The caster may learn a creature's dreams, suppressed memories, or primal desires. One major fact or subject can be learned or studied per round of deep probing. The limits on which topics can be probed are the same as for the *ESP* spell.

Notes: Uncommon or rare spell (*WoG*).

Rary's Mind Shield**(Alteration)****(Mentalism)**

Level: 5

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 1 hr. + ½ hr./level

Area of Effect: Creature touched

Saving Throw: None

This spell is used to protect a creature from intrusions into the mind. Spells or mental powers that can probe a mind have no effect on the creature. The creature makes its saving throw at +2 against all enchantment/charm magic that can affect thoughts, memories, or behavior—*charm*, *fascination*, *suggestion*, *emotion*, and others. The *mind shield* allows a saving throw at -2 to avoid a *geas* spell.

Notes: Uncommon or rare spell (*WoG*).

Rary's Mnemonic Enhancer**(Alteration)****(Mentalism)**

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day

Area of Effect: The caster

Saving Throw: None

By means of this spell, the wizard is able to memorize, or retain the memory of, three additional spell levels (three 1st-level spells, or one 1st and one 2nd, or one 3rd-level spell). The wizard has two options:

A) *Memorize additional spells.* This option is taken at the time the spell is cast. The additional spells must be memorized normally and any material components must be acquired.

B) *Retain memory of any spell* (within the level limits) cast the round prior to starting to cast this spell. In the round after a spell is cast, if the *enhancer* is cast successfully, then the first spell is restored to the caster's memory. However, the caster still must acquire any needed material components.

The material components of the spell are a piece of string, an ivory plaque of at least 100 gp value, and ink consisting of squid secretion with either black dragon's blood or giant slug digestive juice. These disappear when the spell is cast.

Notes: Common spell (*PH*).

Rary's Plane Truth**(Divination)**

Level: 7

Range: Special

Components: V, S

Casting Time: 1 turn

Duration: 3 rds. + 1 rd./level

Area of Effect: 1 creature/2 rds.

Saving Throw: None

This spell is a more precise and exacting version of *know alignment*. A creature's alignment is revealed to the caster in the first round of study. With a second round of concentration, the creature's home plane is revealed. The deity or deities worshiped by the creature also become known to the wizard. The spell is blocked by any means that foils the *know alignment* spell.

One creature can be studied for every two rounds of the spell's duration.

Notes: Uncommon or rare spell (*WoG*).

Optional: In the SPELLJAMMER setting, this spell reveals the name of the creature's home world. However, it has never revealed this information about the race known as the Arcane.

Rary's Protection from Scrying (Abjuration, Divination) (Mentalism)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hr. + ½ hr./level

Area of Effect: Creature touched

Saving Throw: None

This spell protects a creature from scrying attempts and intrusive divination. *Clairaudience*, *clairvoyance*, *ESP*, *empathy*, *telepathy*, *crystal balls*, a *magic mirror*, and the like will not succeed in locating, detecting, or studying the protected creature. The warded creature immediately becomes aware of the attempt, no matter how great the distance between the scryer and creature. *Detect evil/good* and *know alignment* do not work on the protected creature.

If the wizard is the protected creature, the following apply: The wizard has a 5% chance per level to learn the location of the scryer after one round of concentration. The scryer receives a saving throw vs. spell; failure reveals the scryer's identity to the wizard.

However, if the scrying is carried out by means of a direct visual link (either through another creature or by means of a spell such as *wizard eye*), then the wizard has only a 5% chance per level to detect the scrying. Only if the linked observer is captured and examined does the wizard have the 5% chance per level to discover the identity of the scryer.

The protection is focused through a star sapphire worth 5,000 gp that must be kept on the person of the protected creature for the duration of the spell. If it is removed, lost, or destroyed, the spell ends immediately. The stone can be reused.

Notes: Uncommon or rare spell (*WoG*).

Rary's Replay

(Divination)
(Mentalism)

Level: 5

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell enables the caster to read the residual psychic impressions in a room or area. (An especially unusual or violent event often leaves behind psychic vibrations that remain for years. The more important the event, the stronger the psychic residue and the longer the impressions last.)

When the wizard casts the spell, the strongest impressions currently in the area enter the caster's mind. The event that produced the psychic impressions is replayed in real time, so the replay takes as long to complete as the original event. The replay is crystal clear, so the caster can readily identify persons, creatures, or objects.

If the spell is cast again in the same area, the event that created the second strongest psychic impressions is replayed. The caster can continue replaying past events, reading weaker and weaker psychic impressions, until all psychic residue in the area has been reviewed.

Notes: Uncommon or rare spell (*WoG*).

Rary's Spell Enhancer (Alteration)

Level: 4

Range: Special

Components: V

Casting Time: Special

Duration: Special

Area of Effect: 1 spell

Saving Throw: None

This one-word spell focuses and increases the effectiveness of a spell cast by the wizard. The *spell enhancer* is cast first, followed immediately by the attack spell to be enhanced, during the same round. The enhanced spell strikes with greater power, resulting in a -2 penalty to all saving throws the spell requires.

Notes: Uncommon or rare spell (*WoG*).



Rary's Superior Spell Enhancer (Alteration)

Level: 5
 Range: Special
 Components: V
 Casting Time: Special
 Duration: Special
 Area of Effect: Special
 Saving Throw: None

This spell enhancer increases the amount of damage caused by a spell cast by the wizard. The one-word *superior spell enhancer* is cast first, followed immediately by the attack spell to be enhanced. When the attack spell is launched, all saving throws against the spell are made at a -1 penalty. The spell inflicts an additional point of damage per die of damage of the spell, so a *fireball* inflicts 1d6+1 point of damage per die. When a *magic missile* is cast after the *superior spell enhancer*, each missile inflicts 1d4+2 points of damage.

Notes: Uncommon or rare spell (WoG).

Rary's Telepathic Bond (Alteration, Divination) (Mentalism)

Level: 5
 Range: 20 yds.
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 2 turns/level
 Area of Effect: Two or more creatures
 within 60 ft.
 Saving Throw: None

With this spell, the wizard can forge a telepathic bond between two or more creatures with an Intelligence of 6 or higher. The bond can be established only between willing creatures. The creatures involved need not all speak the same language to communicate via the bond. The *telepathic bond* can be placed upon one creature for every three levels of the caster, so a 16th-level wizard can forge a telepathic link among five creatures.

Once the bond is formed, the creatures can stay in contact only if they remain on the same plane. No special power or influence is conferred by establishing the bond. A *permanency* spell cannot make a *telepathic bond* permanent. A *wish* spell can, but no more than two creatures can be permanently bonded together in this way.

The material components are a piece of a shell from the eggs of two species of egg-laying creatures.

Notes: Uncommon or rare spell (WoG). A marginally different version appears in *The Complete Wizard's Handbook*. This is the preferred form.

Rary's Urgent Utterance (Alteration)

Level: 6
 Range: 0
 Components: V, S, M
 Casting Time: 1 turn
 Duration: Up to 24 hrs.
 Area of Effect: 1 spell
 Saving Throw: None

This spell empowers the wizard to specially prepare another spell for quick casting in an emergency. *Urgent utterance* is cast first, followed by the spell to be readied, except the last word of the spell. When the wizard needs to cast

the readied spell, the caster need only utter the final word of the spell. The utterance of the final word has a casting time of 1, saving much time on most spells.

The readied spell will stay in the caster's mind for only one day before it fades from memory. No more than two readied spells can be in the caster's mind at any time. Almost any spell of 6th level or less and a casting time of 1 round or less can be readied for quick casting, except *Tenser's transformation*.

The material component is a sapphire worth 1,000 gp, crushed when the spell is cast.

Notes: Uncommon or rare spell (*WoG*).

Rastor's Mystical Spy

(Divination, Enchantment)

(Artifice)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: ½ hr./level

Area of Effect: Special

Saving Throw: None

The spell is cast on a copper brooch. When the spell is cast and the brooch pinned on another individual, the caster can see and hear everything that individual witnesses. If the brooch passes farther away than 1 mile per five levels of the caster, then no information is received. The spell is negated if the brooch is removed.

The spell requires a copper brooch, which can be reused. The brooch can be of any shape or style, but must be made mostly of copper.

Notes: Uncommon for diviners, enchanters, and artificers; otherwise, very rare. (Updated from *POLYHEDRON* Newszine.)

Ray of Cold

A spell unique to the wizard Delsenora of the Crystalmist Mountains in the WORLD OF GREYHAWK setting. For all practical purposes, the spell is identical to the 5th-level spell, cone of cold.

Ray of Enfeeblement

(Enchantment/Charm)

(Shadow)

Level: 2

Range: 10 yds. + 5 yds./level

Components: V, S

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

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

Notes: Common spell (*PH*).

Ray of Fatigue

(Necromancy)

Level: 1

Range: 10 yds. + 5 yds./level

Components: V, S

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell affects the victim's life energies, increasing any fatigue or exhaustion the victim currently possesses. Alert and well-rested creatures suddenly become tired and sluggish, and those who are already fatigued may be reduced to near-helplessness.

The *ray* adds one level of fatigue or encumbrance to the target creature. Moderately encumbered characters suffer a -1 penalty to attack rolls; heavily encumbered characters suffer a -2 penalty to attack rolls and a -1 Armor Class penalty; and severely encumbered characters suffer a -4 penalty to attack rolls and a -3 Armor Class penalty. (Assume that monsters suffer a -1 penalty to their attack rolls and reduce their movement rates by 33%.) The target creature is allowed a saving throw vs. spell to negate the spell's effects.

Notes: Uncommon spell (*PO:SM*).



If using the fatigue rules from the *PLAYER'S OPTION™: Combat & Tactics* book, fresh characters become fatigued, gaining one level of encumbrance; fatigued characters become exhausted, gaining two levels of encumbrance; and exhausted characters collapse unable to move or attack.

Ray of Oblivion

(Enchantment/Charm)
(Mentalism)

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

From the caster's hand, a shimmering, colorless ray stabs out to the target; if the target is within range and not completely enclosed by solid or liquid material, the ray strikes unerringly (no attack roll required), dodging around obstacles, other creatures, etc.

When struck, the target creature must make a

successful saving throw vs. spell (spellcasters at a -1 penalty) or forget one item of magical knowledge at random. If the target creature has one or more spells memorized, one spell will be forgotten, harmlessly lost, as if an attempt to cast it had failed. If the creature is not a spellcaster, or has no spells memorized at the time, any of the following may be forgotten: the command word of a magical item; the name of a spellcaster known to the creature; a legend, rumor, or piece of news involving magic use; the name or configuration of a magical symbol, glyph, or rune; or some other fact of the same sort. Only a *heal*, *restoration*, or *wish* spell restores the lost knowledge.

The target creature must have been seen, however briefly, by the wizard in the turn prior to the casting of the *ray of oblivion*. The ray will seek out a target that is within range but obscured by cover, invisible, blinking, or even ethereal at the moment of the completion of casting; the caster need not know the creature's precise location, only the fact that it is present (and, presumably, within range).

The material component for this magic is a pinch of dust; it vanishes as the caster tosses it into the air and points at a target to complete the casting.

Notes: Common for an incantatrix, rare for

an enchanter or mentalist; otherwise, very rare. Originally from the FORGOTTEN REALMS setting. (Updated from *DRAGON* Magazine.)

Ray of Ondovir

(Enchantment/Charm)
(Mentalism)

Level: 2
Range: 0
Components: V, S
Casting Time: 2
Duration: 1 rd.
Area of Effect: Ray, 80 ft. long (1 creature)
Saving Throw: Neg.

This spell creates a ray of glowing light that leaps from the caster's fingertips to a distance of 80 feet. Only the first creature touched by the ray is affected and it can avoid the ray by making a successful saving throw vs. spell at a penalty of -3.

An affected creature exactly repeats the actions it took in the preceding round. Thus, if it took two steps forward and one step left in the previous round, it would take two steps forward and one step left in the current round. The repeated actions are carried out even if they force the affected creature into an obstacle, over a cliff, or into a chasm.

The *ray of Ondovir* ruins any attacks or spell-casting that the target creature begins in the same round that the ray strikes. If the creature struck by the ray had spent the previous round readying weapons, it spends this round doing so too; if it fought with weapons, it duplicates its previous movements exactly—thus a mobile opponent can avoid the creature's attacks and strike it with relative ease—the creature's Armor Class is worsened by 4 for the round.

If the affected creature cast a spell on the previous round, an attempt to cast the same spell must be made in the current round. If a second identical spell has not been memorized no spell effect occurs (even if a second spell is available it will be cast in the exact location as the first).

When the round of helpless repetition caused by the *ray of Ondovir* is complete, the creature is instantly released from all control.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in the *Tome of Rathdaen*.

Ray of Paralysis

(Necromancy)

Level: 3
Range: 20 yds. + 5 yds./level
Component: V, S
Casting Time: 3
Duration: Instantaneous
Area of Effect: 1 creature
Saving Throw: Special

This spell projects a green, pencil-thin ray of enervating energy at the subject. The target creature is allowed a saving throw vs. breath weapon (Dexterity modifiers apply) to dodge the narrow beam altogether; if the creature dodges the ray, another creature standing in a direct line behind it might be struck, at the DM's discretion. A creature struck by the *ray of paralysis* must make successful saving throw vs. paralysis with a -2 penalty or be paralyzed for 3d4 rounds. A paralyzed creature is physically helpless and can be bound or slain easily by anyone with the opportunity to do so.

Notes: Uncommon for necromancers, otherwise, rare. (Updated from *DRAGON* Magazine.)

Raze

(Alteration)

Level: 4
Range: Touch
Components: V, S, M
Casting Time: 5 rds.
Duration: Special
Area of Effect: Special
Saving Throw: None



This spell duplicates the life-draining effects peculiar to defiling magic. The spell can be cast by a defiler or a preserver, though a defiler will cause more damage with it.

The casting of the spell causes a large area of vegetation to instantly give up its magical potential and turn to ash. Unlike the natural destruction defiling magic, *raze* affects all vegetation within the radius of the spell, regardless of the terrain. The area of effect for a preserver is one yard per level of the caster. For a defiler, it is five yards plus one yard per level of the caster (instead of normal defiling damage).

The ash created is black and gray, completely devoid of life or life-giving elements. Nothing will grow there for half a year, leaving a lifeless circular scar on the ground.

The material components for this spell are a handful of ash (either from a previous raze spell or from normal defiler magic) and a pinch of salt.

Notes: Common for spellcasters from the DARK SUN setting; otherwise, very rare.



Razorfangs — Dragon

(Alteration)

Level: 5
 Range: 0
 Components: V
 Casting Time: 5
 Duration: 1 rd./level
 Area of Effect: Special
 Saving Throw: Special

This spell is a highly improved version of the *sharptooth* spell. When a *razorfangs* spell is cast, the dragon's teeth become exceptionally hard, strong, and sharp. Due to this alteration, any successful bite attack inflicts +2 per age category to each damage roll. Furthermore, on an unmodified roll of 19 or 20, the bite severs an opponent's limb (or other extremity, as appropriate), just as if the victim had been struck with a *sword of sharpness*. If the victim fails a

saving throw vs. death magic, his head is severed as if by a *vorpal sword*. The *razorfangs* spell is useless to a nondragon.

Notes: Restricted to dragons; uncommon. (Updated from *DRAGON Magazine*.)

Read Arcane Runes

(Divination)



Level: 4
 Range: 0
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 2 rds./level
 Area of Effect: Special
 Saving Throw: None

Using a *read Arcane runes* spell, a wizard can decipher the secret writing hidden in a text by means of an *Arcane runes* spell. Deciphering does not necessarily impart understanding. A wizard who is not an Arcane must use this spell to peruse texts already deciphered, unlike a *read magic* spell. Texts often referenced are usually transcribed from Arcane runes into Common or some other easily read language. Native Arcanes can read Arcane runes on sight; a non-Arcane must be at least 7th level to use this spell.

The spell's material component is a small candle; a hand lens is also required. The candle is lit and held behind the sheet of paper or parchment such that its light shines through. The wizard looks through the hand lens and reads the runes aloud.

Notes: Common for spellcasters from a spelljamming culture; otherwise, very rare.

Read Illusionist Magic

(Divination)

Level: 1
 Range: 0
 Components: V, S, M
 Casting Time: 1
 Duration: 2 rds./level
 Area of Effect: Special
 Saving Throw: None

This spell is the same as the 1st-level wizard spell *read magic*, except that it applies only to spells usable by and used by illusionists, as well as to various other inscriptions written in illusionist-type magical script by illusionists. Writ-

ings decipherable by this spell cannot be read with *read magic*, *comprehend languages*, or similar spells.

Notes: Restricted to illusionists; universal for them.

Read Magic

(Divination)
(Universal)

Level: 1
Range: 0
Casting Time: 1 rd.
Components: V, S, M
Duration: 2 rds./level
Area of Effect: Special
Saving Throw: None

By means of a *read magic* spell, the wizard is able to read magical inscriptions on objects—books, scrolls, weapons, and the like—that otherwise would be totally unintelligible. (The personal books of the wizard, and works already magically read, are intelligible.)

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

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

Notes: Common spell (*PHB*). All those who cast wizard spells must know this spell, save those with specific alternative disciplines (*hishna*, *pluma*, paramanders, bards, the Old Empire in the FORGOTTEN REALM setting, illusionists in some settings, and so on).



Read Object

(Divination)
(Mentalism)

Level: 5
Range: Touch
Components: V, S, M
Casting Time: 5
Duration: 1 rd.
Area of Effect: Object touched
Saving Throw: None

By handling an object, the wizard can determine the current or previous owner's race, class or profession, alignment, and possibly his fate. These can be determined with 95% accuracy; failure results in no reading.

The owner's fate is not revealed past the moment he lost possession of the item or died in its immediate vicinity; for example, if the previous owner dropped his hat while being kidnapped, *reading* the hat tells the wizard nothing about the owner's current location.

The caster has a 5% chance per level of determining a command word associated with a magical object. If the item is an artifact or relic, the DM decides what information, if any, is learned. If the object has a particularly tragic or legendary history, the caster is 30% likely to ex-

perience a vision of the item's past.

The material component of the spell is an incense of rare aromatics costing no less than 100 gp.

Notes: Uncommon for diviners and mentalists; otherwise, rare. (Updated from *POLYHEDRON* Magazine).

Read Paramandic Magic — Paramander

(Divination)

Level: 1
Range: 0
Components: V, M
Casting Time: 2
Duration: 3 rds. + 1 rd./level
Area of Effect: Special
Saving Throw: None

This spell allows a paramander to read the complex, guttural language used in paramandic magic. With the exception of these parameters and the material components of a pinch of bone and a silk string, the spell is essentially identical to the 1st-level wizard spell *read magic*. Paramandic writings do not yield to *read magic*, *comprehend language*, or other such dweomers.

Notes: Restricted to paramanders (a rare form of paladin-mage); universal for them. (Updated from *DRAGON* Magazine.)

Read Southern Magic — Old Empire (Divination)

Level: 1
Range: 0
Components: V, S, M
Casting Time: 1 rd.
Duration: 2 rds./level
Area of Effect: Special
Saving Throw: None

In the Realms, one fundamental difference between the magical discipline of the South and the North is reflected in the system used for recording spells. The southern discipline is known as *Thoth mage-script*.

Following the rebellion of the Red Wizards of Thay, the priest-mages of Thoth created a new magical script with which to record their spells. This writing was meant to prevent the Red Wizards of Thay from learning the priests' secrets. This writing is undecipherable to a standard *read magic* spell. A *read southern magic* spell is

required to perform this function; and this can be learned only from southern wizards.

Since the creation of Thoth mage-script, *read southern magic* has spread and been adopted as a standard by all wizards of Muhlorand and Unther, and by some in Chessenta. While many southern wizards also know the standard *read magic* spell, these are rarely used.

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

Notes: Restricted to Old Empire wizards of the FORGOTTEN REALMS setting, and to those trained by them; universal for them.

Reanimation

(Necromancy)

Level: 7
Range: Touch
Components: V, S, M
Casting Time: 1 rd.
Duration: 1 day/level
Area of Effect: Creature touched
Saving Throw: Special



This spell is identical to the 4th-level shukenja spell, *reanimation*. It allows a wu jen to revive a recently dead character (dead for no more than 24 hours) into a state of half-life, neither dead nor fully alive. The reanimated character must make a successful system shock roll for the spell to have effect, although this does not cause a loss of Constitution.

If successful, the reanimated character has 1 hit point. The reanimated character cannot fight or use magical items and has no spells memorized (nor can it regain spells), but it can move and speak. The movement rate is half normal and the speech is slow and slurred. Furthermore, the reanimated character's memory is cloudy and confused and it has trouble remembering even basic details concerning its past life and friends. If left unwatched, the character is prone to wander off randomly with no conception of where it is going or where it has been. The reanimated character can be slain again (and reanimated again if necessary). While in this state, the character has no need of food, sleep, or drink.

The reanimated character can be returned to normal function by means of a *raise dead*, *resurrection*, *limited wish*, or *wish* spell.

The material components for the spell are a white shawl, incense, and a golden amulet

shaped like a phoenix.

Notes: Common in oriental settings; otherwise, very rare.

Rebinding

(Alteration, Enchantment,
Invocation/Evocation)
(Artifice)

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 2 turns

Duration: Special

Area of Effect: 1 item

Saving Throw: Neg.

Rebinding is possibly the most powerful spell known to hedge wizards, and it is certainly the most rare. *Rebinding* is cast upon a broken magical item such as a *long sword +1* to bind the magics into the materials of the item. The item must be forged anew or repaired by an expert (a master swordsmith for a long sword, for example), then *rebinding* must be cast again on the item.

On both occasions, the item must make a saving throw of 10 or better. It must fail both saving throws for the item to be remade. The item has a -1 penalty to the saving throw per 2,000 XP value or fraction. Thus, a *sword +1, +4 vs. reptiles* has a -1 penalty, while *eyes of the eagle* have a -2 penalty.

The spell fails if the item was charged and has run out of charges, has been disintegrated, is missing some pieces, or has been fundamentally altered. (If, in the example, the long sword was destroyed by a *crystalbrittle* or *Mordenkainen's disjunction* spell, it cannot be remade by a *rebinding* spell.)

The spell is typically used to repair family heirlooms, items made in accordance with a prophecy, or similarly irreplaceable items. Out of a thousand hedge wizards, one might know this spell. Its development requires many years of research in secluded retirement, and locating a caster able to employ this spell usually requires a special quest.

The material component is two pieces of lodestone and a skein of silver wire costing 50 gp, both vanishing during the casting of the spell.

Notes: Restricted to hedge wizards, savants, sages, and the occasional artificer; very rare.

Recall Spell — Savant

Replaced by Mordenkainen's lucubration; these are essentially the same.

Recharge

(Enchantment/Charm)
(Artifice)

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: 1 turn + 1 rd./level

Area of Effect: 1 wand, staff, or rod

Saving Throw: None

This spell acts as a funnel to channel magical spell energy into a wand, staff, or rod as additional charges. Each spell cast into the device restores the number of charges required to discharge that spell effect from the device. For example, a *fireball* would restore two charges to a *wand of fire*. While only those spells cast by the recharging wizard are funneled into the device, that wizard can cast spells from scrolls, a *ring of spell storing*, or a similar source into the device. Restored charges can be used for any device function that requires charges; for example, charges restored to a *wand of fire* by a *fireball* spell can be projected later as a *wall of fire*.

Using the *recharge* spell in other way ends it immediately, with the funneled spell having its normal effect. Typical misuses include: Funneling spells and spell-like effects from devices or other casters into the device; recharging a device that cannot be recharged; recharging with a power that requires no charges; and casting a spell into a device that the device cannot project (such as a *cone of cold* into a *wand of fire*). In last case, the wand would have to make an item saving throw vs. magical cold, and any creature in the cone's area would be subject to its effects as well.

The caster will seldom know exactly how many charges a wand, staff, or rod has, making the recharging process hazardous. If the caster wants to fully recharge the device and does not know how many charges are safe, the DM can secretly roll 1d6 on the table provided. For example, a wizard wants to recharge a *wand of fire*, which he doesn't know has 90 charges. The DM rolls a 6 (that is, 1d4 charges over), then a three, the wizard believes that it is safe to add 13 additional charges to the wand, when in fact it is only safe to add 10 charges.

A device that is overcharged burns out, becoming useless, *unless* it has a retributive strike (such as a *staff of power*). In this case, the retributive strike is triggered. In either event, the *recharge* spell ends immediately.

The material components are one cubic inch of the material from which the device to be recharged was fabricated (iron, silver, oak, and so on), and a sapphire worth at least 2,000 gp through which the spell energy is funneled. Any material components for the funneled spells are required as well. The verbal component must include the command word that triggers the funneled spell.

Notes: Uncommon for enchanters and artificers; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Die Roll	Caster's Estimate of Remaining Charges
1-2	1d4 charges under true maximum
3-4	Accurate estimate of maximum
5-6	1d4 charges over true maximum

The original spell level for recharge was 4th. The change to 6th is deliberate—a basic requirement for recharging is the ability to construct the original item.



Reckless Dweomer, Nahal's

See Nahal's reckless dweomer.

Reconnect

(Evocation)



Level: 5
 Range: Touch
 Components: V, S
 Casting Time: 1 turn
 Duration: 1 hr./level
 Area of Effect: The caster
 Saving Throw: None

This spell is used to re-attune a wizard to his own magical powers following *spellslaying*. The duration of the spell determines how long this "reconnection" lasts. If the *spellslaying* would have kept the wizard from casting spells for longer than this spell's duration, the wizard cannot cast spells when the *reconnect* spell ends. After that, the *spellslaying* has to run its course.

This spell is one of the best kept secrets of the Brotherhood of the True Flame and should not be available to player characters—unless those characters manage to discover the spell in the course of an adventure. This would be a very difficult undertaking and would certainly put the character at odds with the Brotherhood of the True Flame.

Notes: Common for arabian spellcasters from the Brotherhood of the True Flame; otherwise, virtually unknown.

Reconstruction

(Alteration)
 (Artifice)

Level: 6
 Range: Touch
 Components: V, S, M
 Casting Time: 1
 Duration: 1 rd. + 1 rd./level
 Area of Effect: 1 cu. ft./level
 Saving Throw: None

By means of this spell, a wizard can temporarily restore or make whole a broken physical object, even if it is badly shattered and with portions or parts missing. The item is fully restored and can function normally for the duration of the spell.

The reconstructed item will stand up to almost every test as identical to the original

object—smell, touch, and physical properties. A *detect magic* spell will reveal the spell's dwomer, and a *true seeing* spell or equivalent will show the item as truly broken.

A fragmented gold coin can be restored to full size by this spell, as can a crushed gem. A magical item restored will radiate magic (from the spell) but will not regain lost magical properties. Attempts to render a repair permanent with *permanency*, *enchant a weapon*, or similar magics end the *reconstruction* spell immediately. A reconstructed item can be broken again, which breaks the spell. At the end of the spell duration, the item falls apart again.

Living things cannot be affected by a reconstruction spell, nor can an unbroken item be restored to the original form of its component materials.

The material components of this spell are a pinch of fine sand and a dollop of sticky sap or gum

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *The Alcaister*.

Recruitment

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.



Reduce

Reversed form, see enlarge.

Reflected Image — Witch

(Illusion/Phantasm)

Level: 1

Range: 40 yds.

Components: V, S

Casting Time: 1

Duration: 1 day/level

Area of Effect: Surface up to 20 ft. square

Saving Throw: None

With this spell the witch can cause any visual image in her mind to form on a single suitable reflecting surface. Mirrors are the obvious choice, but a calm, still pool or lake can be used as well. The image is static once formed, and lingers for one day per level of caster before disappearing—breaking the mirror or disturbing the water ends the spell immediately.

For example, the caster could disguise a mirror by creating an image that matches the



wall, or hide a small pool by making it appear to be a continuation of the ground or floor.

Notes: Common for witches, uncommon for illusionists; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Reflection

(Abjuration)

Level: 5

Range: Special

Components: V, S, M

Casting Time: 5

Duration: 1 rd./4 levels

Area of Effect: The caster

Saving Throw: None

By means of this spell, the wizard reflects all harmful 1st- through 3rd-level spells cast at him back upon the casters. The casters are allowed saving throws against their own spells, as applicable. The duration of this spell is one round for every four full levels of the caster; for example, the spell lasts two rounds for an 11th-level wizard.

The spell also reflects all normal and magical missiles hurled at the wizard during the spell's duration. The *reflection* spell does not affect attackers physically meleeing the wizard, nor

does it affect area spells not cast directly upon the wizard.

The material component is a small mirror.

Notes: Rare for abjurers; otherwise, very rare (*WoG*). Believed to have been originated in the Valley of the Mage.

Reflection — Witch

(Abjuration)

Level: 9

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 2 turns

Area of Effect: The caster

Saving Throw: None

This evil spell creates a shimmering cloud around the caster, causing any magical attacks against her to be turned against the attacker. Attacks with normal weapons are not reflected. Magical weapon attacks are reflected, as are the physical attacks of innately magical creatures such as unicorns, fiends, or ki-rin.

Spells, items, and spell-like abilities that affect an area that includes the caster are also reflected, the caster's portion is returned to the attacker as a magical bolt with the same effect as the caster's share of the attack.

A reflected spell or attack affects the originator normally. Attack rolls, saving throws, and damage are all determined as if the character or creature was striking at itself. Naturally, if the creature is immune to its own attack (a red dragon wielding a *wand of fire*, for instance), it has nothing to fear.

Divination spells are not reflected, but give no reading. Spells of banishment operate normally, and a *dispel evil* spell negates the *reflection* instead of returning the witch to her home place.

Notes: Restricted to witches; uncommon.

Reflectorum Arcana

(Abjuration, Evocation)

Level: 5

Range: 0

Components: S, M

Casting Time: 5

Duration: 3 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

Casting this dweomer causes a golden hemisphere to attach to the shield arm of the target individual. The magical shield bestows a +3 AC bonus and reflects magical projectiles, including the following spells: *magic missile* (including similar spells), *Melf's acid arrow*, *flame arrow*, and *Melf's minute meteors*. In addition the shield halves the damage of *lightning bolts* that are hurled at its bearer. The direction of the reflection is rolled randomly (see table).

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Die Roll	Reflection
1-2	Right front
3-4	Left front
5-6	Rear
7-8	Front
9	To caster
10	Above

Regenerate

The Red Wizards of Thay are rumored to have an 8th-level spell that duplicates the 7th-level priest spell, regenerate.

Regenerate Self

(Necromancy)

Level: 1

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: 12 hrs.

Area of Effect: The caster

Saving Throw: None

This spell bestows on the caster a number of hit points equal to half the damage the caster inflicts in hand-to-hand combat (melee, nonmissile, nonspell). It does not otherwise cause regeneration or restore life or limb. In no case will this spell increase the caster's hit point total above his or her normal maximum. This spell effect cannot be transferred to another creature in any way.

Notes: Known to the wizard Delsenora, of the Crystalmist Mountains in the *WORLD OF GREYHAWK* setting. (Updated from *POLYHEDRON* Newszine.)

Reincarnation**(Necromancy)**

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: Person touched

Saving Throw: None

With this spell, the wizard can bring back to life a person who died no more than one day per level of experience of the wizard before the casting of the spell. The essence of the dead person is transferred to another body, possibly one very different from his former body. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person will appear in the area in 1d6 turns. The person reincarnated recalls most of his former life and form, but the character class, if any, of the new incarnation might be different indeed. The new incarnation is determined on the following table. If a player character race is indicated, the character must be created.

Very good or very evil persons will not be reincarnated as creatures whose general alignment is the opposite.

The material components of the spell are a small drum and a drop of blood.

Notes: Common spell (*PH*). Optional rules for creating humanoid characters can be found in the *DMG* and *The Complete Humanoid Handbook*.

Reincarnation Table

1d100 Roll	Incarnation
01-05	Bugbear
06-11	Dwarf
12-18	Elf
19-23	Gnoll
24-28	Gnome
29-33	Goblin
34-40	Half-elf
41-47	Halfling
48-54	Half-orc
55-59	Hobgoblin
60-73	Human
74-79	Kobold
80-85	Orc
86-90	Ogre
91-95	Ogre mage
96-00	Troll

Rejuvenate**(Alteration)****(Earth)**

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 5-ft./level radius

Saving Throw: None

This spell grants to an area of ground the ability to support vegetation. In the case of ground made barren by defiler magic, *rejuvenate* negates the ground's sterility; it can immediately support vegetation. The spell can be cast on any ground short of solid rock, including sand, rocky sand or soil, or dust. The spell affects the ground in a circle extending away from the caster, who stands in the center of the area to be revitalized. The radius of the circle is 5 feet per level of the caster. The soil is enriched and moistened, and a layer of fine grass emerges instantly. Defilers cannot cast this spell.

Once cast, the moist soil and grass are not magical, and are subject to all natural forces. They will, however, survive a week in even the worst of conditions. *Rejuvenate* will otherwise last until another defiler spell destroys the vegetation there.

The material component of the spell is a seed (of any type) and a drop of water.

Notes: Common for spellcasters from the DARK SUN setting; otherwise, very rare.

Release Weapon**(Alteration)**

Level: 1

Range: 30 yds.

Component: S

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1 creature/5 levels

Saving Throw: Neg.

Release weapon causes a weapon-wielding creature to drop its weapon immediately. A successful saving throw vs. spell means that the spell had no effect. Unless aware of the caster, an affected being will likely believe that he dropped the weapon due to his own clumsiness. Recovering the weapon requires a full round, unless the weapon was dropped into a pit, over a

cliff, etc. For every five additional levels of the caster, one more creature can be affected. Thus, a 6th-level wizard can disarm two opponents, an 11th-level caster can affect three, and so on.

This spell applies specifically to weapons or objects being used as weapons. It does not cause other items to be dropped.

Notes: Common in the MYSTARA setting; otherwise, very rare.

Remove Curse

(Abjuration)

Reversible

Level: 4

Range: Touch

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Special

Upon casting this spell, the wizard is usually able to remove a curse—whether it is on an object, on a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell cannot affect a cursed shield, weapon, or suit of armor, for example, although it usually enables a person afflicted with a cursed item to be rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or higher. A caster of 12th level or higher can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a saving throw vs. spell and, if successful, the spell fails and the wizard must gain a level before attempting the remedy again.

The reverse of the spell is not permanent; the *bestow curse* lasts one turn for every experience level of the wizard casting the spell. It causes one of the following effects (roll percentile dice):

d100 Roll Result

- 1–50 Lowers one ability of the subject to 3 (the DM determines which by random selection)
- 51–75 Worsens the subject's attack rolls and saving throws by –4
- 76–00 Makes the subject 50% likely per turn to drop whatever it is holding (or simply do nothing, in the case of creatures not using tools)

It is possible for a wizard to devise his own curse, and it should be similar in power to those given (the DM has final say). The subject of a *bestow curse* spell must be touched. If the subject is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be *dispelled*.

Notes: Common spell (PH).

Remove Disease

(Necromancy)



Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 person

Saving Throw: None

The *remove disease* spell is most often used by charlatans without true healing abilities. It merely removes a patient's symptoms, an effect that the practitioner tries to pass off as a full cure. Sometimes this leads to an incidental cure, if the patient's symptoms only prevented rest or eating well, but more often the patient's condition secretly worsens.

All effects dealing with the affected person's physical appearance and perception of pain or discomfort vanish, but losses of hit points and ability scores continue, as do system shock checks and saving throws. Because the subject can feel no symptoms, he usually takes no further steps to deal with the illness and eventually dies from a disease he might otherwise have survived (for example, a pneumonia sufferer with symptoms removed might go out into the cold and damp to do a day's work, and suffering double pneumonia without realizing it).

The material component is a fertile egg from an avian or reptile.

Notes: Rare in the DRAGONLANCE setting; virtually unknown elsewhere. (Updated from DRAGON Magazine.)

Krynn Lore: Remove Disease

During the Age of Darkness, true clerics were not to be found on Krynn, but false clerics took their place. Some renegade wizards used "miracles" to convince people of their authenticity as messengers of the gods; one such was the dangerous remove disease spell, still seen on rare occasions in isolated areas of Ansalon.

When this spell is performed, the symptoms of the patient are transferred to the material component—a freshly laid, fertile egg from any avian or reptile, including dragons. Depending on the severity of the symptoms, the creature developing within the egg is likely to be disfigured but strangely not ill (such as a chick with all of the ly not ill (such as a chick with all of the physical symptoms of the plague but without the plague germs themselves, which still covertly attack the patient).

If the patient should die from the disease before the false cleric can get out of town, the egg can be brought forth and broken, with the pitiful creature inside being blamed for the miscasting of the spell ("If the egg you villagers had provided me was truly fresh, this would not have happened." [crack!] "See? The evidence of your mistake is to be seen in the contents of the egg.")

The false clerics wisely attempted to keep the nature of this spell secret, but even where

the truth was known some people were willing to pay the cleric's price in order to get relief from aches and pains they suffered, even knowing that the disease itself might

still affect them. Given a choice between pain, nausea, fever, and the like while waiting for a possible recovery (or at least feeling comfortable during the wait), many sufferers of this Age were willing to pay the price, which was wildly variable, and take the gamble. Someone in a later Age who acquires a scroll inscribed with this spell will likely have no quick way of knowing the spell's true nature (a successful Intelligence check The false clerics wisely attempted to keep the nature of this spell secret, but even where the truth was known some people were willing to pay the cleric's price in order to get relief from aches and pains they suffered, even knowing that the disease itself might still affect them. Given a choice between pain, nausea, fever, and the like while waiting for a possible recovery (or at least feeling comfortable



able during the wait), many sufferers of this Age were willing to pay the price, which was wildly variable, and take the gamble.

Someone in a later Age who acquires a scroll inscribed with this spell will likely have no quick way of knowing the spell's true nature (a successful Intelligence check after three hours of study reveals the spell's actual effects.)

Remove Life Level — Witch (Enchantment)

Level: 6
 Range: Touch
 Components: V, S, M
 Casting Time: 6
 Duration: Special
 Area of Effect: Creature touched
 Saving Throw: Neg.

This spell is a specialized curse, allowing the caster to temporarily remove one life energy level from the chosen victim. If the victim is wary, the caster must make a successful attack roll; otherwise, a mere touch is sufficient. The victim receives a saving throw vs. spell with a -5 penalty; failure means the loss of an experience level for the duration of the spell.

The victim loses one Hit Die and any applicable level-based abilities such as THAC0, saving throws, thief abilities, and spells. The individual functions at the reduced level, gaining no experience until the spell ends. If used against a 1st-level character, the character becomes 0-level for the spell's duration. A 0-level character affected by the spell is slain if a saving throw vs. death magic is failed; otherwise, the character sickens within a day and requires complete bedrest for the spell's duration.

If cast by a full witch coven, the duration is a year and a day; otherwise, it is a month. A *wish* can undo the curse before the spell ends, and the caster can remove it at will (usually in exchange for a service). The casting of this spell is an evil act.

The material component is a coin taken in payment for a betrayal.

Notes: Restricted to witches and evil enchanters; uncommon. (Updated from *DRAGON Magazine*.)

Remove Smell

(Alteration)
(Alchemy)

Level: 3
 Range: 60 yds.
 Components: V, S, M
 Casting Time: 3
 Duration: 1 turn/level
 Area of Effect: 1 creature or object
 Saving Throw: None or Neg.

This spell has two forms; the caster can decide which form to use at the time of casting. The first form renders one creature or object undetectable by smell for the duration of the spell. No saving throw is required.

In its second form, the spell is cast upon a living creature, depriving it of its sense of smell for the duration. An unwilling creature receives a saving throw vs. spell to avoid the effect. While attacks such as *stinking cloud* incapacitation do not affect a being who cannot smell, caustic fluids still burn, thick clouds obscure vision, etc.

The material component is a sliver of soap.

Notes: Very rare spell. Known to be in the *Cyclopedia Phantastica Vol.III*. (Updated from *DRAGON Magazine*.)

Remove the Instrument of Death

A *MYSTARA* setting spell, aka release weapon.

Repel Undead

(Abjuration, Necromancy)

Level: 7
 Range: Touch
 Components: V, S, M
 Casting Time: 7
 Duration: 1 rd./level
 Area of Effect: 15-ft. radius around creature touched
 Saving Throw: Special

This spell forces undead away from the recipient's person. Undead that fail a saving throw vs. spell at a -3 penalty are repelled from the area (in places dedicated to evil, evil undead may save at a lesser penalty, -2, -1; or normally, at the DM's discretion).

Affected undead leave at their best speed. If a solid barrier prevents them from fleeing the area, they are held at bay until the spell expires or the protected creature moves away. The spell effect remains centered on and moves with the creature protected.

Undead failing the saving throw but able use missiles or spells can do so, but they cannot operate freely in the spell's area for its full duration, regardless of the subsequent actions or status of the protected creature and regardless of any attacks made against them.

An undead creature making a successful saving throw vs. spell at a -3 penalty can take normal actions for one round but must save at the beginning of each and every round. Upon

any failure to save, the spell forces the undead creature to move directly away from the caster at full movement rate.

The material component of this spell is a bar magnet with a drop of the caster's blood on one end and a fragment of bone or carrion placed on the other.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in the *Book of Shangalar the Black*.

Repulse Metal

(Abjuration)
(Earth)

Level: 4

Range: 0

Components: V, S

Casting Time: 4

Duration: 7 rds.

Area of Effect: 10-ft. wide path, 100 ft. long

Saving Throw: None

By manipulating unseen forces, the wizard creates waves of magical force that impel all metal within the area of effect and not solidly anchored to move away from the caster at the rate of 30 feet per round. The spell also affects nonferrous metals like gold and lead. Metal objects on the wizard's person are not affected.

The force ceases 100 feet from the caster, so a sword 99 feet away is pushed only 1 foot before it stops moving. The wizard can change the direction of the force at the beginning of each round simply by pointing, or can keep the force focused in one direction from round to round if he prefers. Metal-tipped missiles and hurled weapons are repelled automatically if the spell is directed at the missile-firing characters or creatures.

The repulsive force is proportionate to the amount of metal present. A character carrying or wearing more than one pound of metal must make a successful saving throw vs. spell even to hold his position, and succeed by a margin of 4 or more in order to advance towards the caster. (Such an advance is adjudicated by the DM, a maximum possible movement of 30 feet is suggested.) The character suffers a -1 penalty to the saving throw for every 10 pounds of metal carried (round up), so a warrior in 75 pounds of plate mail would suffer a -8 to his saving throw. A character can avoid the check or reduce the penalties by releasing metal items and allowing them to fly away.

Notes: Very rare spell. Known to be in *Zala's Book of Barriers* aka *Lakharemtolma Zalarem*. (Updated from *DRAGON* Magazine.)

Repulsion

(Abjuration)
(Force)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./2 levels

Area of Effect: 10 ft./level × 10 ft.

Saving Throw: None

When this spell is cast, the wizard is able to cause all creatures in the path of the area of effect to move directly away from his person. Repulsion occurs at the speed of the creature attempting to move toward the spellcaster. The repelled creature continues to move away for a complete round even if this takes it beyond the area of effect. The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the repulsion attack.

The material component for this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.

Notes: Common spell (*PH*).

Resilient Sphere, Otiluke's

See Otiluke's resilient sphere.

Resist Energy Drain

The Red Wizards of Thay are rumored to have a spell that duplicates the 3rd-level priest spell, negative plane protection.

Resist Injury — Old Empire

(Abjuration)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None

This spell protects the caster from injury, so that all attacks cause only half damage against

him (rounded up).

For instance, if a warrior inflicts 13 points of damage with an attack against a wizard who has an active *resist injury* spell, the attack is reduced to 7 points of damage. Attacks that allow a saving throw for half damage, such as a *fireball* spell or dragon breath, inflict half damage if the saving throw fails, or one-quarter damage if it succeeds.

This spell does not help the caster against attacks that charm, drain life levels, or totally destroy (such as *death* or *disintegration* spells).

The material component for this spell is an amethyst or jade pendent, which must be worn for the duration of the spell.

Notes: Rare spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Resist Magic

(Abjuration)



Level: 7

Range: Touch

Components: V, S, M

Duration: 2 rds./level

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

By means of this Cerilian spell, a wizard can bestow temporary resistance to magic on one creature. The recipient gains 50% resistance to lesser magic (all spells in the schools of divination and illusion, as well as all spells of 1st and 2nd level) and 25% resistance to true magic (everything else).

When a wizard casts this spell upon himself, the magic is more potent. The caster gains 65% resistance to lesser magic and 40% resistance to true magic spells.

A protected creature that becomes the target of a spell immediately rolls to see if the magic resistance repels the spell. Failure still allows any saving throw that might apply. *Resist magic* has no effect on spells already affecting the creature at the time it is cast.

The material components for this spell are a piece of string, a block of wood, and an unlit candle.

Notes: Common on Cerilia, the BIRTHRIGHT setting; unknown elsewhere. This spell functions only in the Cerilian setting.



Resist Turning

(Abjuration)

Level: 2

Range: Touch

Components: V, S

Casting Time: 2

Duration: 2 rds./level unless triggered

Saving Throw: None

Area of Effect: 15-ft. radius

This spell protects undead creatures from being turned or commanded by priests (including paladins). When a turning attempt is made against protected undead, the DM secretly rolls a single resistance roll. The resistance succeeds on a 1d20 roll of 16 or more, adjusted for the difference in level between the caster and turning priest. Successful resistance means the attempt fails. For example, if the caster is 9th level and the turning priest is 5th level, the roll needed to resist turning is 12 or better. A resistance roll of 1 means the resistance fails, regardless of level difference.

Once this protection is triggered, the spell protects undead in its area for that round, then ends. If not triggered within two rounds per level of the caster, the spell ends.

The caster can center this spell on himself, on

a particular creature or object, or on a fixed location. The spell protects undead within 15 feet of the focal point at the instant of the triggering turning or command attempt. The area is mobile with its focus.

Notes: Restricted to necromancers; rare. (Updated from *POLYHEDRON* Magazine.)

Restoration — Red Wizard

The Red Wizards of Thay are rumored to have a 9th-level spell that duplicates the 7th-level priest spell, restoration.

Restore Mind

Reversed form, see dismind.

Restore Wood

Reversed form, see wood rot.

Return to Sand

(Alteration)

(Province: Sand)



Level: 7

Range: 20 ft./level

Components: V, S

Casting Time: 3

Duration: 1 turn/level

Area of Effect: 1 object or a 5-ft. × 5 ft. area

Saving Throw: Neg.

By using this spell the wizard causes a normal item of metal, stone, or earth to return to the sand from which it was made. The spell affects a single item but can also target a 5 × 5 × 1-foot area if so desired.

The item receives a saving throw vs. spell if carried by a creature; otherwise, the base saving throw is 17. Failure means it immediately crumbles into sand. It will remain sand until the end of the spell's duration, at which point it returns to its original form. If the affected area is part of a larger whole, when it returns to its original form it will also return to the whole from which it came. This occurs even if the sand has been dispersed.

This spell has no effect on creatures of any kind, including golems or other enchanted constructs. The *return to sand* spell has no effect on magical items.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Reveal Invisible

(Divination)

(Province: Wind)



Level: 3

Range: 10 yds./level

Components: V, S

Casting Time: 6

Duration: 5 rds./level

Area of Effect: 15-ft. radius

Saving Throw: None

This spell creates a sphere that no one can see. Invisible beings and objects within the sphere are clearly revealed to all observers. Naturally invisible, magically invisible, and psionically invisible creatures and objects are revealed. The sphere has no effect on other illusion/phantasm magics, however; it won't by itself reveal extraplanar, out-of-phase, or *displaced* creatures—unless they are invisible.

The caster can move the sphere 30 feet horizontally and 10 feet vertically per round. Many casters choose to center the area of effect on themselves, and then will it to remain there, allowing the sphere to move with the caster. The caster must decide where the spell is centered at the time of casting, and cannot change this later.

No saving throws are allowed against this



sphere, although it is destroyed instantly if the caster is slain or loses consciousness. An invisible being or object returns to invisibility when the *reveal invisible* spell expires or when the area of effect moves on.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Reveal Magic

(Alteration, Divination)

Level: 1
 Range: Special
 Components: V, S
 Casting Time: 2
 Duration: 1 rd./level
 Area of Effect: Special
 Saving Throw: None

With this spell, a wizard can make the hidden auras of magical spells and items visible to all, rather than personally viewing the same via *detect magic*. The spell can be cast two different ways, each with distinct effects.

A) *Cast on an Area*. The spell reveals all magical radiations within a 10-foot radius, with an additional 5-foot radius for every two levels of the wizard (for example, a 7th-level wizard reveals magic in a 25-foot radius area). This casting is immobile. The intensity and type of magic cannot be determined, as all magical items and fields glow equally bright (akin to torchlight).

B) *Cast on One Item*. The spell reveals the item's magical aura as flickering flames; the higher the flames, the more powerful the magic. The color of the flames grants the wizard a 10% chance per level to identify whether a certain type of magic is present: alteration, conjuration, etc. If a curse is present on the item, the magical flames are 20% likely to be black; otherwise, they just register the type of magic in the item.

Like *detect magic*, this spell is blocked by 1-foot thick stone walls, solid metal of 1-inch thickness, or a yard or more of solid wood.

The spell was created by Dagsumn of Waterdeep, and was sold to the Watchful Order of Magists & Protectors for guild membership and enough gold to buy a townhouse in Castle Ward. Dagsumn also sells the spell on scrolls to anyone with 500 gp.

Notes: Common the City of Waterdeep, uncommon elsewhere in the FORGOTTEN REALMS setting; otherwise, very rare.

Revelation

(Divination)

Level: 6
 Range: Sight
 Components: V, S
 Casting Time: 1 rd.
 Duration: 1 rd.
 Area of Effect: 1 portent
 Saving Throw: None

By casting a *revelation* spell, a wizard immediately understands, in unerring detail, the complete meaning of an omen or portent. This spell can be used only when the spellcaster sees the omen, and must be used while the portent remains visible. The *revelation* spell cannot predict the future, except as indicated by the portent, nor identify what power sent the omen. The spell only reveals the exact meaning of the omen.

Should a spellcaster attempt to use *revelation* to understand an unusual event that is not an omen, the spell fails, although the caster does learn that there is no great importance to the supposed sign.

This spell can be blocked by magic or by powers of demigod status or greater, in which case only the general nature of the blocking forces might be revealed.

Notes: Uncommon for diviners; otherwise, very rare. (Updated from *Legends & Lore*.)

Revelation of Auras

(Divination)

Level: 5
 Range: Touch
 Components: V, S, M
 Casting Time: 3 hrs.
 Duration: Special
 Area of Effect: 1 creature
 Saving Throw: Special

This spell is most often used as an adjunct to the *distort life*, *ritual of twaining*, and similar spells related to magical breeding. It gives the wizard a 10% per level chance to divine the exact nature of one "aspect" of a creature under inspection. (An "aspect" is a creature characteristic chosen by the caster: size, coloring, a detail of external or internal structure, a special ability, etc.) The subject must be held perfectly still so that the auras are stable to the inner eye. Any failed roll within 10% of success gives a wrong

result; otherwise, it just fails.

The material component is an eagle's eye, which the wizard must swallow.

Notes: Very rare spell. (Updated from *IMAGINE* Magazine.)

Revenance

(Necromancy)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Undead within 15-ft. radius

Saving Throw: None

By means of this spell, the caster makes a number of undead creatures immune to one turning attempt by priests, paladins, or others with this ability. The spell does not provide immunity from magical items such as the *mace of disruption* nor to magical spells such as *protection from evil*.

One undead creature can be protected per experience level of the caster; however, no single creature with more levels or Hit Dice than the caster can be protected. Affected creatures radiate a faint aura of magic.

The protection for an individual creature lasts until a turning attempt is made that would otherwise turn or destroy it. Once a successful turning attempt is blunted by the *revenance* spell, its protection ends for that creature. The spell otherwise lasts a maximum of 24 hours. The protection given by this spell is not cumulative with itself; all effects end immediately when the protection is triggered.

The material components of this spell are a flake of ash, a pinch of dust, and a drop of blood.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in the tome, *Studies in Death*.

Revenge, Primal's

See Primal's revenge.

Revenge, Purdue's

See Primal's revenge. *Claiming this spell is believed to be the cause of Blackwolf Purdue's demise.*

Reversal, Primal's

See Primal's reversal.

Reverse Animal Growth

Reversed form, see accelerate animal growth.

Reverse Flow

(Alteration)

Reversible



Level: 4

Range: 60 yds.

Components: V, S

Casting Time: 1 turn

Duration: 1 hr./level

Area of Effect: 1/4 sq. mile/level

Saving Throw: None

This spell allows the wu jen to reverse the flow of any body of water within the area of effect. A stream or river would run upstream, an ocean current would flow in the opposite direction, even a waterfall would fall up. The change of direction has no ill effects on the body of water. The primary use of this spell is to aid the travel of vessels against the prevailing current or upstream. However, the spell also reverses the flow of pumps, drains, water traps, and the like.

The reverse of this spell, *normal flow*, returns the water to its normal condition.

Notes: Common in oriental settings; otherwise, very rare.

Reverse Fossilization

(Enchantment)



Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 5 rds./level

Area of Effect: Weapon(s) touched

Saving Throw: None

This spell causes stone weapons to become equivalent to their bone counterparts, cutting their attack penalty from -2 to -1 (damage is the same). This spell is not as potent as *stoneiron* (see later), but is far more common on Athas due to its relative simplicity. One large or two small weapons can be enchanted by a single casting of this spell; missiles lose the dweomer when they hit a target.

The material component of this spell is a piece of fossilized bone.

Notes: Uncommon for spellcasters from the DARK SUN setting; otherwise, very rare. (Updated from *DRAGON* Magazine.)



Reverse Gravity

(Alteration)

Level: 7
 Range: 5 yds./level
 Components: V, S, M
 Casting Time: 7
 Duration: 1 rd./level
 Area of Effect: 30 ft. × 30 ft.
 Saving Throw: None

This spell reverses gravity in the area of effect, causing all unattached objects and creatures within it to “fall” upward. The reverse gravity lasts as long as the caster desires or until the spell expires. If some solid object is encountered in this “fall,” the object strikes it in the same manner as it would during a normal downward fall. At the end of the spell duration, the affected objects and creatures fall downward. As the spell affects an area, objects tens, hundreds, or even thousands of feet in the air above the area can be affected.

The material components of this spell are a lodestone and iron filings.

Notes: Common spell (PH).

Reverse Lifeline

Reversed form, see accelerate lifeline.

Reverse Loyalty

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.



Reverse Missile — Old Empire (Abjuration)

Level: 6
 Range: 80 yds. + 10 yds./level
 Components: V, S
 Casting Time: 6
 Duration: 3 rds./level
 Area of Effect: The caster
 Saving Throw: None

This spell reflects attacks from all missile weapons, including spells such as *magic missile* and *Melf's acid arrow*, and large missiles such as ballista attacks (but excluding non-missile ranged attacks, such as *fireball* and *disintegrate* spells). The missile returns to strike the one who fired it, as long as that being is within the range of the spell. If beyond the range, then the missile drops to the ground upon reaching the *reverse missile* range limit. Reflected missiles attack the creature they turn back upon as if launched by the original attacker.

Notes: Rare spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

To determine the magical effects the *reverse missile* spell affects, use the following criteria: a) Is there a physical missile? b) Does the original attacker make an attack roll? If the answer to both is yes, then the spell applies. *Magic missile* should be viewed as a special exception; a non-physical energy attack that would normally fall outside the spell effect. Since it is included, all spells that function as *magic missile* are also reflected. Since *magic missile* automatically hits, it also does so when reflected.

Reverse Plant Growth

Reversed form, see accelerate plant growth.

Reverse Teleport

(Alteration)
(Dimension)

Level: 8
Range: 30 yds.
Components: V
Casting Time: 1
Duration: Instantaneous
Area of Effect: Special
Saving Throw: Neg.

Within one round of another's *teleport* spell, a caster can use *reverse teleport* to instantly bring the teleporter back (including any individuals who went with him). The caster must be within 30 yards of the teleporter's point of departure or the spell fails.

This spell works on any teleportation spell that operates on a single plane (such as *dimension door*, *Drawmij's instant exit*, the priest spell *word of recall*, and so on), but may fail if the subject has teleported into a heavily warded, magically turbulent, or magically dead area. The spell will not bring back a creature that has plane-shifted or gone through a magical portal (*cubic gate*, *phase door*, etc.), or used an alternative mode of transport (psionics, *probability walk*, and so on). An individual wearing a *helm*

of *teleportation* receives a saving throw vs. spell to avoid being retrieved, but regardless of the outcome, the helm's *teleportation* spell is expended.

Notes: Common in the MYSTARA setting; otherwise, very rare.

Revoke Lifeforce Exchange

Reversed form, see exchange lifeforce.

Revoke Lifeforce Transfer

Reversed form, see transfer lifeforce.

Revoke Lifeproof

Reversed form, see lifeproof.

Ride the Wind

(Alteration)
(Air)

Level: 2
Range: 5 yds./level
Components: V, S, M
Casting Time: 2
Duration: 1 turn/level
Area of Effect: 1 creature/level
Saving Throw: Neg.

This spell allows creatures chosen by the caster to become virtually weightless and be lifted upon the wind. If no wind is present, this spell has no effect. This spell can be cast only on living creatures, and these must be within 30 feet of each other at the instant the spell is cast. Affected creatures can control their altitude by rising or descending at a movement rate of 2, but are at the mercy of the wind for speed and direction. Recipients can stop their forward movement only by grasping something to anchor themselves in place. Unwilling creatures are allowed a saving throw vs. spell to resist the effect.

Each creature and its equipment must weigh less than 100 pounds per level of the caster. Thus, a 6th-level wizard could affect six creatures each weighing 600 lbs. or less.

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

Notes: Uncommon spell (*ToM*).



Rift

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.

**Ring of Disintegration**

(Alteration)
(Artifice)

Level: 6
Range: 30 yds.
Components: V, S, M
Casting Time: 6
Duration: Instantaneous
Area of Effect: 1 creature
Saving Throw: Special

Another of the stolen spells of "Mycontil," this one is also falsely claimed by Ramael the Reader. When cast, a tiny bit of annihilating matter is brought into existence, growing to the form of a six-inch circlet at impact. A successful attack roll must be made by the caster, with a +4 bonus. The target creature is entitled to a saving throw vs. petrification. Affected creatures suffer 1d6 points of damage per level of the caster (to a maximum of 15d6), and also lose an appendage.

Creatures that successfully save suffer half damage and no appendage is lost. Large creatures (size L or larger) are not subject to the loss of a limb, since the sphere is too small to affect them in that way. For purposes of determining which appendage is lost, roll at random (the head counts as an appendage).

This spell can be very dangerous. On an attack roll of a natural 1, the caster must make a saving throw vs. spell or fumble the throw, losing his own hand.

The material component for this spell is a specially prepared silver bracelet worth at least 100 gp, with 1 gram of mithral worked into it. It is consumed in the casting.

Notes: Rare in the FORGOTTEN REALMS setting (most common in Halruaa, the Shining South); virtually unknown elsewhere.

Ring of Swords

(Alteration)

Level: 9
Range: 10 yds./level
Components: V, S, M
Casting Time: 1 rd.
Duration: Special
Area of Effect: Special
Saving Throw: None

This ward establishes an area defended by animated metal-bladed weapons, usually swords. The spell is often used by wizards to defend a sanctum or sleeping area, but is expensive and requires preparation. The spell range is the distance from which the spell can be cast on the prepared location (see Preparation). A *ring of swords* typically has four or more blades, with an upper limit defined by the caster's willingness to spend money on components.

The spell causes the blades to levitate and drift into a ring of any size desired, up to a maximum radius of 10 feet per level, as set by the caster. They orbit slowly around the boundaries of the invisible protected area, forming a protected sphere (MV 9). Intruders are attacked and pursued as far as 70 feet from the protected area.

The protected area can be safely entered and left repeatedly by the caster, and by any who were in the area at the time of casting. In addition, the area can be entered by anyone who correctly speaks a certain pass-phrase upon coming within 10 feet of a warding blade. The pass-phrase, set at the time of casting, must be at least four words long. Authorized beings can even touch or handle the blades without activating their magic. When released, a blade flies back to the ring to resume its place.

Another being assuming the caster's shape never successfully fools the magic. Any intruder who enters or reaches into the protected area (including casting spells into it) triggers the magic, and the swords then attack.

When activated, the blades from a *ring of swords* fly at a rate of 21 (Maneuverability Class B). They strike twice per round with a THAC0 of 4. The blades attack only those who trigger them; and an intruder's companion who strikes at, tries to divert, or attempts to restrain an activated sword instantly becomes a target, as well. The swords cease attacking and return to their drifting ring when all intruders have perished or withdrawn more than 70 feet from the ring.

The activated swords are AC 0. One can be rendered inanimate by dealing it 29 points of damage in melee combat. Swords rendered inanimate are not damaged. The spell ends when all of the swords are rendered inanimate, destroyed (by *disintegrate*, *rust touch*, etc.), the caster ends the magic by uttering the passphrase in reverse (only the caster can end the magic this way), or 29 years to the instant have passed since the caster of the *ring of swords* died.

A *dispel magic* has no effect on a *ring of swords* other than to cause a single blade to fall inanimate for one round per level of the caster of the *dispel*. Magical barriers can be thrust through the ring, but the swords seek to fly around them, attacking ceaselessly.

The blades in a *ring of swords* often vary in size and shape, as the caster uses what weapons are available. Magical blades retain their powers, and always strike to inflict the most potent result. The spell preserves the blades from the elements and does not harm them in any way.

Preparation: The material component of the spell is one sapphire, of not less than 4,000 gp value, for each blade. These are powdered; some powder is then touched to each blade and some is sprinkled at the center of the area to be protected, whereon it vanishes. Any attempt to use magic to substitute for or bypass the material component causes the spell to fail.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Ringweave

(Alteration, Evocation)

Level: 9

Range: 20 ft./level

Components: V, S

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: Special

Saving Throw: None

This spell enables the caster to precisely duplicate a single power or function of a magical ring that the caster has previously used. The caster need not possess the ring or have investigated its enchantments. The ring power functions as many times as the caster has experience levels (if called on that many times before the spell expires), and the ring power erupts from any single nonliving item chosen by the caster

during spellcasting. The caster can even make the power erupt from a nonmagical ring, to fool observers into thinking the ring bears a permanent dweomer. The power manifestations only come forth from this one focus item, and the spell is broken if the item is destroyed.

A *dispel magic* cast directly on the item has no effect on the functioning of the *ringweave* spell except to prevent any power discharge for one round per level of the caster of the *dispel magic*. The ring power is called forth by silent act of will, but the wizard can perform no other spellcasting in the same round as the ring is called upon. If the *ring power* is carefully called upon, the caster may well be able to conceal the focus item, which can be positioned anywhere in spell range. The caster need not be wearing the focus item or be in contact with it.

This spell will not duplicate the following ring powers:

- *Spell storing*,
- Any power from a ring with limited charges (those from the *DMG* include: *djinni summoning*, *mammal control*, *ring of the ram*, *telekinesis*, *wishes* [both], and *wizardry*),
- Any power from an artifact or relic (for example, the *Ring of Gaxx*).
- Any power from a *cursed* ring.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; very rare.

Rip

(Alteration)

(Mentalism)

Level: 5

Range: 20 yds. + 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1 creature or object

Saving Throw: Neg.

This spell telekinetically moves part of an object in one direction while moving the rest of the object in a completely different direction. The resulting tug tears the object into two separate pieces, killing most creatures outright. Creatures or objects weighing more than 1,000 lbs. are not affected. As the movement is not especially rapid, damage builds up slowly.

If cast on a creature, the first round the creature takes 2 hit points damage; on the second, an additional 4; on the third, an additional 6; and so on. By the fourth round, the target has taken 20

hit point damage (2+4+6+8). The spell has a maximum duration of one turn.

If cast on an object, the object requires a successful item saving throw or be torn in half (see table).

As noted above, the movement is not especially rapid, and bystanders are in no danger from flying debris. A *dispel magic* dissipates the ripping force but does not repair damage already done. Once the *rip* is cast, further concentration by the caster is unnecessary.

The material component of this spell are two black gloves, without a speck of dust on them. These gloves cost 10 gp a pair and are consumed in the casting.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Material	Save	Material	Save
Bone/Ivory	12	Pottery	12
Cloth	18	Rock, crystal	5
Glass	14	Rope	9
Leather	10	Wood, thick	8
Metal	7	Wood, thin	14
Paper	19		

Note: Oils and potions are not affected.



Rising Colossus

(Evocation)

(Artifice)

Level: 8

Range: 10 ft./level

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell calls into being a large humanoid torso (head, shoulders, and arms) that seems to rise up out of the ground in front of the caster, facing away from its creator. The colossus can be up to 100 feet in height, with a reach of up to 80 feet. It can turn all around, but its base cannot move from the location in which it first appeared. It is AC -2, has 99 hit points, and attacks targets (chosen by silent will of the caster) with its fists. It can strike once with each fist in a round using the caster's THAC0, and it deals 6d8 points of damage per successful blow. It cannot pick up anything (for example, to lift someone or something safely up to a high place) except the caster and beings and items touching the caster. It cannot grasp or constrict things otherwise, only smash them.

A colossus looks like a bald-headed human with no recognizable features except a mouth. It seems to be made of the same substance as the ground it appears from, although it is purely a spell manifestation. It can roar out a word or a phrase of up to six words that are whispered by the caster during the spell's casting, as often as desired. These words cannot be a spell incantation, and they do not issue forth if they are words that trigger or activate any magic.

The usual use for a colossus is to smash a way into or out of a structure or to shield the caster from harm. Its sheer bulk can block volleys of arrows, and it magically attracts to itself all magic specifically meant for the caster such as *magic missile*, *feeblemind* spells, and so on. The spell effects are then visited on the colossus, not the caster. Spells that normally rebound from solid forms or burst, such as *fireball* and *lightning bolt*, are drawn into its body so that they do no harm to the surroundings.

Any blow landed on a desired target by a colossus shortens the duration of its spell "life" by one round. Any spell that strikes the colossus also shortens the spell's life by a round, even if the spell does not destroy the colossus form by

cumulative points of damage. When the spell duration runs out (possibly in a considerably shortened period), or the colossus is destroyed by accrued damage, the colossus simply fades away.

The material components of this spell are a ball of clay that fills the caster's palm and a bit of string wire, or natural fiber.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Ritual of Twaining

Lost spell. A complex and arcane spell of 4th level, used in magical cross-breeding of dissimilar natural species; creating, for example, a rabbit-lion, an owl-bear, or some similar creature.

A recommended substitute is to treat this ritual as a prerequisite to breeding a specific combination. The processes required to produce the combination are discovered through the spell research system (the ritual of twaining rabbit and lion being the equivalent of a 4th-level spell in terms of time and monetary cost).

The DM has the final say over what combinations are possible or viable once created; the wizard in this case is merely studying a promising lead.

For example, a rabbit-lion might be white, furry, and herbivorous, with 4 limbs, a mane, a quivery nose, long ears, big canine teeth, and a manic depressive disposition. Such a "successful" crossbreed might well die off in the wild.

The original text appeared in Imagine magazine, along with age animal, animal magnetism, clone animal, distort life, hasten growth, and several other spells of this type.

Ritual Strength — Shai'ir

(Alteration)



Level: 3
Range: Touch
Components: V, S
Casting Time: 3
Duration: 1 hr./level
Saving Throw: None
Area of Effect: Self

This spell is used by sha'irs to prepare themselves for the strenuous rituals they must endure in order to improve their gen. As long as the spell lasts, the sha'ir suffers no effects from exhaustion due to ritual performance. This spell has no effect beyond protecting sha'irs from

over-exertion during rituals.

Notes: Restricted to sha'irs, common. Found most often in an arabian setting.



River of Sand

(Evocation)
(Province: Sand)



Level: 8
Components: V, S, M
Range: Special
Casting Time: 8
Duration: 1 rd./3 levels of caster
Area of Effect: Cylindrical path, 20-ft. diameter, 80 feet long
Saving Throw: Special

This spell creates a snakelike "river" of sand, 80 feet long, which barrels over obstacles in its path. To cast it, a wizard begins with a mouthful of sand. Then he whispers (or mumbles) an incantation, and spits the sand in the desired direction. The expelled sand travels along the ground, picking up more sand as it goes, gathering size and strength. Within one round, it becomes a roaring torrent.

The river travels 40 yards per round. During the first round, it has no destructive force, but it can sweep any item up to the size of a small hut

or large wagon out of its path. Thereafter, the river has the power to tunnel through dunes, destroy structures, inflict siege damage as a ram, and strike beings so hard that their clothes and hair are stripped away.

All items in the river's path must make a saving throw vs. crushing blow or be destroyed. Individuals in the river's path must make a successful Strength check to retain items that are carried or held. If an individual tries to move out of the river's way, he must make a Dexterity check. Success means that he's flung 1d20 feet aside, taking 1d4 + 1 points of impact damage. Failure means that he takes the full brunt of the river—a potentially fatal blow. All creatures struck fully the river suffer 6d8 points of damage. They must also make a successful system shock roll. If the system shock roll fails, they perish instantly.

The caster cannot choose to restrict a river of sand's length; it always grows to 80 feet. Nor can the caster change this juggernaut's direction once it begins to flow.

A mouthful of sand and the spittle it collects are the material components of this spell.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Rodbane

(Abjuration)

Level: 7

Range: 90 yds.

Casting Time: 1

Components: V, S

Duration: 4d4 rds.

Area of Effect: 1 device

Saving Throw: Neg.

Rodbane temporarily prevents the wielder of a rod, staff, or wand from using the item's powers. The wizard casts the spell upon a character in physical contact with a rod, staff, or wand. If the subject has more than one such device, the caster must specify which one the spell targets. Should the wielder fail a saving throw vs. spell, the device in question will not function for that character for 4d4 rounds. Wand wielders save at -6, staff wielders save at -4, and rod wielders save at -2. *Rodbane* has no effect on other magical items.

Notes: Very rare spell, based on the MYSTARA setting spells *wandband* and *itembane*.

Rolling Road

Athasian Dragon-King magic; psionic component renders the spell uncastable by wizards.



Rope Trick

(Alteration)

(Dimension)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 2 turns/level

Area of Effect: Special

Saving Throw: None

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. The spellcaster and up to seven others can climb up the rope and disappear into this place of safety where no creature can find them. The rope can be taken into the extradimensional space if fewer than eight persons have climbed it; otherwise, it simply stays hanging in the air (extremely strong creatures might be able to remove it, at the DM's option).

Spells cannot be cast across the interdimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if there were a 3-foot × 5-foot window centered on the rope. Creatures in the extradimensional space will not run out of air while the spell lasts.

The persons in the extradimensional space must climb down prior to the end of the spell, or they are dropped from the height at which they entered the extradimensional space. The rope can be climbed by only one person at a time. Note that the *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space. Note also, that creating or taking extradimensional spaces into an existing extradimensional space is hazardous. The spell is ineffective in any locale where extradimensional spaces are inaccessible, such as the Astral Plane.

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

Notes: Common spell (PH).

Ruby Ray of Reversal

(Alteration)

Level: 7
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 7
 Duration: Instantaneous
 Area of Effect: Special
 Saving Throw: None

The *ruby ray of reversal* is a powerful spell developed by Nezram the Transmuter to reverse the effects of other spells and situations. It harnesses the magical energy naturally occurring within a ruby, creating a beam that lances out in a straight line in the caster's chosen direction.

Upon contact with any of the following situations or spells, the *ruby ray* will correct the situation as listed, then wink out of existence. The *ruby ray* can affect only one such item, creature, or situation per casting. Situations and spells affected by the ray include:

- Webs (natural and mystical) or *viscous globs* immediately melt away, one patch of webbing or glob totally vanishing.
- Mechanical or magical traps are automatically sprung, affecting normally any creatures or objects in their area of effect.
- Knots are untied; chains, straps, and other restrictive devices fall loose.
- An entangling device or situation brought about by spells is negated and those affected are freed.
- A locked and barred door is opened upon the ruby ray striking it.
- A wizard *locked* or *held* portal is opened.
- A 1-foot-wide hole is opened in a *wall of force* or *force cage*. The force structure is not destroyed by the spell, but the hole may allow escape and opens a channel for spells to pass through.
- An illusion struck by the ray is dispelled immediately.
- A transformed individual, whether turned to stone or polymorphed, is returned to his original state. A system shock roll is required if normally necessary.
- A *magic jar* spell is reversed, freeing the controlled individual and returning the intruder to the *magic jar*.

The ruby ray cannot pass through solid objects, nor effect creatures or items in other dimensions. It cannot pierce an *antimagical shell* or

prismatic sphere. It cannot affect any magics or situations other than those listed.

The material component is a ruby worth at least 1,000 gp, which crumbles to dust when the spell ends.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in the tome, *Unique Mageries*.

Run

(Enchantment)

Level: 1
 Range: Touch
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 4 hrs. + 1d4 hrs.
 Area of Effect: One or more persons
 Saving Throw: None

Only persons (cf. *charm person*: human, demihuman, or humanoid of man-size or smaller) in their natural form are affected by this spell. The *run* spell enables the person to run at twice normal speed, up to a movement rate of 24. This pace can be maintained for 5 to 8 hours without tiring. However, after so running the individual must spend a like number of hours resting, as well as drinking plenty of liquids and eating heartily.

For every 2 levels of experience of the spellcaster, another person can be affected: at 4th level, 2 persons can be empowered to run; at 6th level, 3 persons; etc. The spell is mostly used for quick travel by messengers, scouts, and others who must travel far and quickly. Generally, it increases a day's foot travel rate by 70% to 100%.

The material component of this spell is an elixir made of spring water and the oil of 5 to 8 beans of a spurge (caster oil) plant.

Notes: Uncommon spell. (Originally published in *Unearthed Arcana*.)

Run — Old Empire

(Alteration)

Level: 2
 Range: 60 yds.
 Components: V, S, M
 Casting Time: 2
 Duration: 2 rds./level
 Area of Effect: 1 creature
 Saving Throw: None

This spell causes a single creature to run at

triple ground movement rate. Thus a creature with a normal running movement of 12 has a ground movement of 36 while under the effect of this spell. This spell can affect most creatures with legs, including horses and summoned creatures, but it is not cumulative unnaturally fast movement or with magic, such as, for example, a quickling or creature affected by a *haste* spell.

Creatures moving at their maximum movement gain a +2 bonus to their Armor Class while under the effect of this spell. This spell does not affect other movement rates, such as flight, burrowing, swimming, and climbing.

The material component is a rabbit's foot.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Ruornil's Footprints

Reversed form, see Ruornil's tracks.

Ruornil's Tracks

(Alteration)
Reversible



Level: 2
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This alteration enables the recipient to leave in his wake the tracks of a native animal instead of his own, thus thwarting those who attempt to track his movements. Those in pursuit can identify the true nature of the tracks only if they make successful tracking proficiency checks with a -2 penalty.

For every experience level above 3rd, the wizard can affect one additional creature. Thus, a 5th-level wizard could affect himself and two other individuals. The spell can affect creatures up to large size, so a wizard could prevent horses or other mounts from leaving identifiable tracks.

The reverse of this spell, *Ruornil's footprints*, causes affected individuals to leave deep, noticeable footprints or other marks of passage in their wake. These tracks can be followed easily by anyone.

The material component of either version is a handful of ashes sprinkled at the caster's feet.

Notes: Common in the BIRTHRIGHT setting; otherwise, rare or very rare.

Rusting Grasp

(Alteration)
(Alchemy, Water)

Level: 5
Range: 0
Components: V, S, M
Casting Time: 5
Duration: 1 rd./level
Area of Effect: The caster
Saving Throw: Special

By casting this spell, the wizard gains the power to corrode ferrous metals and alloys at a touch. Iron and iron-based alloys such as steel, meteoric iron, and adamantite are affected, but noble metals such as gold, silver, and copper are not subject to reduction through rusting. Any ferrous metal touched by the wizard must make an item saving throw vs. disintegration (usually a 17 or better on 1d20) or be destroyed. Magical arms or armor apply their bonus to this save, so a *sword* +3 would gain a +3 to its roll. Other magical metal items may receive a +1 to a +6 bonus based on the DM's estimate of their power.

The wizard employs *rusting grasp* in combat by simply touching the equipment of metal-wearing characters or creatures; a successful attack roll against the character's unarmored AC is required. If the armor touched fails its save, *rusting grasp* permanently destroys 2d4 points of AC through corrosion. For example, *plate mail* +2 (base AC 1) that fails its item saving throw is reduced to a base AC of between 3 and 9.

Weapons are more difficult to grasp; the wizard must make an attack roll against AC 4, modified by the opponent's Dexterity, in order to touch the weapon. A weapon failing its saving throw vs. disintegration is destroyed. A deliberate touch is required, the wizard doesn't corrode weapons simply by being hit.

Against metallic creatures, *rusting grasp* inflicts 2d8+1 point of damage per successful attack. The spell lasts for one round per level, and the wizard can make one touch attack per round.

The material component is an antenna from a rust monster.

Notes: Uncommon spell (PO:SM).

Rust to Metal

Reversed form, see metal to rust.

Rusting Touch — Witch**(Alteration)**

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 1 turn

Area of Effect: Object touched

Saving Throw: Special

A witch who casts this spell gains the power of a cursed touch that affects metals of any type with a highly destructive version of the rust monster's touch. Normal ferrous metals—iron, steel, and various alloys—are destroyed instantly; nonferrous metals and alloys such as gold, platinum, copper, and even brass are entitled to an item saving throw vs. disintegration (a roll of 17 or higher on a d20) to avoid destruction. *Protection from evil* effects adjust the saving throw.

A magical item of ferrous metal is allowed a saving throw vs. disintegration at a -3 penalty, modified by the item's magical enchantment. For example, a *sword +1* has a base save of 17 with a total penalty of -2, saving on a 19 or 20.

A magical item of nonferrous metal is allowed a saving throw vs. disintegration with a +2 bonus.

If this spell is used against a creature of living or animated metal, the creature must make a successful saving throw vs. death magic or be destroyed, suffering 3d8+3 points of damage if successful.

If used in combat to destroy an opponent's armor, a successful attack roll against AC 5 is required, adjusted for the wearer's Dexterity and magic-based adjustments to Armor Class.

Destroying a weapon wielded by an enemy is more difficult, requiring an attack roll against AC 4 adjusted for the wielder's Dexterity. The witch must touch the item to be affected, not the other way around, so she can be injured or killed by opponents wielding steel weapons.

The witch can affect as many items as she can touch in the spell's duration. Unusually large objects (1,000 pounds or more) may require more than one round of contact to destroy, at the DM's discretion.

The material component is a rust monster scale.

Notes: Restricted to evil witches; rare. (Updated from *DRAGON* Magazine.)



Sacremon's Acid Wit

(Alteration)

Level: 5
 Range: 30 yds.
 Components: V, S
 Casting Time: 5
 Duration: 3 rds./level
 Area of Effect: 1 creature
 Saving Throw: None

When this spell is cast, a large floating mouth, similar to a *magic mouth* appears and follows the victim. The mouth criticizes, harangues, insults, and berates the victim in the victim's native tongue. If the victim is fighting, he suffers a -2 penalty to all initiative and combat rolls, as he is distracted by the constant barrage of verbiage from the mouth. The mouth is immune to physical attacks, although a *dispel magic* spell will destroy it.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Safe Fall

(Alteration)

Level: 2
 Range: 5 yds./level
 Components: V, S, M
 Casting Time: 2
 Duration: 2 rds./level
 Area of Effect: Up to 100 sq. ft.
 Saving Throw: None

Safe fall resembles the 1st-level wizard spell *feather fall*, but is more versatile. The spell can slow the falling rate of any number of objects (or creatures) that hit its area of effect; it can also deflect incoming missiles. Only solid objects are affected by the spell.

Safe fall creates an invisible, magical sheet that must be anchored to at least two solid, diametrically opposed points, such as opposite walls. The precise dimensions of the spell's area are chosen when the spell is cast, but the area must be rectangular. The area must have sides of at least 1 foot in length (acceptable dimensions include 1 foot × 100 feet, 2 feet × 50 feet, 4 feet × 25 feet, etc.). A side's length cannot exceed the length of any item to which the side is anchored.

Safe fall eliminates inertia in one direction, either forward (horizontal) or downward (vertical). If the effect is oriented vertically (as a

wall), it eliminates forward inertia. If the effect is oriented horizontally (as a floor), it eliminates downward inertia.

For example, if the effect is positioned vertically to prevent missile fire, a missile loses its forward inertia when it hits the effect, then falls straight to the ground. Should the effect be anchored so the *safe fall* area is at an angle, it still eliminates inertia in only one direction; a *safe fall* positioned closer to the horizontal would eliminate only downward inertia, and one positioned closer to the vertical would eliminate only forward inertia. If the spell is positioned at exactly 45 degrees, the DM should randomly determine in which direction inertia is blocked.

An object's inertia is eliminated when any part of it touches the area of effect as long as the weight of that object does not exceed 200 pounds plus 200 pounds per level of the caster; larger objects are unaffected. If the object falls downward to hit the area of *safe fall*, its downward inertia is harmlessly dissipated when it hits the area of effect; for the distance from the effect to the floor or ground, the object falls as if it had begun falling at the *safe fall* area of effect.

Safe fall can be cast directly onto a floor, as long as it can still be anchored to vertical walls, fences, or other objects on two opposite sides. If this is done, a falling object's inertia is eliminated instantaneously as it hits the floor, preventing falling damage.

The material component of this spell is a square inch of a close-woven net.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Darsson's Notes*.

Safeguarding

(Abjuration)

Level: 5
 Range: 0
 Components: V, S, M
 Casting Time: 5
 Duration: 1 turn + 1 turn/level
 Area of Effect: 15-ft. radius
 Saving Throw: None

Use of this spell protects the wizard and anyone in the area of effect from damage caused by the rebounding of the wizard's spells. This includes damage from a *fireball* cast in an area too small for its effects, a reflected *lightning bolt*, or any other offensive area spell that overlaps the *safeguarding's* area of effect. The pro-

tection is effective against spells of 7th level and lower. The protection does not apply to damage from spells rebounded by any form of magical spell turning or reflection. This spell does not protect the wizard against damage from spells or attacks cast by enemies or other party members.

A wizard who has cast *safeguarding* is free to move and act normally. The spell's effect is always centered on him, regardless of his actions. Other creatures are free to enter and exit the area of effect.

An area-effect spell cast by the wizard takes effect normally, but is negated within the area of the *safeguarding* spell. This applies only to area spells centered outside the radius of the *safeguarding* spell. If the wizard casts an offensive area-effect spell within the area of the *safeguarding*, the protection is immediately negated and those within the area suffer full damage from the spell. The wizard is free to cast nonoffensive area-effect spells and individually targeted spells within the protected area.

The material component is a piece of preserved skin from any creature that possesses natural magic resistance.

Notes: Uncommon spell (ToM).

Salamander's Seismic Seizure

Lost spell. This 6th-level spell was reputed to cause a huge and temporary crack in the earth. Those falling in and unable to escape before it closed perished. Its effects on structures remains unrecorded.

Sam Shock

Sam Shock is a legendary wizard credited with creating the following spells (from POLYHEDRON Magazine): capacitor farseer, farspeaker, flashlight, lightning rod, magic ear, and ozone cloud.

Sand Form

(Necromancy)
(Province: Sand)



Level: 9
Range: Touch
Components: V, S, M
Casting Time: 1 turn
Duration: 1 day/level
Area of Effect: Special
Saving Throw: None

This spell enables an individual touched by the caster to animate a body made of sand im-

mediately. The recipient wills the sand body to move and act, and can even cast spells through it—all while his own body is safely up to 100 miles away. The sand body resembles the recipient as closely as a pile of sand can; unless illusionary magic is cast upon it, few will believe it to be living flesh.

The recipient (who may be the caster) can see, hear, and sense through the *sand form*. The form can fight, talk hoarsely, and carry things—in fact, it can perform all tasks less exacting than lock-picking, sewing, and similar handicrafts. It can even go adventuring and earn experience points for its “master.”

The recipient's mind functions in two places simultaneously—within the *sand form*, and within his real body. The real body can still sense (see, hear, smell, etc.) exactly as before, even benefiting from enhancements such as a magical ring. The tradeoff is paralysis. Besides breathing, blinking, and moving his eyes, the recipient cannot move his real body while the *sand form* is animated. (A few friendly guards are a wise precaution. So is a pleasant or strategic view.) The real body does not need to eat, drink, or sleep. It heals damage as if resting, regardless of the sand body's activity.

The recipient is vulnerable when his *sand form* is the target of magical and psionic powers that affect the mind. The *sand form* can be fooled by illusion spells to the same degree as the recipient himself. They are of “like mind.” Physical attacks against the *sand form* don't damage the real body, but they do harm the *sand form*. The form has a number of hit points equal to the recipient's normal maximum (even if the recipient is currently crippled). The *sand form* has the recipient's natural Armor Class, too. It can wear armor and carry weaponry, with the same restrictions that apply to the recipient. The sand body does not benefit from anything worn or carried by the recipient's real body, however. Cuts and bruises on the sand body are reflected by crumbling sand. Otherwise, the sand body can withstand attacks just as well (or as poorly) as the recipient can normally. There are two exceptions: if the sand body is immersed in water for more than a turn, or exposed to heavy rain for the same time, it disintegrates. If the *sand form* drops to 0 or fewer hit points or disintegrates, the owner must make a system shock roll. Failure indicates that the real body also dies.

The recipient of this spell can abandon his link with the *sand form* at any time, without

harm to himself. The *sand form* collapses into loose sand and the recipient immediately regains control of his real body. The same thing occurs when the spell ends, or if the *sand form* moves beyond the 100-mile limit or to another plane. Anything carried or worn by the *sand form* simply falls to the ground.

If the recipient of this spell wishes to teleport later, note that locales visited by the *sand form* will count at least as "seen casually." While the *sand form* is animated, the recipient also can direct it to "carefully study" a locale.

The material components of this spell are a fistful of sand and a hair or piece of skin from the recipient.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Sand Gems

(Alteration)

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Special

This rare spell turns a handful of sand into 1d12 real, permanent, cut and polished gems. They are always amber or red in hue, and of any type and size visualized by caster, so long as they are small enough to all fit in the caster's closed fist. Their value is equal to $1d6 \times 1,000$ gp, regardless of their size. Each time this spell is cast, the caster must make three saving throws vs. spell. Each time one of these saving throws fails, the caster permanently loses 1 hit point.

Notes: Known to the desert mages of the Anauroch region of the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Sand Healing

(Necromancy)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell enables the caster to use a handful

of sand, a drop of water, spittle or tears, and a drop of blood or sap, to heal wounds. Applied to the wounds, the components cure 2d4 points of damage, but can't heal blindness, disease, insanity, or ongoing poison effects: only physical hurts.

Notes: Restricted to the desert mages of the Anauroch region of the FORGOTTEN REALMS setting and those trained by them.

Sand Jambiya

(Evocation)

(Province: Sand)



Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 rd./level + 1d6 rds.

Area of Effect: 1 item

Saving Throw: None

This spell turns a fistful of sand into a keen-edged, dun-colored metallic blade, held firmly by the caster. Like an actual jambiya (a kind of dagger), it is double-edged and curved. The blade can measure no more than twice the length of the caster's own hand, nor weigh more than five pounds. The caster decides the size. The weapon is as hard as steel, but cannot be affected by magnetic forces or heat, and it is not a good conductor.

The *sand jambiya* deals 1d4+1 points of damage. For determining which creatures or objects are vulnerable to it, the blade is considered a +1 magical weapon.

A *sand jambiya* crumbles into loose sand under the following conditions: when it's dispelled, upon the caster's mental command, upon the caster's death or loss of consciousness, or at the end of the spell's duration.

When combined with *flying jambiya*, this spell can create an airborne weapon.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Sand Quiet

Aka sand whisper.

Sand Seal

(Alteration, Conjunction)

(Province: Sand)



Level: 3

Range: 20 yds.

Casting Time: 3
 Components: V, S, M
 Duration: Special
 Area of Effect: 1 doorway or similar portal
 Saving Throw: None

When casting this spell, the wizard must throw a handful of sand at the doorway to be sealed. When the spell is complete, sand swirls in the doorway, coalescing into a solid barrier.

This magical barrier of sand has 1d6 hit points per level of the caster and an AC of 8. To remove the *sand seal*, it must be attacked and its hit points reduced to zero. If the attack roll is a 1, the weapon is shattered (a magical weapon receives a saving throw vs. crushing blow, adjusted for its bonus). If the weapon is a hand, foot, or other natural appendage, the attacker suffers 1d6 points of damage. The *sand seal* can be magically dispelled. The material component of this spell is a small lump of wax.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Sand Shadow

(Illusion/Phantasm)
 (Province: Sand)



Level: 2
 Range: Touch
 Components: V, S, M
 Casting Time: 2
 Duration: 3 hrs.
 Area of Effect: 1 creature
 Saving Throw: None

The *sand shadow* conceals one being completely as long as the recipient is mostly or wholly in shadow. Only those using magical detection can see him. If the recipient moves from shadow to shadow by crossing an unshaded area, he suddenly appears in the light, then vanishes again, and can do this repeatedly.

The spell lasts three hours. It cannot be ended prematurely by will of the caster or the recipient. However, *dispel magic* ends the *sand shadow* effect when cast upon the recipient. A light spell also makes the recipient visible again, but only while he remains within the light's area of effect. A concealed recipient might also reveal his position by picking up an object—which remains visible unless a separate *sand shadow* spell is cast upon it.

The recipient can attack and be attacked without disrupting the *sand shadow* spell.

Attack rolls against the recipient suffer a -4 THACO penalty. The recipient's vision is not altered by the spell.

The casting of this spell requires a pinch of dry sand and an eyelash, which are tossed into the air.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Sand Shroud

(Evocation)
 (Province: Sand)



Level: 6
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 6
 Duration: Instantaneous
 Area of Effect: 1 creature or object/level
 Saving Throw: None

This spell causes sand or loose earth to open up under a target like a grave, and then swallow it up instantly. Enough sand or earth must be present—for example, the spell works in a desert setting or barren field, but not on cultivated land or solid rock. A target creature or object must be dead, undead, or never have lived. Its size must be "Large" or less. It is buried 60 feet deep, without any mark or trace on the surface of its grave.

Intelligent undead, animated magical items, and creatures able to assume gaseous form are imprisoned for only 2d8 rounds. The spell is typically used to quickly hide treasure or the evidence of a fatal fight.

The material component of this specialized magic is a lump of mud, clay, dried dung, or other powdery substance, which is crushed during spellcasting.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Sand Slumber

(Enchantment/Charm)
 (Province: Sand)



Level: 1
 Range: Touch
 Components: V, S, M
 Casting Time: 1
 Duration: 1d4 + 2 rds.
 Area of Effect: 1 creature
 Saving Throw: Special

This spell causes a magical sleep to come upon a single, living being of any species, class, or level, provided the individual normally needs sleep. The spell cannot affect undead creatures or magical constructs. It can, however, affect genies and extradimensional beings.

The target creature is allowed a saving throw vs. spell. If the save fails, the creature instantly sinks into a slumber for the duration of the spell, typically falling down and dropping held items. This fall never awakens the creature, but any subsequent violent impact or attack will do so. Noises alone cannot rouse the creature. If the save succeeds, the creature is merely *slowed*—just as if affected by the 3rd-level wizard spell—for a single round.

The material component of this spell is a pinch of fine sand, cast into or sprinkled upon the face of the being to be affected. In combat, a successful attack roll is required to apply the sand.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.



Sand Sword

(Evocation)
(Province: Sand)



Level: 3
Range: Touch
Components: V, S, M
Casting Time: 1
Duration: 1 rd./level + 1d6 rds.
Area of Effect: 1 item
Saving Throw: None

Like *sand jambiya*, this spell creates a keen-edged, metallic blade that is as hard as steel, is unharmed by magnetic forces or heat, and is a poor conductor—all from a small parcel of sand. In this case, however, the blade is larger, and cannot be coupled with the *flying jambiya* spell. The *sand sword* can be as long as the caster's arm, but still cannot weigh more than five pounds. The weapon deals 2d4 points of damage per strike, and is considered a weapon of +1 enchantment for purposes of what it can hit. It can be wielded by someone other than the caster.

A *sand sword* crumbles into loose sand if the sword is dispelled, if the spell's duration ends, or if the caster so wills. It also disintegrates upon the caster's death, but not if the wizard merely falls unconscious.

The *sand sword* can be created anywhere, if about two pounds of sand—the material component—are available. The sand can be reused.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Sand Tools

(Alteration)
(Province: Sand)



Level: 3
Range: Touch
Components: V, S, M
Casting Time: 1 turn
Duration: 4 + 1d4 hrs. (maximum)
Area of Effect: Creates one or more tools
Saving Throw: None

Mechanicians developed this spell so they wouldn't need to be without their special tools. When cast, it magically fashions a small tool set (useful for working on mechanicals) from a small area of sand.

The spell creates a number of standard tools: hammer, wrench, screwdriver, crowbar, etc. All these tools are formed from sand but have the



Area of Effect: 1 creature or item
Saving Throw: Neg.

This spell causes silence to reign in the area immediately surrounding a touched item or creature. The effects resemble those of the priest spell *silence*, 15' radius, but without the area effect. The target is muffled: All sounds emanating from the target—including those caused by something striking it—are transmitted far away and emitted in a random location (defined below). Likewise, sounds created by something held by or attached to the target are randomly displaced.

The recipient item or being is allowed a saving throw. If the saving throw succeeds, the spell fails and is lost. As usual, a recipient who wishes to be silenced (such as the caster himself) can waive his saving throw. Unlike the *silence* spell, *sand whisper* does not prevent the recipient from speaking words of activation, such as those for magical items. Nor does it prevent him from uttering the vocal components of spellcasting. The recipient's ability to cast a spell is unchanged as long as that spell's effect is not sound-based. (The *shout* spell, for example, won't work.) Noise-based attacks (such as the wail of a banshee or roar of an androsphinx) are not canceled. They still occur, but like any sound, their effects are turned elsewhere.

Where, then, do the muffled sounds go? They emanate from random locations as far from their actual source as 2d6 miles plus 1 mile per level of the caster. The new location may lie in any of the eight cardinal directions from the source—north, south, east, west, and their combinations—but not up or down. (The DM rolls 1d8 and assigns a direction to each result.) Other individuals at these locations can hear the sounds clearly. These (often confused) individuals are vulnerable to the effects of any sound-based attack cast against the recipient.

Due to the injury, confusion, and annoyance such errant sounds can cause, several local emirs have forbidden the use of this spell within 20 miles of their palaces. Other rulers both permit and enjoy these interruptions. If the errant sounds appear interesting, the emirs may send out guards or wizards to investigate. Adventurers should check local customs before casting *sand whisper*.

The material component of this spell is two handfuls of sand, sprinkled upon the recipient. In combat, a successful attack roll may be required to apply the sand.

strength of iron. Additionally, they adjust their size to fit the current need, making them quite useful by duplicating a wide variety of tool sizes and uses. Thieves' tools cannot be duplicated in this way.

However, these tools cannot be carried about and used whenever needed. The spell ties them into the task at hand, and when that task is completed the spell expires. Thus, while the spell may last seven hours, if the job the tools were created for only takes three hours, the tools will disappear at that time. Also, if anyone attempts to use the tools as weapons, they immediately dissipate.

The material component for this spell is a small bagful of sand from which the tools can be drawn as needed.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Sand Whisper

(Alteration)

(Province: Sand)



Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 rd./level + 1d4 rds.

Notes: Common for spellcasters from an arabian setting and among the desert mages of the Anauroch area of the FORGOTTEN REALMS setting; otherwise, very rare.

Sand Worm

(Necromancy)
(Province: Sand)



Level: 8
Range: Touch
Components: V, S, M
Casting Time: 8
Duration: 6 turns/level
Area of Effect: 1 creature
Saving Throw: Neg.

This spell turns the recipient into a “sand worm”—a man-sized, mouthless, mute, mottled thing that no longer needs to breathe, eat, drink, or eliminate. It can burrow through sand with ease to hide or sleep beneath the surface. The worm can sense major temperature changes, such as nightfall on the surface above, but temperature extremes do not harm it.

While underground, its infrared sense also allows it to detect warm-blooded creatures who are man-sized or larger within 30 feet; above ground the range is doubled. Transformation into worm-form heals 2d4 points of damage for the recipient. A sand worm can wriggle on the surface with a movement rate of 9. It can wriggle at the same rate upon a sea floor or lake bottom, though it can't swim. When burrowing beneath the sand, its movement rate increases to 12. The sand worm can carry objects up to the size and weight of an armored man—provided someone else ties the cargo to the worm. The worm has no limbs (or mouth) with which to hold anything.

A sand worm's Armor Class is 6 and its THAC0 is 17. It can fight only by rolling over or slapping at an opponent with its bulk, inflicting 3d4 points of crushing damage per round. The spell recipient's intellect and senses are unchanged, but the worm cannot speak or cast spells. Further, the recipient cannot escape his worm-form before the spell expires unless the caster wills it, or unless someone applies *dispel magic* or a similar spell.

The material component of this spell is any live worm, which must be swallowed by the caster.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Sand Worm: AC 6; MV 9 Br 12; hp As creature; THAC0 17; #AT 1; Dmg 3d4; SZ L.

Sandcone

(Evocation)
(Province: Sand)



Level: 4
Range: 30 yds.
Components: V, S, M
Casting Time: 4
Duration: Special
Area of Effect: Cone 10 ft. deep/level with 10-ft. diameter/level
Saving Throw: None

With this spell a wizard can excavate a cone-shaped area of sand at a location upon which he concentrates. The base of the cone is toward the surface; the tip points downward. Excavated sand (or dust) is transported to a random location 1d6 miles away. Often, the sand is dispersed in a windy gust. Only sand and dust are moved; rocks, plants, animals, and buried objects remain in place. As a result, this spell works best in regions of great expanses of sand, such as open desert.

The *sandcone* spell keeps the area clear of sand as long as the caster remains conscious and concentrating. When this ceases, sand falls in normally. The cone's magic does not prevent sand slides or collapses if another individual begins excavating around the cone.

The *sandcone* spell enables the wizard to dig toward anticipated water and uncover buried beings or things. It can also create a prison or trap. For the last purpose, the caster can create a pit in the loose sand beneath an enemy's feet. When the foe falls in, the caster deliberately ends the magic, trapping the opponent at the bottom of the pit.

The material components of this spell are the hair of a desert rat (jerboa) and a pinch of sand.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Sands of Time

(Alteration)
Reversible



Level: 7
Range: 10 yds.
Components: V, S, M
Casting Time: 8

Duration: 1 rd.

Area of Effect: Up to 10 cu. ft./level

Saving Throw: Neg.

With this spell, a wizard can reverse the effects of aging and erosion on any nonliving, material object. The degree of aging that can be reversed depends upon the level of the caster.

The table also shows the average effects of time and the elements on various materials (items protected from the elements might take longer to erode, but use these times for all restoration). Papyrus and wooden objects fade over time, making it difficult, but not impossible to read or identify surface features. Fragile objects must survive an item saving throw vs. fall each time they are used; brittle items must survive vs. crushing blow. Crumbled items are unusable but still identifiable as papyrus or wood; dust is completely unidentifiable and unusable.

Stone and metal items wear away over time, and their shapes smooth out until the item is completely worn away. Paint indicates that artificial coloration is gone or unrecognizable; etching means carved letters or pictures are worn away; relief indicates that deeply carved

letters or images are severely eroded; form indicates that time has eroded away all but the basic form of the original stone or metal. The fractions $\frac{1}{2}$ and $\frac{3}{4}$ tell when the item has lost that amount of its original mass. Dust means the original item is completely gone, eroded away to nothing.

An 18th-level wizard could, for example, turn even a pile of dust back into the new, clean piece of papyrus it once was, turn the crumbled remains of a staff back to its original form, or even restore a painted map on the wall of a temple constructed of soft stone. This spell cannot restore damage done to an object by anything other than natural aging or erosion; for example, it could not recover a wand whose final charge was expended. Use the table as a guide for other objects that don't exactly fit into these categories.

The reverse of this spell, *accelerate erosion*, allows the wizard to speed up the erosion of any nonliving material object. In the example above, the 18th-level wizard could turn a clean piece of papyrus to dust, turn a new staff of wood into crumbled pieces, or erase a painted map from a wall of stone.

Sands Of Time Table

Level	Time Reversed	Effects on:				
		Papyrus	Wood	Soft Stone	Hard Stone	Metal
9	30 days	Faded	—	—	—	—
10	1 year	Fragile	—	—	—	—
11	2 years	Brittle	Faded	—	—	—
12	5 years	Crumbled	Fragile	—	—	—
13	10 years	Dust	Brittle	—	—	—
14	20 years	—	Crumbled	Paint	—	—
15	50 years	—	—	—	—	—
16	100 years	—	Dust	Etching	—	—
17	200 years	—	—	Relief	Paint	—
18	500 years	—	—	Form	—	Paint
19	1,000 years	—	—	$\frac{1}{2}$	Etching	—
20	2,000 years	—	—	$\frac{3}{4}$	—	Etching
21	5,000 years	—	—	Dust	Relief	—
22	10,000 years	—	—	—	—	Relief
23	20,000 years	—	—	—	Form	—
24	50,000 years	—	—	—	—	Form
25	100,000 years	—	—	—	$\frac{1}{2}$	—
26	200,000 years	—	—	—	—	$\frac{1}{2}$
27	500,000 years	—	—	—	$\frac{3}{4}$	—
28	1,000,000 years	—	—	—	—	$\frac{3}{4}$
29	2,000,000 years	—	—	—	Dust	—
30	5,000,000 years	—	—	—	—	Dust

The material components for this spell are a tiny hour glass (during the spell, the sands run up) or for the reverse, a miniature sundial that timed the passage of at least 1 year.

Notes: Common for spellcasters from the DARK SUN setting; otherwise, very rare. Optionally, uncommon for chromomancers.

Sandspray

(Alteration)

(Province: Sand)



Level: 3

Range: 10 yds./level

Components: V, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: ½

The *sandspray* spell causes a pillar of sand up to 30 feet high to erupt around one creature. The blinding spray causes 1d6 damage for every two levels of the caster (round down) and requires no attack roll. The creature is allowed a saving throw vs. spell for half damage. Even a creature that saves will be blinded by sand for 1d4+1 rounds. While blinded, the creature cannot cast spells and attacks with a -4 penalty.



The material component is a pinch of sand.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Sandstorm — Old Empire (Evocation)

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 60-ft. radius

Saving Throw: None

By means of this spell, the caster creates a vortex of violently churning sand. All creatures within the area of effect suffer 3d10 points of damage. The sand blinds creatures while they are in its area of effect, and there is a 50% chance that any creature trying to move in the area falls down. Torches and small fires are extinguished by the storm.

The material component for this spell is a fistful of sand.

Notes: Uncommon spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Sandswallow

(Evocation)

Level: 9

Range: 1 yard/level

Components: V, S, M

Casting Time: 9

Duration: Instantaneous

Area of Effect: 20-ft. radius

Saving Throw: Special

This spell can be used only in an area of sand, quicksand, mud, or bog. It causes a circular area of the surface to suddenly collapse 30 downward, so the surrounding sand or mud rushes in to fill the hole. Any creatures in the affected area must save vs. spell to "swim" and avoid being buried (they finish atop the morass, reduced to half movement rate and lacking any items they were holding; these are buried).

Buried beings can dig upwards 6 feet each round in which they make a successful Dexterity Check. After the second round of imprisonment, any creature without a magical source of air, or the natural ability to exist in rock (for example, an umber hulk) suffers 1d4 suffocation damage

per round. This continues until death occurs or the creature digs its way free. In the round in which they emerge, buried creatures cannot move from the spot in which they come up, and all attacks against them automatically hit.

Notes: Known by the desert mages of the Anauroch area of the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Sargasso

(Alteration)

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: 10 × 10 ft./level

Saving Throw: Special

This spell creates a mass of thick seaweed in a body of water, making it difficult to sail through. The approximate depth of the seaweed is 5 feet. The caster can create a 10 × 10-foot mass per level—about 35 feet × 20 feet at 7th level. Ships sailing through the weed have their speed diminished by 2 mph if they are sail-powered, or 3 mph if they are oar-powered. Ships reduced zero speed or less are *entangled* (as the spell), and unable to move. At least half the ship's length must be in the area of effect for its movement to be reduced. A large ship might not be affected by a small *sargasso* region, even if it sails right through.

Swimming creatures have their movement reduced by 6. Air-breathing creatures reduced to a move of 0 or less must make a successful saving throw vs. death or be trapped below the surface.

The material component of this spell is a small amount of seaweed and a handful of live brine shrimp, which must be tossed into the water.

Notes: Common in the Sea of Fallen Stars area of the FORGOTTEN REALMS setting, uncommon for Sea mages; otherwise, rare.

If the *Ships and the Sea* rules are used, a sailing ship loses $\frac{1}{3}$ of its base movement rate during any round in which it moves through a *sargasso* region able to affect it. Thus, a ship with a base move of 12 loses 4 in the weeds. If the sail-driven movement is only 6, then the actual movement rate is 2.

Oared ships lose $\frac{2}{3}$ of their base movement rate, and may be delayed 1d6 rounds after they leave the area if their blades become fouled with weed. Rower fatigue is doubled in the weed. For example, with a base movement of 9, the effective movement of an oared ship is only 3, and the rowers will tire more quickly.

Sathrah's Ingenious Recollection

(Alteration)

Level: 9

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This potent spell allows the wizard to replace spells he currently has memorized with others of the same level from his spellbook. Spells already cast cannot be replaced. The wizard can exchange up to one spell level per experience level in this fashion, so an 18th-level caster could exchange three 6th-level spells on the spot, or two 5th-level and one 8th-level spell, or any other combination up to his total number of experience levels that he likes.

Those who know this spell usually can feel safe memorizing whatever spells they want. After all, if those spells seem inappropriate for a situation that develops, the character can change them. For example, if a wizard planning to study all day memorizes *read magic*, *consume knowledge*, and similar spells, then comes under attack by an invisible stalker, the wizard can change these spells to a more appropriate offensive and defensive selection.

However, this spell cannot always save a wizard. Sathrah himself, one of the most self-important figures ever to teach at the Great School of Glantri, recently fell 100 feet to his death from the roof of his tower—presumably while trying to obtain *fly*. Some former students were disciplined for snickering over the tragedy, theorizing that Sathrah should have developed a faster method instead of an ingenious one. The mighty wizard Sathrah preferred to call this spell *Sathrah's ingenious method for the instantaneous recollection of dweomers and enchantments*, but most scholars familiar with

the work have reduced this grandiose title to *Sathrah's ingenious recollection*.

Notes: Common in the MYSTARA setting; otherwise, very rare. A PC using this spell should not be given unlimited time to consider his choices.

Optional Rule: In tournament play (and otherwise at the DM's option), the player must choose and physically (legibly) record his new spells within 60 seconds, as timed by the DM, with failure leaving the original selection unchanged.

Sathrah's Ingenious Method of Instantaneous Recollection of Dweomers and Enchantments

A MYSTARA setting spell, aka Sathrah's ingenious recollection.



Satire — Bard

(Conjuration/Summoning)

Level: 5
 Range: Special
 Components: V, S
 Casting Time: 1–12 days
 Duration: Special
 Area of Effect: 1 individual
 Saving Throw: Special

The use of this powerful song is a bit tricky. It reflects the ability of a high level bard to ridicule a prominent public figure who behaves incorrectly. The scandalous song has the effect of halving its target's Charisma until he repents and atones for his actions. However, the target's actions must truly be objectionable in the prevailing moral climate of the area (DM's decision, based on the prevailing alignment of the region); otherwise, the satire is unjust and the bard's own Charisma is halved instead, until he travels at least 50 leagues away, and does not return to the region for one full year. While singing nasty songs about the evil Duke is fun, woe to the bard unlucky enough to be caught in the act by the Duke's men.

The bard must perform publicly before a sizeable audience, at least once per day for a number of days equal to a secret die roll made by the DM. The spell also requires the bard to play upon his instrument, while singing, as the verbal and somatic components of the spell.

Notes: Restricted to bards; common.

Scalding Spout

(Evocation)

Level: 3
 Range: 10 ft./level
 Components: V, S, M
 Casting Time: 3
 Duration: Instantaneous
 Area of Effect: 1 creature
 Saving Throw: ½

Holding out a hand palm forward, a wizard casting *scalding spout* projects a high-pressure stream of boiling water at a single target within range. The caster must make a successful attack roll with a +2 bonus to aim the blast. If he strikes his target, the victim suffers 2d6 points of impact damage, plus 1d6 points of heat damage for each level of the caster (up to 10d6 points of heat damage). The target creature must

roll two saving throws vs. spell: one to resist the impact and one to resist the heat. Success for either save cuts that portion of the spell's damage in half. If the caster misses with his attack roll, the *scalding spout* may endanger another character near the target, at the DM's discretion.

The material component is at least 1 ounce of fresh water.

Notes: Common in the MYSTARA setting; otherwise, very rare.

Scalesnare — Hishna (Alteration, Evocation)



Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This spell allows the caster to turn an ordinary snake skin into a tenaciously-grasping tentacle of hishna magic. The artisan enchants the skin by casting the spell upon it; he has one turn to use it. He must hurl it at a target creature within 10 feet, striking the victim with any part of the skin. All creatures are assumed to have an Armor Class of 10 against this attack.

The *scalesnare* enwraps the target victim with a successful hit, pinning its arms (or front legs, if it is a four-footed creature). The ensnared creature can make no attacks with hands or forelegs, and loses any Dexterity benefit to Armor Class. A huge creature, or a large creature with ogre strength or better can ignore the *scalesnare* attack.

The snare remains effective for a full day. It cannot be cut by any nonmagical blade—even one of metal. A creature that can bite or slash creatures vulnerable to weapons of +1 enchantment or better can free itself in an amount of time decided by the DM.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Scapegoat (Enchantment/Charm)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 20-ft. radius around
creature touched

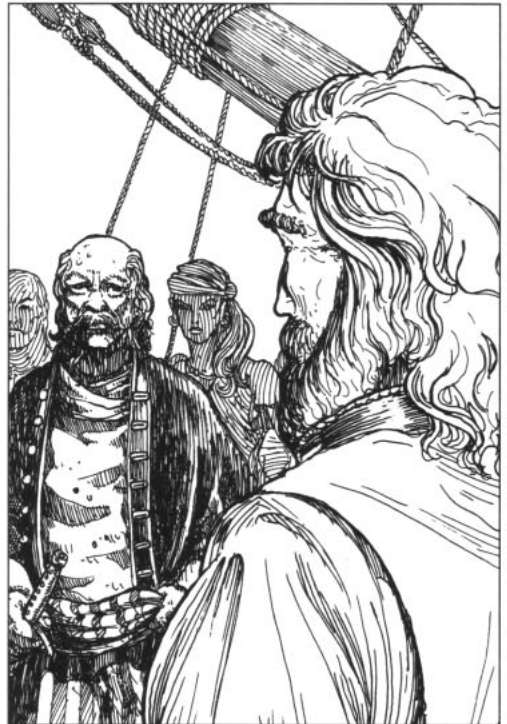
Saving Throw: Special

When a wizard finishes casting this enchantment on a living being, all those within a 20-foot radius believe the being is to blame for all of their troubles. The affected creatures attack the enchanted being until the spell wears off, the being dies, or a *dispel magic* is cast.

Those within the area are affected if they have animal Intelligence or higher. Affected creatures are allowed a saving throw vs. spell each round to come to their senses. The caster is not affected by the enchantment.

The material components are a pinch of goat's hair and a stone that is thrown in the chosen target's direction.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)



Scare**(Enchantment/Charm)**
(Shadow)

Level: 2
 Range: 30 yds. + 10 yds./level
 Components: V, S, M
 Casting Time: 2
 Duration: 1d4 rds. + 1 rd./level
 Area of Effect: 15-ft. radius
 Saving Throw: Special

This spell causes creatures with fewer than 6 Hit Dice or levels of experience to fall into fits of trembling and shaking. The frightened creatures have a -2 reaction adjustment and may drop items held if encumbered. If cornered, they fight, but with -1 penalties to attack rolls, damage rolls, and saving throws.

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

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

Notes: Common spell (*PHB*).

Scarf — Geisya**(Evocation)**

Level: 3
 Range: 10 ft.
 Components: S, M
 Casting Time: Special
 Duration: Special
 Area of Effect: 3 scarves/level
 Saving Throw: None

The geisya casts the first half of this spell when a number of scarves are at hand—the casting requires one round. The scarves begin to vanish one by one; the geisya can make three scarves per level of experience vanish. The geisya casts the second part of this spell (which takes another two rounds) when the scarves are to reappear. The scarves can be maintained in the spell's "holding area" for up to one day, at which time they automatically reappear around the geisya. A successful *dispel magic* spell makes the scarves reappear immediately.

The geisya pulls scarves from her sleeves, the robes of her audience, another geisya's ear, etc. The scarves are not detectable when in this

magical limbo. The spell is sometimes used to transmit secret messages.

Notes: Common for geisya in oriental settings, uncommon for wu jen and ninja spellcasters; otherwise, very rare.

Scatterspray**(Alteration)**

Level: 1
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 1
 Duration: 1 rd.
 Area of Effect: 10-ft. radius
 Saving Throw: Neg.

Upon casting this spell, the wizard can point to any collection of small, unsecured items grouped together within the spell's range and cause them to fly off in all directions simultaneously. The items fly 10 feet in random directions, rebound against the limits of the spell, and bounce around inside the area of effect for one round, damaging those caught in the area.

No less than six items nor more than 14 can be affected. The items can be no larger than chicken eggs and are typically such things as coins, marbles, gems, dice, or sling bullets. Items in pouches or otherwise restrained are not affected, though those in an open pouch can be affected by this spell.

Creatures of size S generally take 1d6 points of damage from the shrapnel, while those of size M take 1d4 and those of size L and larger are unharmed. A successful saving throw vs. spell negates the damage. Small creatures flying into a *scatterspray* must successfully save vs. spell or be grounded, unable to fly, for 1d4 turns. Size M or larger flying creatures are unharmed. Magical protections such as *shield*, *wall of force*, *Bigby's hands*, and *protection from normal missiles* will protect those within from the effects of the spray. The caster is always unharmed by the spray, even if within its area of effect.

The damage from the *scatterspray* spell assumes hard objects are used for missiles. Eggs, fruit, and other soft objects can be used, but this reduces damage by 2 points in all cases (down to a minimum of 0). Spellcasting is not possible from inside a spray if the spellcasting opponent fails a saving throw vs. spell.

The material components of this spell are a flint and steel or tinderbox.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Briel's Book of Shadows*.

Scintillating Sphere

(Evocation)

Level: 3
 Range: 15 yds. + 10 yds./level
 Components: V, S, M
 Casting Time: 3
 Duration: Instantaneous
 Area of Effect: 10-ft. radius
 Saving Throw: ½

This spell causes a grape-sized sphere to appear near the caster. The sphere then travels in a straight line at high speed to a location in sight of the spellcaster.

Upon reaching this location, the sphere pulses outward twice and then disappears. Damage is caused by the second pulse only, and is electrical. Damage caused is 1d6 for every level of the caster, to a maximum of 10d6 (save vs. spell for half). Saving throws for items are made vs. lightning.

The caster chooses the location by pointing at the spot and speaking the distance for the sphere to travel. The sphere pulses at the distance spoken.

The material components are a small glass sphere and a pinch of iron oxide. The components are consumed in the casting.

Notes: Common in the Halruua region of the FORGOTTEN REALMS setting (the Shining South); otherwise, very rare.

Screen

(Divination, Illusion)

Level: 8
 Range: 0
 Components: V, S
 Casting Time: 1 turn
 Duration: 1 hr./level
 Area of Effect: 30-ft. cube/level
 Saving Throw: Special

This spell combines several elements to create a powerful protection from scrying and direct observation. When the spell is cast, the wizard dictates what will and will not be observed in the area of effect.

The illusion created must be stated in general terms. Thus, the caster could specify the illusion



of him and another playing chess for the duration of the spell, but he could not have the illusionary chess players take a break, make dinner, and then resume their game. He could have a crossroads appear quiet and empty even while an army is actually passing through the area. He could specify that no one be seen (including passing strangers), that his troops be undetected, or even that every fifth man or unit should be visible. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by the caster with no saving throw allowed. Sight and sound are appropriate to the illusion created. A band of men standing in a meadow could be concealed as an empty meadow with birds chirping, etc. Direct observation may allow a saving throw (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlookers in the area would become suspicious if the column of a marching army disappeared at one point to reappear at another! Even entering the area does not cancel the illusion or necessarily allow a saving throw, assuming the hidden beings take care to stay out of the way of those affected by the illusion.

Notes: Common spell (PHB).

Scrollsee — Hishna**(Divination, Enchantment)**

Level: 2

Range: Sight

Components: V, S, M

Casting Time: Special

Duration: Up to 1 turn

Area of Effect: 1-ft. × 1-ft. sheet

Saving Throw: None

The *scrollsee* spell allows the caster to record the events occurring around him on a piece of parchment, and to have those events replayed as moving pictures some time in the future. The caster must have a plain sheet of papyrus, parchment, or smooth bark. As he casts the spell, he looks at the scene he wishes to record. The casting can continue for up to a turn, though it requires full concentration from the caster—he cannot move, though he can be transported in a smooth-traveling craft. Horseback riding, however, or a human-borne litter are too rough to allow sufficient concentration.

The picture can be replayed by a recasting of the same spell, by the same or a different caster. The image is lifelike, but its quality is affected by the material used for the spell. Also, the size of the image is about a foot square, so tiny details are indiscernible.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Scry**(Divination)**

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 3 rds./level

Area of Effect: 1/3 mi./level

Saving Throw: None

This spell allows the wu jen to see and hear events within the area of effect of the spell, despite most obstructions. The spell requires a large bonfire, a pool of still water, a mass of clouds, a section of smooth natural stone, or a quiet grove (depending on the element, if any, favored by the wu jen).

Upon casting the spell, the element forms a smooth polished mirror, unaffected by any outside disturbance. By concentrating on this mirror, the wu jen can call forth any scene cur-

rently occurring within the area of effect. Standing outside a castle, a wu jen could scry into a pool of water to see what is currently transpiring within the walls of the castle.

The spell provides a perfectly clear picture and normal sound just as if the wu jen were present where the scene is taking place. The communication is strictly one-way—the wu jen cannot speak or otherwise influence the scene he is observing.

Spells cannot be passed through this mirror. The scrying is blocked by a thin coating of lead or gold that is at least 1/8-inch thick. Of course, magical protections likewise prevent the operation of a *scry* spell.

The element used as a spell focus returns to its original state at the conclusion of the spell.

Notes: Common in oriental settings; otherwise, very rare.

Sculpt Features**(Alteration)**

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 5 rds.

Duration: Special

Area of Effect: Creature touched

Saving Throw: Special

This cosmetic polymorphing spell allows the caster to physically alter the appearance of any one creature touched, including himself. He cannot create new appendages or organs, lose old ones, or otherwise alter basic body structure. The caster also cannot alter the subject's basic mass. An unwilling and resisting subject receives a saving throw vs. spell to negate the spell's effect.

The caster is free to rearrange the subject's mass to a considerable extent. He can, for example, make the subject up to 10% taller or shorter than its original height or create the impression that the subject has gained or lost up to one third of its original weight.

Beyond these limitations, the caster can alter the subject's appearance as he chooses. He can make a man look like an elf, change a wolf into a Great Dane, turn a freckle-faced little girl into a haggard old woman, or cover a cow's hide with purple spots.

A caster who wishes to duplicate the exact features of a particular creature must possess either skill with disguises or artistic ability as a

sculptor. An appropriate proficiency check is required (or an Intelligence check if the non-weapon proficiency rule are not being used). If the check fails, the copy is imperfect.

The effects of a *sculpt features* spell are cosmetic only. No system shock roll is required to survive the change and no magic is needed to maintain the change once it is made. The subject of a *sculpt features* spell does not radiate magic and does not return to its original form through death or a *dispel magic* spell. The subject's new features become its natural features.

The material components of this spell are a few drops of doppelganger blood and a powdered moonstone worth no less than 50 gp.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Sea Sight

(Divination)
(Province: Sea)



Level: 1
Range: Touch
Components: V, S, M
Casting Time: 1
Duration: 2 rds./level
Area of Effect: 1 creature
Saving Throw: None

The recipient of this spell gains the ability to see beneath the waves almost as easily as he can on land. His range of vision underwater becomes twice what it is normally. (See the Underwater Combat rules in the *DMG* for details.) For example, the base range of sight for characters is normally 50 feet in fresh water and 100 feet in sea water; with this spell, it becomes 100 feet and 200 feet, respectively. Modifications for depth, underwater vegetation, and darkness still apply. For example, at a depth of 50 feet in fresh water, a character can normally see 10 feet; with this spell, he can see 20 feet.

More important, *sea sight* enables a recipient who is above the waters' surface to stare down into without the problems of refraction and reflection. His range of vision equals his usual base range (doubled by the spell), minus his distance above the water. There is no depth penalty, but rules for darkness and vegetation still apply. For example, an ocean-faring character can normally see up to 200 feet underwater with this spell. If he stands on a ship deck 20 feet above the water, he can still see 180 feet below the surface. In this way, he can watch for attackers

swimming up from below.

The material component of *sea sight* is the eye of an octopus or squid, which is destroyed during the casting.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Seal Mouth

(Alteration, Enchantment/Charm)

Level: 2
Range: 10 yds./level
Components: V, S, M
Casting Time: 1
Duration: 2 turns/level
Area of Effect: 1 creature
Saving Throw: Neg.

This spell prevents a person from being able to speak against the caster. A subject who fails a saving throw vs. spell is unable to say anything that he believes to be insulting, critical, or otherwise defamatory about the caster—if he tries, his lips seal shut and no words come out. This seal cannot be dispelled, but a *remove curse* is effective.

The spell's material component is a mouse hole, sealed with pitch.

Notes: Common for evil witches, uncommon for enchanters; otherwise, very rare.

Seal Path

(Abjuration)
Reversible

Level: 5
Range: 10 ft./level
Components: V, S, M
Casting Time: 5
Duration: Permanent
Area of Effect: 1 wizard
Saving Throw: Neg.

The wizard affected by this spell can learn no more spells in a path, such as a school or other specialty (chosen by the caster from among those the caster knows the target follows), until this spell is removed. A targeted wizard who fails a saving throw vs. spell by 4 or more also suffers the effects of a *close path* spell affecting the same path for the remainder of the day.

A wizard who makes the saving throw by more than 4 can reflect the spell back at the caster. The caster is entitled to a saving throw against the weakened, reflected spell with a +4



bonus; if he succeeds there is no effect, but if he fails the spell affects him normally. The spell cannot be reflected more than once.

The seal on the chosen path can be removed only by an *open path* spell (the reversed form of *seal path*), a *limited wish*, or a *wish* spell.

The material component is a shining seal made of a special alloy of lead and mithral. The seal is inscribed with the victim's name or sigil. Its cost is not less than 1,000 gp, and it disappears when the spell is cast.

The reversed form, *open path*, removes the effect of a *seal path* spell. The material component is the same.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Searing Serpent (Conjuration/Summoning) (Fire)

Level: 3

Range: 30 yds.

Components: V, S

Casting Time: 2

Duration: 2 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: Special

Use of this spell conjures a serpent composed of writhing flame from the Elemental Plane of Fire. The serpent appears anywhere within the spell's range. It can be moved at a rate of 15 if concentration is maintained and the serpent remains within the spell's range. The serpent strikes using the caster's THAC0, causing 1d8 points of fire damage per successful strike. The serpent also sets fire to flammable items that its body contacts (wooden floor, bed, carpets, etc.), requiring a saving throw vs. normal fire for every round of contact. For every additional round after the first that an item is fully exposed to the serpent's flame, a -1 penalty is applied to the save, to a maximum of -3.

Items on a target, such as clothing, are also required to make an item saving throw. This spell cannot be cast underwater. It is easily extinguished by as little as a quart of water (a successful attack must be made against the serpent, using the wizard's Armor Class, for the water to extinguish the serpent).

Notes: Rare for conjurers and fire mages; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Secret Chest, Leomund's

See Leomund's secret chest.

Secret Page

(Alteration)

(Geometry)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 1 page, up to 2 ft. sq.

Saving Throw: None

When cast, a *secret page* spell alters the actual contents of a page so that they appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks. The text of a spell can be altered to show a ledger page or even another form of spell. *Confuse languages* and *explosive runes* spells can be cast upon the secret page, but a *comprehend languages* spell cannot reveal the secret page's contents. The caster is able to reveal the original contents by speaking a command word, perusing the actual page, and then returning it to its secret page form. The caster can also remove the spell by double repetition of the command word. Others noting the dim magic of a page within this spell cloaking its true contents can attempt to dispel magic, but if it fails, the page is destroyed. A *true seeing* spell does not reveal the contents unless cast in combination with a *comprehend languages* spell. An *erase* spell can destroy the writing.

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

Notes: Common spell (PHB).

Secret Signs

(Alteration)

Level: 1

Range: 0

Components: S

Casting Time: 1

Duration: 1 rd.

Area of Effect: Caster and one other

Saving Throw: None



This spell creates a secret method of communication between the wu jen and one other intelligent creature. The creature to be communi-

cated with is named when the spell is cast and must be within hearing and visual distance of the caster. By means of *secret signs*, the caster can communicate a complete thought of 25 words or less through a single gesture, utterance, or even the placement of an object. The message is understood by the creature regardless of language, although the interpretation of the message is another matter.

The wu jen could, for example, wave his hand in the air transmitting the message, "Come see me when all are asleep," or place a scroll on the table in such a way to say, "Leave now and wait for me to contact you." Obviously, the recipient of the message must be able to see and hear the wu jen clearly for the spell to work. The *secret signs* spell cannot be used to trigger or deliver other spells of any type.

The spell has no component other than the somatics of the specific method used to send the message. Thus, this spell might be used even when the wu jen is bound and gagged.

Notes: Common in oriental settings; otherwise, very rare.

Secret Word, Odeen's

See Odeen's secret word.

Secure

(Alteration)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Permanent

Area of Effect: 10 sq. ft./level

Saving Throw: None

By casting this spell, the caster makes a door, chest, or portal proof against being opened or passed through by any means short of physical destruction of the door or chest. The portal, door, or chest cannot be opened by anyone, including the caster himself. A *dispel magic* spell can bring the *secure* spell to an end and a *limited wish* will end it, but otherwise the door or chest cannot be opened normally again.

The door or chest is protected from all physical attack for a number of rounds equal to the caster's level. After that, the door or chest can be broken physically but retains a number of other protections: It cannot be damaged by fire, cold, or electricity, nor can its object be affected by spells that would change the nature of the area

of the spell effect: *vanish, reduce, dig, or transmute rock to mud*. Such spells do not have any effect on the door or chest.

A *knock* spell does not open a secured area, though *chimes of opening* do. Glyphs, *explosive runes*, and *symbols* cannot be cast upon an area protected by a *secure* spell; they immediately detonate or take effect if the attempt is made. A portal protected by this spell can be bypassed by dimension breaching magic such as *dimension door* or by entering the Ethereal Plane. Such movement does not alter the security of the portal. The area protected by this spell radiates a strong aura of alteration magic.

The material components of this spell are a small piece of iron and a semiprecious gemstone of any type.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Orjalun's Arbatel*.

Secure Shelter, Leomund's

See Leomund's secure shelter.

Seduction — Witch

This series was originally presented in an early DRAGON Magazine article detailing an NPC class, the Witch. Designed for a combat-oriented playing style; the classic encounter was the disarming of the hero before a trap was sprung. This update brings the spell more into line with contemporary play.

The saving throw vs. spell is changed to one vs. paralyzation. This gives the witch about a 50% chance of success (assuming a Charisma in the "High" range) against characters of equal level (though warriors and rogues will fare somewhat less well...).

DMs preferring the original version can simply substitute a saving throw vs. spell, broaden the warrior code bonus to all groups, and restrict the spell to affect male humans and half-elves only.

Seduction I — Witch (Enchantment/Charm)

Level: 1

Range: 60 yds.

Components: V, S

Casting Time: 1

Duration: 1 turns

Area of Effect: 1 male human, demihuman, or humanoid

Saving Throw: Special

Any male human or demihuman affected by this spell casts aside all weapons, armor, and clothing in an attempt to seduce the witch; a male humanoid becomes a fanatical guardian and protector, instead. The victim is allowed a saving throw vs. paralyzation.

The level of the *seduction* spell (I through VIII) and the witch's Reaction Check adjustment for Charisma are applied as penalties to the subject's saving throw. Wisdom adjustments and any resistance to *charm* spells apply as well. Warriors who are true to strict codes of chastity or virtuous behavior gain a +4 bonus to resist the spell's effect. (At the DM's discretion, a character with the opposite habits might receive a penalty of -1 to -4.) For example, a witch with a Charisma score of 16 (Reaction Check adjustment of -5) using *seduction III* (penalty of -3) creates a saving throw penalty of -8.

A human or demihuman character who fails to resist first discards his gear, then approaches the witch with romance in mind, regarding her as a beloved paramour; note that it may take several rounds to get rid of plate mail or other heavy armor. The witch can exercise the influence of the *charm person* spell over him, but about the only course of action that seems reasonable to the subject is to passionately embrace the caster. If the witch wishes, she can then attack (or have her allies attack) the unarmed and unarmored subject. If harmed by the witch's minions, the victim immediately gains another saving throw to escape the witch's influence. If the witch herself injures him, the spell is immediately broken.

The *seduction I* spell lasts for two turns, or until broken by attack. When the spell ends, the subject regains his senses, requiring one to four rounds to re-arm and re-equip himself, depending on the type of armor worn.

Notes: Restricted to witches (common) and female enchanters (uncommon).

Seduction I–VIII
Charisma Reaction Adjustments

Charisma	Adj.	Charisma	Adj.
1	-7	13	+1
2	-6	14	+2
3	-5	15	+3
4	-4	16	+4
5	-3	17	+5
6	-2	18	+6
7	-1	19	+7
8–12	0	20+	+1/point

Seduction II — Witch

(Enchantment/Charm)

Level: 2
 Range: 60 yds.
 Components: V, S
 Casting Time: 2
 Duration: 2 turns
 Area of Effect: 1 male human, demihuman, or humanoid
 Saving Throw: Special

This spell resembles *seduction I* in most respects, with a -2 base penalty to the saving throw vs. paralyzation, and a duration for the *charm* effect of 2 turns. The witch's Reaction Check adjustment for Charisma is a penalty to the saving throw. Chaste or virtuous warriors gain a +4 bonus to their saving throws. Resistance to *charm* spells can negate the spell.

A human or demihuman male who fails to make a saving throw vs. paralyzation discards his gear and approaches the witch with romance in mind, regarding her as a beloved paramour; a male humanoid becomes a fanatical guardian and protector, instead.

A male human or demihuman who fails to resist is effectively *charmed*, but with a romantic bent. The victim immediately gains another saving throw to escape the spell if injured or harmed. If the witch herself injures him, this spell is instantly broken.

The *seduction II* spell lasts for two turns, or until broken. When the spell ends, re-arming takes one to four rounds, depending on the armor worn.

Notes: Restricted to witches (common) and female enchanters (uncommon).

Seduction III — Witch

(Enchantment/Charm)

Level: 3
 Range: 60 yds.
 Components: V, S
 Casting Time: 3
 Duration: 3 turns
 Area of Effect: 1 male human, demihuman, or humanoid
 Saving Throw: Special

This spell resembles *seduction I* and *II* in most respects, with a base -3 penalty to the saving throw vs. paralyzation, and a duration for the *charm* effect of 3 turns. The witch's Reaction Check adjustment for Charisma is a penalty to the saving throw. Chaste or virtuous warriors gain a +4 bonus to their saving throws. Resistance to *charm* spells can negate the spell.

A human or demihuman male who fails to make a saving throw vs. paralyzation discards his gear and approaches the witch with romance in mind, regarding her as a beloved paramour; a male humanoid becomes a fanatical guardian and protector, instead.

A male human or demihuman who fails to resist is effectively *charmed*, but with a romantic bent. The victim immediately gains another saving throw to escape the spell if injured or harmed. If the witch herself injures him, this spell is instantly broken.

The *seduction III* spell lasts for three turns, or until broken. When the spell ends, re-arming takes one to four rounds, depending on the armor worn.

Notes: Restricted to witches (common) and female enchanters (uncommon).

Seduction IV — Witch

(Enchantment/Charm)

Level: 4
 Range: 60 yds.
 Components: V, S
 Casting Time: 4
 Duration: 4 turns
 Area of Effect: 1 male human, demihuman, or humanoid
 Saving Throw: Special

The spell resembles *seduction I* through *III* in most respects, with a base -4 penalty to the saving throw vs. paralyzation, and a duration for the *charm* effect of 4 turns. The witch's Reaction



tion Check adjustment for Charisma is a penalty to the saving throw. Chaste or virtuous warriors gain a +4 bonus to their saving throws. Resistance to *charm* spells can negate the spell.

A human or demihuman male who fails to make a saving throw vs. paralyzation discards his gear and approaches the witch with romance in mind, regarding her as a beloved paramour; a male humanoid becomes a fanatical guardian and protector, instead.

A male human or demihuman who fails to resist is effectively *charmed*, but with a romantic bent. The victim immediately gains another saving throw to escape the spell if injured or harmed. If the witch herself injures him, this spell is instantly broken.

The *seduction IV* spell lasts for four turns, or until broken. When the spell ends, re-arming takes one to four rounds, depending on the armor worn.

Notes: Restricted to witches (common) and female enchanters (uncommon).

Seduction V — Witch (Enchantment/Charm)

Level: 5

Range: 60 yds.

Components: V, S

Casting Time: 5

Duration: 5 turns

Area of Effect: 1 male human, demihuman, or humanoid

Saving Throw: Special

This spell resembles *seduction I* through *IV* in most respects, with a base -5 penalty to the saving throw vs. paralyzation, and a duration for the *charm* effect of 5 turns. The witch's Reaction Check adjustment for Charisma is a penalty to the saving throw. Chaste or virtuous warriors gain a +4 bonus to their saving throws. Resistance to *charm* spells can negate the spell.

A human or demihuman male who fails to make a saving throw vs. paralyzation discards his gear and approaches the witch with romance in mind, regarding her as a beloved paramour; a male humanoid becomes a fanatical guardian and protector, instead.

A male human or demihuman who fails to resist is effectively *charmed*, but with a romantic bent. The victim immediately gains another saving throw to escape the spell if injured or harmed. If the witch herself injures him, this spell is instantly broken.

The *seduction V* spell lasts for five turns, or until broken. When the spell ends, re-arming takes one to four rounds, depending on the armor worn.

Notes: Restricted to witches (common) and female enchanters (uncommon).

Seduction VI — Witch (Enchantment/Charm)

Level: 6

Range: 60 yds.

Components: V, S

Casting Time: 5

Duration: 6 turns

Area of Effect: 1 male human, demihuman, or humanoid

Saving Throw: Special

This spell resembles *seduction I* through *IV* in most respects, with a base -6 penalty to the saving throw vs. paralyzation, and a duration for the *charm* effect of 6 turns. The witch's Reac-

tion Check adjustment for Charisma is a penalty to the saving throw. Chaste or virtuous warriors gain a +4 bonus to their saving throws. Resistance to *charm* spells can negate the spell.

A human or demihuman male who fails to make a saving throw vs. paralyzation discards his gear and approaches the witch with romance in mind, regarding her as a beloved paramour; a male humanoid becomes a fanatical guardian and protector, instead.

A male human or demihuman who fails to resist is effectively *charmed*, but with a romantic bent. The victim immediately gains another saving throw to escape the spell if injured or harmed. If the witch herself injures him, this spell is instantly broken.

The *seduction VI* spell lasts for six turns, or until broken. When the spell ends, re-arming takes one to four rounds, depending on the armor worn.

Notes: Restricted to witches (common) and female enchanters (uncommon).

Seduction VII — Witch (Enchantment/Charm)

Level: 7
Range: 60 yds.
Components: V, S
Casting Time: 7
Duration: 7 turns
Area of Effect: 1 male human, demihuman, or humanoid
Saving Throw: Special

This spell resembles *seduction I* through *VI* in most respects, except that the subject suffers a -7 penalty to his saving throw, and the duration of the *charm* effect is 7 turns. The witch's Reaction Check adjustment for Charisma is a penalty to the saving throw. Chaste or virtuous warriors gain a +4 bonus to their saving throws. Resistance to *charm* spells can negate the spell.

A human or demihuman male who fails to make a saving throw vs. paralyzation discards his gear and approaches the witch with romance in mind, regarding her as a beloved paramour; a male humanoid becomes a fanatical guardian and protector, instead.

A male human or demihuman who fails to resist is effectively *charmed*, but with a romantic bent. The victim immediately gains another saving throw to escape the spell if injured or harmed. If the witch herself injures him, this spell is instantly broken.

The *seduction VII* spell lasts for seven turns, or until broken. When the spell ends, re-arming takes one to four rounds, depending on the armor worn.

Notes: Restricted to witches (common) and female enchanters (uncommon).



Seduction VIII — Witch (Enchantment/Charm)

Level: 8
Range: 60 yds.
Components: V, S
Casting Time: 8
Duration: 8 turns
Area of Effect: 1 male human, demihuman, or humanoid
Saving Throw: Special

This spell resembles *seduction I* through *VII* in most respects, with a -8 penalty to the saving throw, and a duration for the *charm* effect of 8 turns. The witch's Reaction Check adjustment for Charisma is a penalty to the saving throw. Chaste or virtuous warriors gain a +4 bonus to their saving throws. Resistance to *charm* spells can negate the spell.

A human or demihuman male who fails to make a saving throw vs. paralyzation discards

his gear and approaches the witch with romance in mind, regarding her as a beloved paramour; a male humanoid becomes a fanatical guardian and protector, instead.

A male human or demihuman who fails to resist is effectively *charmed*, but with a romantic bent. The victim immediately gains another saving throw to escape the spell if injured or harmed. If the witch herself injures him, this spell is instantly broken.

The *seduction VIII* spell lasts for eight turns, or until broken. When the spell ends, re-arming takes one to four rounds, depending on the armor worn.

Notes: Restricted to witches (common) and female enchanters (uncommon).

See Hidden Doors — Savant

(Divination)

Level: 3
Range: 40 ft.
Components: V, M
Casting Time: 1 rd.
Duration: 1 rd.
Area of Effect: 1 wall less than 50 ft. long
Saving Throw: None

This spell allows the savant to note secret or concealed doors within the area of effect. The surface of one wall up to 50 feet long can be scanned.

The material component is a polished glass lens through which the caster peers.

Notes: Restricted to savants, common. (Updated from *DRAGON Magazine*.)

See Through Other Eyes

(Divination)

Level: 2
Range: 90 yds.
Components: V, S
Casting Time: 2
Duration: 1 rd./level
Area of Effect: 1 creature per probe
Saving Throw: None

By means of this spell, a wizard can look through the eyes of any living creature within range. If the wizard knows a specific creature or person is within range, the spell can be made to take effect upon that specific creature. Otherwise, the wizard will find himself looking through the eyes of any creature within range,

determined randomly.

The creature thus affected experiences nothing to indicate that a spell is acting upon it, and remains in control of its own actions. (In other words, the wizard cannot force the subject to look at something.) Looking through another's eyes gives the wizard all of the visual capabilities of that creature (for example, infravision). Magic that prevents location or scrying prevents the operation of this spell. For example, the spell will not create a link with a creature wearing an *amulet of proof against location and detection*.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Seek — Witch

(Divination)

Level: 9
Range: Special
Components: V, S
Casting Time: 1 turn
Duration: Special
Area of Effect: 1 item, place, or creature
Saving Throw: None

By casting *seek*, a witch gains the ability to determine the location of any single item, place, or creature, and visualize all major aspects of its immediate surroundings (within 50 feet). She learns in what part of the world the thing being sought exists; the closer she is to the thing sought, the more definite her general idea of its location and the more details she can learn (see table).

Distance	Location	Viewing Time
250 mi.	Building/Site	1 turn
2,500 mi.	Town/Landform	5 rds.
25,000 mi.	Region	1 rd.
Extraplanar	Plane	Glimpse

For example, if a witch seeks an ancient spellbook hidden in a forgotten tower 800 miles away, she receives an impression of the nearest town or major landform (mountain, lake, etc.), and can examine the book and its surroundings for up to five rounds. If the book is actually 3,000 miles away, she gains only a one-round glimpse and an impression of the country or kingdom in which it lies.

If the witch is not personally familiar with the thing sought, the results are one step worse than normal. Spells or items that defeat scrying or

detection are effective against *seek* and may confuse or block the results.

The material component is a small lens of precious crystal, worth at least 500 gp.

Notes: Common for witches, optionally uncommon for diviners; otherwise, barred.

Optional: A witch who uses the *seek* spell to locate a thing protected against scrying can penetrate the protection, if she holds some physical object closely related to it; for example, a lock of hair from an individual, a pinch of dirt from a location, a scabbard that held a weapon, etc.

Breaching such protections ages the witch 1 to 5 years, depending on the strength of the protective magic. The witch knows the exact cost and can abandon the spell if desired. Artifacts and relics can be located, but these always age the caster. As payment for her services, the witch might require a magical item or a sum of 10,000–40,000 gp (50% chance for either).

Seek Teleporter

(Divination)

Level: 6

Components: V, S

Casting Time: 1

Range: 0

Duration: Instantaneous

Area of Effect: 90-ft. radius

Saving Throw: None

By means of this spell, the wizard can discern the exact destination of another individual who used *teleport*, *dimension door*, or *shadow walk* within the last turn and possibly follow. The caster must decide whether to simply learn the quarry's destination or to actually follow him during the casting process—before anything else is known. The caster must be within 90 feet of the place from which the other individual vanished.

A) *Divination*. This tells the wizard exactly where the traveler went in relation to the point of departure (for example, 838 feet directly south), but not conditions at that spot.

B) *Follow*. This option instantly transports the wizard (and possibly allies) to the traveler's destination exactly like a *teleport* spell, except that the original traveler's knowledge of the destina-

tion location is used.

Notes: Common in the MYSTARA setting; otherwise, very rare.

Seek the Traveler

A MYSTARA setting spell, aka seek teleporter.

Seeking — Elf

(Enchantment, Invocation)

Level: 2

Range: Touch

Components: V, S

Casting Time: 2

Duration: 1 turn

Area of Effect: 1 missile/3 levels (5 maximum)

Saving Throw: None

The *seeking* spell takes the normal laws of momentum and gravity, and then twists them slightly in a way favorable to the caster.

The caster can ensorcel a number of normal, nonenchanted missiles no larger than a javelin. One missile for each three levels of experience can be prepared with this *dweomer*, to a maximum of five missiles at 15th level. The caster can use the enchanted missiles or give them to his companions.

When shot or hurled, the missiles unerringly seek the target, hitting nothing else. The target must be within the weapon's normal range when fired. The missiles can follow the target around objects or corners if the target was visible when the missile was fired, but cannot pass through solid obstructions. For example, if the target creature closes a door, the missile slams into the door with great force and cannot be removed until the spell wears off.

The missile will follow the target beyond the weapon's normal range, as long as the opponent uses only ordinary methods of escape. If some means of instantaneous transport is used (*teleport*, *blink*, etc.), the missile no longer homes in on its target. It falls to the ground, useless.

Notes: Common for the elves of Evermeet in the FORGOTTEN REALMS setting, uncommon for other elves. This spell is guarded jealously.

Seeking, Shoondal's

See Shoondal's seeking.

Seeming

(Illusion/Phantasm)

Level: 5

Range: 10-ft. radius

Components: V, S

Casting Time: 5

Duration: 12 hrs.

Area of Effect: 1 person/2 levels

Saving Throw: None

This spell enables the caster to alter the appearance of one person for every two levels of experience he has attained. The change includes clothing and equipment. The caster can make the recipients appear as any generally man-shaped bipedal creature, each up to 1 foot shorter or taller than his normal height, and thin or fat or in between. All those affected must resemble the same general type of creature: human, orc, ogre, etc. Each remains a recognizable individual. The effect fails for an individual if the illusion chosen by the caster cannot be accomplished within the spell parameters (for example, a halfling could not be made to look like a centaur, but he might be made to look like a short, young ogre). Unwilling persons receive saving throws vs. spell to avoid the effect. Affected persons resume their normal appearances



if slain. The spell is not precise enough to duplicate the appearance of a specific individual.

Notes: Common spell (PHB).

Seismic Seizure, Salamander's

See Salamander's seismic seizure.

Seizure

(Enchantment/Charm, Illusion/Phantasm)

Level: 6

Range: Touch

Components: V, S, (M)

Casting Time: 4

Duration: Special

Area of Effect: Creature touched

Saving Throw: Special

Like the *lapse* spell, this spell can be cast upon a trigger object, which then delivers the spell's potential to the first creature that touches it. Saving throws for the *seizure* follow the same pattern as for a *lapse*: repeated saving throws until a failure occurs. In case of a *seizure*, a saving throw is rolled at the start of every round of melee combat in which the victim is involved. Note that the mental attack adjustment for Wisdom affects this saving throw.

The creature does not know that a seizure is pending, though a *detect charm* will reveal the spell's aura.

The effects of a *seizure* upon the recipient cause him to collapse in fits, thrashing wildly about while making choking noises and strangled cries. The body quivers and contorts. This lasts for 1d4+1 rounds, ending in one round of the victim being stiff in a state of rigor, followed by 1d4+1 rounds of unconsciousness. The victim is virtually helpless for 3d6 rounds after regaining consciousness, and is unable to fight or engage in spellcasting or strenuous activity. Thereafter, the victim can react normally, though with a -2 on saving throws, attacks, and defense for 5d4 rounds more (with a 10% chance of spell failure when casting any spell during that time).

While thrashing about, the victim takes 1d4 points of damage per round unless restrained. The victim strikes aimlessly at his restrainers with all limbs, inflicting no damage except to those with AC 9 or AC 10 (50% chance of 1 point of damage per round). In the one round of rigor, the victim must save vs. death magic at +2 or choke, dying 1-3 rounds later, useless someone is nearby who can prevent the choking with simple aid. The final result of a seizure is a temporary loss of 1-4



points of Strength and Constitution, which are recovered at a rate of 1 point each per day (no system shock roll is required).

The illusionist can also cast this spell by touching the recipient, in which case there is no material component. The recipient then gets one saving throw vs. the spell, and either has an immediate seizure (failed saving throw) or the spell is wasted (successful saving throw).

Notes: Very rare spell. Known to be in the *Cyclopedia Phantastica Vol.III*. (Updated from *DRAGON Magazine*.)

Semipermanency

(Alteration)

Level: 7

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: None



This spell affects the duration of certain other spells, making the duration significantly longer. To the casual observer, the effects may seem permanent, but in fact the duration is limited to some number of years, based on the caster's

level; roll 1d20 and subtract the result from the caster's level to yield the duration of the spell in years. If the result is 0 or less, roll 1d12 instead to find the spell's duration in months. The DM should roll these duration dice and keep the results secret from the caster. Casting this spell has no effect on the caster's Constitution score.

The personal spells upon which a *semipermanency* spell is known to be effective are the same as those listed for the more powerful *permanency* spell. The wizard casts the desired spell upon himself, then follows with the *semipermanency* spell. This application of *semipermanency* can be dispelled only by a wizard of greater level than the spellcaster was when he cast the spell. Affected spells included:

comprehend languages
detect evil
detect invisibility
detect magic
infravision
protection from cantrips
protection from evil
protection from normal missiles
read magic
tongues
unseen servant

The *semipermanency* spell can be used to lengthen the duration of some spells affecting creatures, objects, or areas, as follows:

enlarge
fear
gust of wind
invisibility
magic mouth
prismatic sphere
stinking cloud
wall of fire
wall of force
web

Finally, the following spells can be cast upon objects or areas only and rendered semipermanent:

alarm
audible glamer
dancing lights
solid fog
wall of fire
distance distortion
teleport

In applications other than those directed on the caster, this spell can be dispelled normally to negate its effects.

The DM may allow other selected spells to be made semipermanent. The selected spell must be researched anew, costing as much and taking as long as its original research. The DM must decide whether a specific spell can be made semipermanent. The *semipermanency* spell cannot be used in the process of manufacturing magical items.

The material components are a drop of dwarf's blood and a tiny metal anvil (50 gp minimum).

Notes: Uncommon in the DARK SUN setting; otherwise, very rare.

Sending

(Evocation)

(Mentalism)

Level: 5

Range: Unlimited

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

By means of this spell, the caster can contact a single creature with whom he is familiar and whose name and appearance are known. If the creature in question is not on the same plane of existence as the spellcaster, there is a base 5% chance that the sending does not arrive. Local conditions on other planes may worsen this chance considerably, at the option of the DM. The sending, if successful, can be understood even by a creature with an Intelligence as low as 1 (animal intelligence).

The wizard can send a short message of 25 words or less to the recipient; the recipient can answer in like manner immediately. Even if the sending is received, the subject creature is not obligated to act upon it in any manner.

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of fine copper wire.

Notes: Common spell (PHB).

Sending — Hishna

(Evocation)



Level: 4

Range: 25 mi./level

Components: V, S, M

Casting Time: 3 turns

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

The *sending* spell can be used to convey the power of hishna a great distance away. Its most common employment is to send a message directed to another individual. The latter receives it telepathically whether awake or asleep, though the receiver cannot ask questions of the sender.

A *sending* can also be used to augment another spell of hishna, though this requires two casters. The first, and more experienced, must cast the spell of sending. The second then casts the other spell, which can be directed to whatever location the sender directs.

The material component of the spell is the leg bone of a vulture.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Sense Shifting

(Alteration)

(Alchemy)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 3 turns

Area of Effect: The caster

Saving Throw: None

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

Sense shifting might be used to produce green fireballs, magic missiles that streak through the air with a scream, colored continual light globes, customized designs for a hypnotic pattern, or a spectral hand that makes scab-

bling sounds as it attempts to grasp a target.

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

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

Notes: Uncommon spell (*ToM*).

Sense Treason

(Divination)



Level: 6

Range: Special

Components: S

Casting Time: 5 rds.

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

With this spell, a shinobi spellcaster can determine that the clan has been deliberately betrayed.

The DM determines what constitutes such betrayal, but the spell normally reacts when a clan member has deliberately taken an action that puts his own welfare above the clan's.

However, the spellcaster cannot determine the identity of the betrayer or reveal details of that betrayal. The spell has no range, so the traitor could be anyone in the clan.

The spell does not react to exiles, outcasts, or clan members the spellcaster believes to be dead.

This is a spell used most often by shinobi mage advisors to clan leaders. Though it is necessary to know about such betrayals to protect the clan, this spell can be as much a curse as it is a blessing, because it makes the clan lord and his advisors paranoid.

Notes: Restricted to ninja spellcasters and those trained by them; common.

Separation, Dulark's

Reversed form, see Dulark's animerge.

Sepia Snake Sigil

(Conjuration/Summoning)

(Geometry)

Level: 3

Range: 5 yds.

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: 1 sigil

Saving Throw: None

When this spell is cast, a small written symbol appears in the text of any written work. When read, the so-called sepia snake springs into being and strikes at the nearest living creature (but does not attack the wizard who cast the spell). Its attack is made as if it were a monster with Hit Dice equal to the level of the wizard who cast the spell. If it strikes successfully, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until released, either at the caster's command, by a successful *dispel magic* spell, or until a time equal to 1d4 days, plus 1 day per caster level has elapsed. Until then, nothing can get at the victim, move the shimmering force surrounding him, or otherwise affect him. The victim does not age, grow hungry, sleep, or regain spells while in this state. He is not aware of his surroundings. If the sepia snake misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke that is 10 feet in diameter and lasts for one round.

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

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

Notes: Common spell (*PHB*).

Sequester

(Abjuration, Illusion/Phantasm)
(Geometry)

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 1 week + 1 day/level

Area of Effect: 2-ft. cube/level

Saving Throw: Special

When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the *sequester* spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a *sequester* spell can mask a secret door, a treasure vault, etc. Of course, 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*). If cast upon a creature who is unwilling to be affected, the creature receives a normal saving throw. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

The material components of the spell are a basilisk eyelash, gum arabic, and a dram of whitewash.

Notes: Common spell (PHB).

Serpent Missile

(Evocation)

Level: 1

Range: 60 yds. + 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: Special

Area of Effect: 1 to 5 creatures in a 10-ft. cube

Saving Throw: Special



This spell is a savage variation of the common *magic missile* spell. It utilizes a scale of a venomous snake to produce each missile. By throwing one or more scales, depending upon the caster's level, of course, one or more glowing green serpent forms appear from the caster's fingertips and flash toward the desired target or targets. A saving throw is required for each serpent. If the target creature makes a successful saving throw vs. spell, then only 1 point of damage per missile is inflicted. If a saving



throw is not made, then 2-8 points of damage are inflicted. The spell creates one serpent missile at 1st level, and an additional missile every second level thereafter, to a maximum of 5 missiles at 9th level.

Notes: Uncommon for jungle witch-doctors, rare in neighboring lands; otherwise, very rare. Originally found on the Isle of the Ape in the *World of Greyhawk* setting, it is recorded only in a few rare tomes.

Serrel's Confining Sphere

(Alteration, Evocation)

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 10-ft. radius sphere

Saving Throw: Special

When this spell is cast, it creates a magical, transparent sphere of force around the item or creatures specified by the caster. Half the sphere is above the ground, the other half below. The sphere can be used to entrap a creature or to protect something. If the sphere is cast upon an unwilling creature, a successful saving throw

vs. spell allows the creature to escape the area of effect; no other condition allows a saving throw against this spell.

The sphere is immobile, and no solids, liquids, or magically—created gases can pass into or out of it. In addition, spells cannot be cast into or out of *Serrel's confining sphere*, nor do spell areas of effect penetrate the barrier. The sphere is immune to *dispel magic* and *disintegrate* spells. However, the sphere can be destroyed before the expiration of the spell by any of the following means:

- A properly worded *limited wish* or *wish*
- A *rod of cancellation*
- A *cube of force*, set against all things, that is triggered inside the sphere
- A weapon of +4 enchantment or better that inflicts 50 or more points of physical damage on the sphere in a single round
- A *sphere of annihilation*.

The material components are a small quartz sphere and a lump of earth.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine).

Serrel's Guardian

(Conjuration/Summoning)

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 6 hrs. + 1d4 hrs.

Area of Effect: 60-ft. radius

Saving Throw: None

This spell brings forth a quasi—real fighter. The guardian does not perform actions such as retrieving objects, sounding alarms, opening doors or chests and the like; it engages only in combat. The guardian makes no sound when it moves and cannot speak.

The guardian can be commanded by the caster, but cannot be given standing orders exceeding 25 words. If ordered to move out of the spell's area of effect, the guardian is instantly dispelled as it passes beyond the area affected by the spell.

The guardian is invulnerable to all spells except *dispel magic*, *dismissal*, *disintegrate*, *limited wish*, *wish* and the like. These spells destroy the manifestation. The guardian is impervious to missiles and to fire-based attacks. The guardian remains in existence for 7 to 10 hours or until dispelled or brought to 0 hit points.

The material components are a small silver statue of a fighter and a ball of cotton. The guardian's appearance will match that of the statue.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine).

Serrel's Guardian: AC 8; MV 6; HD 4; hp 22; #AT 1; THAC0 17; Dmg 1d6.



Serrel's Major Enchantment (Enchantment)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn + 1 rd./level

Area of Effect: 1 item

Saving Throw: None

This spell is the same as *Serrel's minor enchantment* except that it grants a +2 bonus and works on any item a character can hold, including weapons (which receive both an attack bonus and a damage bonus). The spell can in-

crease the bonus of an existing magical item, but only to a combined bonus of +3 or less.

The material components are powdered silver and powdered gemstones valued at 200 gp or more, which are sprinkled over the item while the spell is cast.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Serrel's Minor Enchantment (Enchantment)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn + 1 rd./level

Area of Effect: 1 item

Saving Throw: None

When a wizard casts this spell upon a normal item, a +1 protective bonus is temporarily bestowed. This spell only affects armor, shields, cloaks, and other objects worn by an individual. For example, a cloak would gain a +1 protection. This spell can be cast upon a permanently enchanted item. The spell increases the item's bonus by +1, but only if the combined bonus is +3 or less.

The material components are powdered silver and a cracked gem valued at 100 gp or more.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Serten's Spell Immunity (Abjuration)

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 rd./recipient

Duration: 1 turn/level

Area of Effect: Creature(s) touched

Saving Throw: None

By use of this spell, the wizard can confer virtual immunity to certain spells and magical attack forms upon those he touches. For every four levels of experience of the wizard, one creature can be protected by the *Serten's spell immunity* spell; however, if more than one is protected, the duration of the protection is divided among the protected creatures.

For example, a 16th-level wizard can cast the spell upon one creature and it will last 16 turns,

or place it upon two creatures for eight turns, or four creatures for four turns. The protection gives a bonus to saving throws, according to spell type and level, as shown in the following table.

Spell Level	Wizard Spell	Priest Spell
1st-3rd	+9*	+7
4th-6th	+7	+5
7th-8th	+5	+3

* Includes *beguiling* effects.

The material component of this spell is a diamond of at least 500 gp value, which must be crushed and sprinkled over the spell recipients. Each such creature must also have in its possession a diamond of at least one carat size, intact and carried on its person.

Notes: Common spell (*PHB*).

Servant Horde (Conjuration/Summoning)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 6 turns + 2 turns/level

Area of Effect: 60-ft. radius

Saving Throw: None



With this spell, the wu jen creates a number of invisible servants similar to the *unseen servant* spell. The number of servants that can be created is equal to 2d6, plus 1 per level. These servants have all the limitations of the *unseen servant* except that they can be used for common laboring tasks as well, provided they are carefully directed by the spellcaster. They could serve at a banquet, help dig earthworks, row a ship, act as porters, or assist in a farmer's fields. A 9th-level caster creates a *servant horde* that lasts four hours.

The material component is a small stick crossbar to which many lengths of knotted thread are attached.

Notes: Common in oriental settings; otherwise, very rare.

Seven-Eyes

(Abjuration, Conjuraton/Summoning)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Creates 7 eyes

Saving Throw: Special

This spell conjures into existence seven magical orbs that float above the caster's head in a ring about 5 feet in diameter. The eyes remain for 1 round per level, or until the caster chooses to expend an orb by using it in attack or defense. In addition, as long as at least one eye is still in existence, the caster gains 360-degree vision and can *detect invisibility* and *detect phase* at will, with a 60-foot range. The powers of each eye are described below:

- **Eye of the Mind.** This orb protects the caster against mental attack, charm, or influence, including *charm*, *beguiling*, *hold*, and *emotion* effects. The first such attack is negated by the orb and destroys it in turn. If the wizard desires, the *eye of the mind* can be used instead to *charm person* like the 1st-level wizard spell, although this also expends the orb.
- **Eye of the Sword.** This eye deflects the first physical attack that endangers the caster, including hand-held or missile attacks, and then disappears. The wizard can also employ the *eye of the sword* to create five magical blades that strike as *magic missiles* for 1d4+1 points of damage each.
- **Eye of the Mage.** One manifestation of raw energy, such as lightning, fire, force, cold, or a similar effect, is absorbed by the *eye of the mage*. The eye can also project a 60-foot long by 5-foot wide *lightning bolt* that inflicts 4d8 damage (save vs. spell for half damage) upon all in its path. Either use expends the eye's power.
- **Eye of Venom.** This eye can be used to halt any one attack or effect that could poison the caster. Against an attacker armed with an envenomed weapon, the caster may decide to expend either the *eye of venom* or the *eye of swords* to block the attack. The

eye can also be used to poison one creature within 30 feet; the victim must make a saving throw vs. poison or die in one round.

- **Eye of the Soul.** The first attack that affects the victim's life energy, including strength or energy drain, *cause wounds*, *trap the soul*, *magic jar*, or *death spell*, is parried by the *eye of the soul*. The wizard may instead choose to expend the eye's power by casting *enervation* (see the 4th—level wizard spell) upon one target within 30 feet.
- **Eye of Artifice.** This eye deflects and is destroyed by the first attack directed at the caster from a magical device. If the attack also takes a form that can be blocked by another eye (for example, the bolt from a *wand of lightning*), the caster chooses which eye, if any, is expended. If used to attack instead, the *eye of artifice* functions as a *dispel magic spell*.
- **Eye of Stone.** This eye offers protection against the first attack that could petrify the caster and then vanishes. It can be expended to cast *hold person*.

Although any number of eyes can defend the wizard in a single round, only one eye can be used to attack per round. When the caster uses an eye to attack, he cannot cast a spell, attack physically, or employ another magical item in the same round; willing the eye to discharge its energies requires his complete concentration. Eye attacks have an initiative modifier of 1 (or a speed of Very Fast in the *PLAYER'S OPTION: Combat & Tactics* initiative system).

The material component is seven *blessed* gemstones worth at least 50 gp each.

Notes: Uncommon spell (PO:SP).

Sever Lifeline

(Chronomancy)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell permanently detaches the caster from his lifeline. This negates the rule concern-

ing doubling lifelines, and that's all most casters know.

The material components are a small silver knife enchanted to store a tether, and diamond dust worth 10,000 gp, sprinkled across the blade. This spell is cast on Temporal Prime, and the knife is used to physically sever the chronomancer's lifeline at the point it turns into the insubstantial silver mist trail.

Notes: Restricted to chronomancers, common. More information on chronomancer spells are given in the *Wizard's Spell Compendium*, Book 4.

Shades

(Illusion/Phantasm)
(Shadow)

Level: 6
Range: 30 yds.
Components: V, S
Casting Time: 6
Duration: 1 rd./level
Area of Effect: 20-ft. cube
Saving Throw: Special

This spell is related to the *shadow monsters* and *demishadow monsters* spells. The *shades* spell uses material from the Demiplane of Shadow to form semireal illusions of one or more monsters, up to 1 Hit Die per caster level. All shades created by one spell must be of the same sort, and they have 60% of the hit point total the real creatures would have. Those who view the shades and fail their saving throws vs. spell believe the illusion.

The shades perform as the real monsters with respect to Armor Class and attack forms. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes the shades are real will react appropriately, until the illusion is countered by a *dispel magic* spell or the condition is countered by a *heal* spell. Those who roll successful saving throws see the shades as transparent images superimposed on vague shadowy forms. These are Armor Class 6 and cause only 60% of the true monsters' normal melee damage.

Notes: Common spell (PHB).

Shadow Blink

(Alteration, Illusion/Phantasm)
(Shadow)

Level: 3
Range: 0
Components: V, S
Casting Time: 3
Duration: 1 rd./level maximum
Area of Effect: The caster
Saving Throw: None

This spell is a limited form of teleportation that allows the caster to instantaneously blink from shadow to shadow. The shadows must be within 60 yards of each other, and must be large enough to allow a thief the size of the caster to hide in shadows. The caster arrives in exactly the spot desired. The caster can blink to another shadowed area he can see within range, or that he knows by direct and recent knowledge is present. The caster can blink with up to 250 pounds of encumbrance. If the desired destination is occupied by a solid object, if no shadow exists at the intended destination, or if the weight limit is exceeded, the attempted blink fails and is wasted. Shadow blinking is strenuous; the caster can take no other action in the same round after arriving at a destination.

The caster can make one blink per three levels of experience; thus, a 6th- to 8th-level caster can make two blinks, a 9th- to 11th-level caster can make three, and so on. Only one blink can be taken per round; all must occur within one round per caster level or be wasted.

Notes: Uncommon for illusionists and shadow mages; otherwise, very rare. (Updated from *POLYHEDRON* Newszine.)

Shadow Bolt

(Illusion/Phantasm)
(Shadow)

Level: 3
Range: 10 yds./level
Components:
Casting Time: 1 rd.
Duration: 1-2 rds.
Area of Effect: 1 creature
Saving Throw: Special

By means of this spell, the caster brings into being a semi-real phantasm of an onrushing missile. The large, gray teardrop-shaped illusory projectile glows with a faerie fire-like radi-



ance of any hue the caster desires; it appears behind the caster and rushes at any one creature the caster concentrates upon (the caster must be able to see the target as the spell is cast). The projectile begins as a tiny, silent mote that rapidly grows in size with a frightening, increasing moan of rushing air, so that it appears to have come from a great distance at great speed (a *shadow bolt* actually travels at a movement rate of 27). It swerves to follow the target even if the target teleports or otherwise escapes the caster's view.

Any other creature struck by the moving bolt en route to its target suffers its effects instead—but if the target creature shifts to another plane, the bolt returns to strike at its caster. A *shadow bolt* is otherwise affected only by magical barriers, not by spells or physical attacks. It inflicts 1d8 damage, plus one point per level of the caster. If disbelieved (the target creature makes a successful saving throw vs. spell), a bolt inflicts only half damage. (Note that a being unfamiliar with magical illusions who encounters a *shadow bolt* for the first time has no reason to disbelieve such an attack).

The *shadow bolt* strikes in the round following casting—unless the target shifts out of range, in which case it will travel for a second round to strike (or return upon the caster). A *shadow bolt* will apparently teleport to follow a target that does so, but if the target thus evades the bolt for the full two rounds, the *shadow bolt* dissipates harmlessly. The strike of a *shadow bolt* is a considerable blow; the victim must make a Strength check to avoid falling, and a successful Dexterity check is required to protect exposed fragile items (otherwise, these must make saving throws vs. crushing blow to escape damage from the character's fall).

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Tasso's Arcanabula*.

Shadow Bolt

A 2nd-level spell, renamed shadow burst to avoid confusion with the better-known 3rd-level spell of the same name.

Shadow Burst**(Necromancy)****(Shadow)**

Level: 2

Range: 5 yds./level

Components: V, S

Casting Time: 2

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Special

This spell creates a burst of gray, shadowy force that leaps from the caster directly toward a target creature. If the creature is within range, visible and in a direct line from the caster as casting is completed, then it hits; if not, then the burst is wasted. (Another creature blundering into the spell's path might suffer the spell's effects instead; the burst vanishes after it strikes a living creature.)

Any living creature struck by a *shadow burst* must make a successful saving throw vs. spell. Success means the creature takes only 1d4 points of damage. Failure means the creature suffers 1d6 points of damage, plus 1 point per level of the caster; further, until the end of the round after the burst hits, the creature is wracked by pain, suffering a -1 penalty to attack rolls, Armor Class, saving throws, and ability checks.

Notes: Uncommon for shadow mages and necromancers; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Shadow Cloak**(Illusion/Phantasm)****(Shadow)**

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell creates a shadowy, insubstantial mantle around the caster, allowing him to become effectively *invisible* upon stepping into an area of shadows large enough to contain his body. The caster reappears briefly upon making an attack or casting a spell, but can fade back into the shadows by concentrating undisturbed for one round. The *shadow cloak* is instantly

dispelled by natural sunlight or light equal in intensity to a *sunburst* or *sunray*.

Its material component is a square of black silk.

Notes: Uncommon for illusionists and shadow mages; otherwise, very rare. (Updated from *POLYHEDRON Newszine*.)

Shadow Dance**(Alteration, Necromancy)**

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell transforms the caster or a touched recipient creature and all worn or carried material into a translucent, insubstantial state, resembling the creature known as a shadow. Like a shadow, this form is 90% undetectable in all but the brightest sunlight, except to an observer who knows of its presence and watches it continuously. While affected by the spell, the recipient's movements are silent, and he can pass through any crack or opening. Though an intangible creature cannot cast spells requiring material components or launch physical attacks, the state can be ended instantly by the recipient's silent act of will.

The user of a *shadow dance* is protected at all times by an effect identical to a *feather fall* spell, and is immune to all undead or magical energy draining attacks. This immunity includes the strength drain of shadows, lifeforce attacks (such as the chill touch of a lich or a wizard employing the spell of the same name), and the level draining of more powerful undead.

Shadow dance users cannot fly, but can dive downward, trusting to the *feather fall* property of the spell for protection. They can also climb empty air in a rhythmic manner that resembles some dances. This upward movement is equal to a *levitation* spell (an upward movement rate of 2, no horizontal movement, weight limit of 100 lbs. per level of experience of the caster).

The material component of this spell is a cobweb or eyelash that has been touched at some time by moonlight.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; uncommon.

Shadow Door

(Illusion/Phantasm)

(Shadow)

Level: 5

Range: 10 yds.

Components: S

Casting Time: 2

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard creates the illusion of a door. The illusion also permits the wizard to appear to step through this "door" and disappear. In reality, he has darted aside and can flee, totally invisible, for the spell duration. Creatures viewing this are deluded into seeing or entering an empty 10-foot × 10-foot room if they open the "door." A *true seeing* spell, a *gem of seeing*, or similar magical means can discover the wizard. Certain high Hit Dice monsters might also notice the wizard (see the *invisibility* spell), but only if making an active attempt to do so.

Notes: Common spell (*PHB*).

Shadow Dragon — Dragon

(Alteration)

Level: 5

Range: 0

Components: V

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

Used almost exclusively by shadow dragons, this spell allows a dragon to transform itself into pure "shadowstuff." While so transformed, the dragon retains all of its powers and abilities, including spell-use, breath weapon, and so forth. In dim, shadowy areas, a shadow dragon can hide in shadows with a 90% chance of success, and the dragon is totally invisible in utter darkness (either magical or natural).

Once in this form (and during the one full round it takes for the dragon to transform), the dragon is impervious to most attacks, though it is not entirely invulnerable. Attacks that can harm a shadow dragon include:

- Light-based spells inflict 1d6 points of damage per spell level for each round a shadow dragon remains in their area of effect. Thus, a *light* or a *faerie fire* spell inflicts 1d6 points of damage per round of exposure, a *continual light* inflicts 3d6, and the light of a *prismatic sphere* inflicts 9d6 points of damage each round a shadow dragon remains within its radiance. Spells that create a flash or burst effect inflict double this damage, but allow a saving throw vs. spell for half damage. All other spells will not harm a shadow dragon unless specifically designed to affect shadows or creatures composed of shadow, or dragonkind in general. (While *fireball* and other fire-based spells do shed some light, they are not considered light-based for purposes of this spell.)
- Normal weapons do not harm a shadow dragon unless augmented with a light-based spell, in which case damage is inflicted as above, according to the spell used (the weapon itself inflicts no damage, nor do bonuses from magic or high Strength scores). An augmented weapon implies the use of a *light*, *continual light*, or similar spell that has been placed directly on the weapon.
- Magical weapons inflict damage equal to their magical bonus. If augmented with a light-based spell, the light damage and the magical damage are combined. Strength bonuses and normal weapon damage are excluded. Magical weapons that normally shed light inflict damage as an augmented weapon, as described above.
- Full sunlight immediately negates the spell and forces the dragon back into its true form. The change occurs in a single round, during which time the dragon is helpless and can do nothing other than suffer through the forced transformation. Opponents gain a free round of attacks. While the transformation takes place, the light-based attacks noted above have no effect, but other attack forms have normal effects.

Notes: Restricted to dragons. Uncommon for shadow dragons; otherwise, very rare. (Updated from *DRAGON* Magazine.)



Shadow Form

(Necromancy)
(Shadow)

Level: 8
Range: 0
Components: V, S, M
Casting Time: 1 rd.
Duration: 1 rd./level
Area of Effect: The caster
Saving Throw: None

By means of this spell, the caster temporarily changes himself into a shadow. The caster gains the movement rate, Armor Class, Hit Dice, and all abilities of a shadow. His chilling touch requires a normal attack roll. It inflicts 1d4+1 points of damage and drains one point of Strength (drained Strength returns 2d4 turns later). A human or demihuman reduced to 0 hit points or 0 Strength by the caster in shadow form has lost all life force, and is immediately drawn into the Negative Material Plane to forever after exist as a shadow, unless recovered by means no less potent than a full *wish*.

All of the caster's weapons and equipment stay with him, but cannot be used while the caster is in shadow form. The wizard is unable to cast spells in *shadow form*, but is immune to

sleep, *charm*, and *hold* spells (save those specifically effective against undead), and cold-based attacks. He is 90% undetectable in all but the brightest of surroundings. A wizard in *shadow form* can be turned by a priest as a "Special" undead.

When the spell ends, there is a 1% chance that the caster will permanently remain as a shadow. Nothing short of a *wish* will return the caster to his normal form.

The material components for this spell are the shroud from a corpse at least 100 years old and a black glass marble.

Notes: Uncommon for necromancers, rare for shadow mages; otherwise, very rare.

Shadow-Form — Ninja (Illusion/Phantasm)



Level: 5
Range: Unlimited
Components: S
Casting Time: 5 rds.
Duration: 1 hr. or until struck
Area of Effect: Creates 1 shadow-form
Saving Throw: None

With this spell, the ninja creates a transparent duplicate of himself. The duplicate, or shadow-form, appears adjacent to the spellcaster. It wears all the clothing and carries all the equipment that were in the ninja's possession when he cast the spell, leaving him unclothed and unarmed; the clothing and equipment are not transparent.

For the duration of the spell, the ninja controls the shadowform's actions and sees through its eyes. It is an extension of him and possesses all of his physical and mental skills but not his magical abilities. (In other words, it moves, sounds, and fights just as he does but cannot cast spells.) The ninja sees through both sets of eyes at once. When the shadow-form is waiting or resting, the ninja can take actions on his own, but he cannot make both his real body and his shadow-form act at the same time.

If the shadow-form is hit in combat or struck with a *dispel magic* spell, it disappears—leaving behind all the clothing and equipment it was carrying. Also left behind is a handful of leaves inside the clothes, all that remains of the insubstantial body.

Spellcasting ninjas use this spell to perform short-term assignments. The shadow-form can be sent off to attack someone, to deliver a mes-

sage, to scout a dangerous area, or to undertake any sort of action in which the ninja cannot afford to be caught. Usually the spellcaster dresses in a ninja nightsuit before casting this spell, so that it is not readily obvious that the form within the clothing is transparent. When the shadow-form wears a nightsuit and moves around in the dark, it is difficult to see that it is not a physical being.

Notes: Restricted to ninja spellcasters and those trained by them; common.

Shadow Gauntlet

(Evocation, Illusion/Phantasm)
(Shadow)

Level: 6

Range: 10 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Creates 1 gauntlet

Saving Throw: Special

A *shadow gauntlet* is a more powerful version of *shadow hand* that can wield weapons, snatch at items, or act as a shield for the caster or other creatures. The spell effect appears in midair, as a gleaming, silvery metal gauntlet. Its size can range in proportion from human to gargantuan (12 feet long), and its luminosity can range from dark to the intensity of *faerie fire*.

These specifics, the handedness (right or left), and the initial location of the gauntlet are chosen by the caster during the casting. Thereafter, the gauntlet moves as the caster wills, up to 240 feet per round. The caster need not concentrate upon the spell to maintain it, but he cannot cast a spell in any round in which the gauntlet attacks or shifts to a new opponent or function.

The gauntlet can strike weaponless once in a round for every three levels of its caster (normal attack rolls apply). All weaponless attacks in a given round must be directed at a single opponent. Successful hits inflict 1d4+1 points of damage. An individual who disbelieves the existence of the gauntlet and makes a successful saving throw vs. spell takes only 2 points of damage from a weaponless hit by the gauntlet.

The gauntlet can wield a weapon, striking once per round, using the caster's THAC0. Magical weapons can be employed by a shadow gauntlet, but it cannot use any special abilities of the item (for example, powers triggered by

empathy or command words).

Inattention will cause a previously attacking *shadow gauntlet* to hang motionless in midair until control is reapplied. If the caster falls unconscious, the gauntlet ceases its actions; if the caster dies, the gauntlet silently vanishes. If a caster goes insane, the gauntlet wildly attacks random living beings within range, at double speed (six attacks per round, three at one opponent, three at another).

Alternately, a gauntlet can snatch at items held by others. It lacks the strength or solidity to dislodge an object from any grasp, but it can foil *telekinesis* and hamper enemy weapons as described below. It can carry objects weighing up to one pound (for example, a key, a ring, a gem) for up to two rounds.

A gauntlet can hamper one creature in a given round, slowing it to half its movement rate, temporarily worsening its Armor Class by one point, causing any attacks made by the creature to be at a -2 penalty to hit, and ruining all of the creature's spellcasting except verbal-only spells (magical item command words can be used also).

Finally, a gauntlet can be interposed between a specific creature and foes attacking it. The gauntlet adds a +1 bonus to saving throws against special attacks from the protected side.



It also absorbs 1d2 points of damage from any attack that strikes the protected side; the absorbed damage counts against the gauntlet itself.

The *shadow gauntlet* can perform only one function during a round. If its caster does not concentrate on it, it will continue to perform the last function it was directed to do (other than attacking), moving about as necessary to perform its function.

If the gauntlet is attacked, it has an effective Armor Class of 2 (AC 4 if interposing). The gauntlet has as many hit points as its caster; when these are expended, it is destroyed and the spell ends. The spell has a maximum duration of one round per level of the caster.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *The Arcanabula of Jume*.

Shadow Hand

(Illusion/Phantasm)

(Shadow)

Level: 5

Range: 10 yds./level

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Creates 1 hand

Saving Throw: Special

A *shadow hand* is a smoky, translucent coalescence of force, shaped like a human hand. Appearing in midair near the caster, its size, initial location, handedness (left or right), and luminosity (from nothing to the equivalent of *faerie fire*) are chosen during casting.

The *shadow hand* moves as the caster wills, remaining within 10 yards per level of the caster at all times. The hand is under the control of the caster: It can point the way or indicate items of interest (such as concealed doors), warn away intruders, engage in combat, and so on. Changing its activity requires the caster's attention, but continual concentration is not required to maintain the spell—the caster can choose to perform other actions, such as spellcasting, rather than manipulating the hand.

A *shadow hand* has no direct effect against the undead, golems, mechanical monsters or constructs, creatures from the Outer Planes, or living things with extremely primitive nervous systems (oozes, slimes, nonsentient plants, and so on).

Otherwise, the hand can slow to half speed any opponent of less than 1,000 pounds weight trying to push past it, moving to block one opponent per round as the caster desires. (If the *shadow hand* is operating in a narrow tunnel or passage, slowing the foremost of a group of creatures may impede those behind.)

Alternately, a *shadow hand* can strike an opponent as directed by its caster; the caster cannot cast another spell in the same round. The *shadow hand* attacks once in a round for every three levels of the caster, requiring an attack roll for each attack. The hand has the same THAC0 as the caster and inflicts 1d4 points of damage with a successful hit. An individual who tries to disbelieve in the hand receives a saving throw vs. spell. If successful, hand strikes against that individual inflict only 1 point of damage each. A *shadow hand* cannot be dispelled by physical attacks, nor can it carry weight. It has no appreciable force—it can neither push an opponent off-balance nor shatter breakables.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *The Arcanabula of Jume*.

Shadow Head

(Evocation)

(Shadow)

Level: 5

Range: 90 ft.

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

When this spell is memorized, it is woven around any already-memorized spell of 1st through 4th level (typically a combat spell). The two spells combine, becoming a single 5th-level spell in the caster's mind, and freeing up the mind-space occupied by the lesser spell.

When this spell is cast, it creates a spectral head: a humanlike, disembodied, floating head that appears to be composed of translucent shadow. The head can be the size of the caster's own or larger, to a maximum height of the caster's entire body. The head moves and speaks as the caster wills. Controlling it and maintaining its existence does not prevent the caster from casting other spells.

A *shadow head* typically gives a guiding or warning message. The caster can speak through

its mouth as long as the head is within range, though spell incantations or magical item words of activation uttered by the head do not work. The head can be empowered to speak when certain triggering conditions are met, in the same way as a *magic mouth* spell. The predetermined message can be up to 50 words long, can be delivered in any language the caster knows, and can be spoken in any voice the caster can mimic.

A *shadow head* has no solid existence and can do nothing but speak (though it may threaten or mislead). If any attack, magical or physical, passes through it, then the spell it was combined with (typically *fireball* or *lightning bolt*) is instantly launched from the head at the source of the attack. The head then vanishes.

The material components of this spell are a scrap of cobweb that a shadow has once fallen across and a bit of tongue from any creature.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Shadow Magic

(Illusion/Phantasm)

(Shadow)

Level: 5

Range: 50 yds. + 10 yds./level

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: Special

Saving Throw: Special

The *shadow magic* spell enables the wizard to tap energy from the Demiplane of Shadow to cast a quasi-real wizard evocation spell of 3rd level or less. For example, this spell can be *magic missile*, *fireball*, *lightning bolt*, or so on, and has normal effects upon creatures in the area of effect if they fail their saving throws vs. spell. Thus, a creature failing to save against a *shadow magic* fireball must roll another saving throw. If the latter roll is successful, the creature suffers half the normal fireball damage; if the roll is not successful, the creature suffers full normal fireball damage. If the first saving throw was successful, the shadow magic nature is detected and only 20% of the rolled damage is received (rounding down below fractions below .4 and rounding up fractions of .4 and above).

Notes: Common spell (PHB).

Shadow Monsters

(Illusion/Phantasm)

(Shadow)

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 20-ft. cube

Saving Throw: Special

A wizard casting the *shadow monsters* spell uses material from the Demiplane of Shadow to shape semireal illusions of one or more monsters. The total Hit Dice of the shadow monster or monsters thus created cannot exceed the level of experience of the wizard; thus, a 10th-level wizard can create one creature that has 10 Hit Dice, two that have 5 Hit Dice, etc. All shadow monsters created by one spell must be of the same sort. The actual hit point total for each monster is 20% of the hit point total it would normally have. (To determine this, roll the appropriate Hit Dice and multiply the hit points by .2. Any remainder less than .4 is dropped—in the case of monsters with 1 or fewer Hit Dice, this indicates the monster was not successfully created—and scores between .4 and 1 are rounded up to 1 hit point.)

Those viewing the shadow monsters are allowed to disbelieve as per normal illusions, although there is a -2 penalty to the attempt. The shadow monsters perform as the real monsters with respect to Armor Class and attack forms. Those who believe in the shadow monster suffer real damage from their attacks. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes they are real will react appropriately.

Those who roll successful saving throws see the shadow monsters as transparent images superimposed on vague shadowy forms. These are Armor Class 10 and inflict only 20% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4 as done with hit points.

For example: A shadow monster griffon attacks a person who knows it is only quasi-real. The monster strikes with two claw attacks and one bite, hitting as a 7-Hit Die monster. All three attacks hit; the normal damage dice are rolled, multiplied by .2 separately, rounded up or down, and added together to get the total damage. Thus, if the attacks score 4, 2 and 11 points, a total of 4

points of damage is inflicted ($4 \times .2 = .8$ [rounded to 1], $2 \times .2 = .4$ [rounded to 1], $11 \times .2 = 2.2$ [rounded to 2]). The sum is $1 + 1 + 2 = 4$).

Notes: Common spell (*PHB*).

Shadow Play

(Illusion/Phantasm, Divination)
(*Shadow*)

Level: 5

Range: 10 yds.

Components: V, S

Casting Time: 1 turn

Duration: 1 hr. + 1 turn/level maximum

Area of Effect: 30-ft. cube

Saving Throw: None

By placing a candle in the center of a room and casting this spell, the wizard causes an event to be replayed. Shadows projected by the candle transform into the outlines of the room's previous occupants. The shadows reenact what transpired between those individuals during the past hour or more, depending on the level of the caster. Although no sound is involved, the caster may discern what took place by watching the shadows. Voices can be added by casting a *shadow speak* spell. This spell does not replay the actions of undead creatures, and it will not

function in a room larger than 30 feet by 30 feet. The spell's duration is one hour, plus 1 turn per level of the caster above 5th. Once the starting point is selected, projections from further in the past are not shown.

The material component is the candle, which is consumed by the completion of the spell. Prematurely extinguishing the candle ends the spell.

Notes: Rare for illusionists; otherwise, very rare. (Updated from *POLYHEDRON* Newszine.)

Shadow Scry — Dragon

(Divination)

Level: 1

Range: Special

Components: V

Casting Time: 1

Duration: 1 turn + 1 rd./level

Area of Effect: Special

Saving Throw: None

By casting this spell, a dragon can use a shadow within its lair as a form of scrying device. The shadow chosen as the spell focus must be in the dragon's line of sight, no more than 10 yards distant.

Once the spell is cast, the dragon can contact another shadow within its lair and see out of it as if the dragon was actually standing within that shadow, regardless of the shadow's size or shape or the boundaries of the dragon's lair. The dragon can see everything within sight from the contacted shadow—including the passage of invisible creatures—the dragon's normal visual capabilities function normally through the *shadow scry* spell. Shadows outside the lair cannot be reached.

(The DM must use common sense when deciding the extent of the dragon's lair. For example, while a dragon may claim an entire forest as its territory—and may well control such a large amount of terrain—its lair should be regarded as the area where the dragon sleeps, keeps its treasure, and generally feels most comfortable and powerful.)

As long as the spell remains in effect, the dragon can switch shadows to inspect different areas, or view the same area from separate shadows to gain a different vantage point. However, only one shadow can be contacted at a time. The spell does not allow the dragon to cast other spells through the link between shadows; it allows vision only.



Switching from one contacted shadow to another requires a round and the mental command of the casting dragon; the shadow used as the *shadow scry* focus does not change. While complete concentration is not required for this spell, a small amount of attention is needed. If the dragon casts another spell, moves more than 10 yards away from the focus shadow, or no longer wishes to use the spell, the spell immediately ends.

Like normal scrying magic, *shadow scry* is revealed by a *detect scrying* spell. The contacted shadow radiates a faint dweomer, and, once detected, such spells as *dispel magic* or *screen* can be used against it (the former spell negates the *shadow scry* if cast successfully). Detection- and location-obscuring magic impedes the spell's effectiveness just as it impedes all other divination magic. Eliminating shadows with bright light or utter darkness prevents the spell from working in the illuminated or darkened area, but the dragon caster could still view these areas from a shadow just outside such effects.

Notes: Restricted to dragons. Uncommon for shadow dragons; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Shadow Skeleton

(Illusion/Phantasm)

(Shadow)

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 4

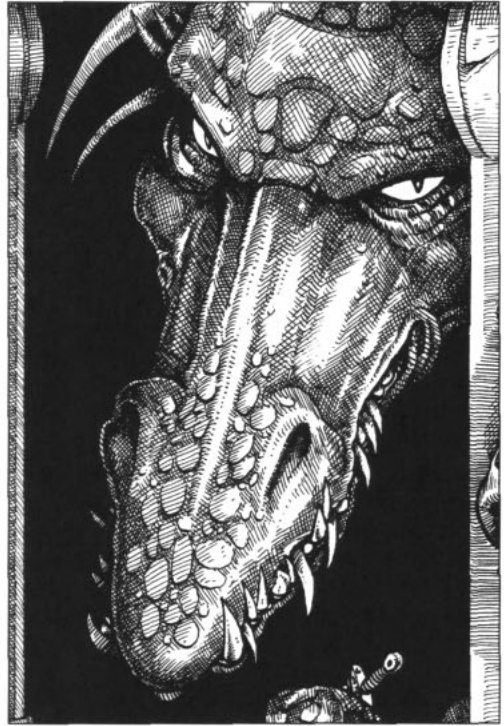
Duration: 1 rd. + 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell allows the caster to weave human, demihuman, or humanoid skeletons of shadow-stuff. All the skeletons created by a single *shadow skeleton* spell must be of the same type. One skeletal image per level of the caster can be created; the caster can choose to create fewer images if desired.

Shadow skeletons cannot grasp carry or hold solid objects such as weapons. They appear smoky and vague in outline of ivory or bloody hue and may have any appearance the caster wishes (split skulls, missing limbs, and so on). They can be created with illusory clothes and weapons so as to appear from a distance as living guards or servants. The spell cannot be worked, however, to give the illusion of life or



flesh. The skeletons materialize in an area of 15-foot radius and can move about freely thereafter.

The skeletal images are silent and cannot be turned, dispelled, or affected by heat, fire, or cold; they are under the control of the caster just as a priest controls skeletons animated by use of *animate dead*.

Shadow skeletons vanish at the spell's expiration, upon the death or unconsciousness of the caster. Solid matter, including living creatures, can pass through shadow skeletons without resistance. Any living creature that comes into direct contact with a shadow skeleton must save vs. spell at +2 or be stunned (reeling and unable to act coherently) for one round. Such contact does not harm or dispel a shadow skeleton, but it is possible for a living creature to charge through one.

The spell requires a piece of bone. This serves as a focal point for the spellcaster's concentration and is not consumed or altered by the magic.

Notes: Very rare spell from the FORGOTTEN REALMS. Known to be in *Tasso's Arcanabula*.

Shadow Skeleton: AC 6; MV 12; 2 hp each; #AT 1; THAC0 20, Dmg 1d4.

Shadow Speak**(Illusion/Phantasm, Divination)***(Shadow)*

Level: 6

Range: 10 yds.

Casting Time: 3

Components: V, S

Duration: 1 hr. + 1 turn/level

Area of Effect: 30-ft. cube

Saving Throw: None

This spell only works in conjunction with the *shadow play* spell. Through this enchantment, the shadows speak, repeating the words the room's previous occupants said, in the language they were originally spoken. A *comprehend languages* spell will be needed if the wizard does not understand the original dialog. The duration is one hour, plus one turn per level of the caster above 5th.

Notes: Rare for illusionists; otherwise, very rare. (Updated from *POLYHEDRON* Newszine.)

Shadow Summoning**(Conjuration/Summoning, Necromancy)**

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 4

Duration: 2d8 rds.

Area of Effect: 10-ft. cube

Saving Throw: None

This spell is similar to the 5th-level spell *summon shadow*, with two important differences. First, the shadows appear 1d8 rounds after the spell is cast instead of at once. Second, 1d6+1 shadows appear—the actual number varies from casting to casting, and is not related to the caster's level. The shadows are under the control of the spellcaster and attack his enemies on command. They appear within a 10-foot radius when summoned, but can move freely thereafter. The shadows remain until slain, turned, or the spell's duration expires. Shadows are described in the *MONSTROUS MANUAL*® *Tome*.

The material component is a crushed black opal, worth at least 50 gp.

Notes: Very rare spell; found only in the most complete necromantic libraries.

Shadow Veil – Jann**(Illusion/Phantasm)**

Level: 6

Range: 10 yds.

Components: V, S, M

Casting Time: 2 turns

Duration: Special (1 hr./level max.)

Area of Effect: 10 creatures/level

Saving Throw: None

This spell draws a cloak of darkness over 10 man-sized creatures per level of the caster, allowing them to move silently and invisibly to both normal sight and infravision. The spell lasts until sunlight strikes the affected creatures or 1 hour per level of the caster has elapsed, whichever comes first. Jann frequently use this spell to marshall their hosts before dawn, so that the rising sun reveals their ranks drawn up before their enemy, where moments ago was only empty desert.

The material components include a black opal worth at least 500 gp, a panther's paw, and a black owl's feather.

Notes: Uncommon for jann; otherwise, very rare. Most often found in an arabian setting.

Shadow Walk**(Enchantment, Illusion)***(Dimension, Shadow)*

Level: 7

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 hr./level

Area of Effect: Special

Saving Throw: None

In order to use the *shadow walk* spell, the wizard must be in an area of heavy shadows. The caster and any creature he touches are then transported to the edge of the Prime Material Plane where it borders the Demiplane of Shadow. In this region, the wizard can move at a rate of up to 7 miles per turn, moving normally on the borders of the Demiplane of Shadow but much more rapidly relative to the Prime Material Plane. Thus, a wizard can use this spell to travel rapidly by stepping onto the Demiplane of Shadow, moving the desired distance, and then stepping back onto the Prime Material Plane. The wizard knows where he will come out on the Prime Material Plane.

The *shadow walk* spell can be used to travel to other planes that border on the Demiplane of Shadow, but this requires the potentially perilous transit of the Demiplane of Shadow to arrive at a border with another plane of reality.

Any creatures touched by the wizard when *shadow walk* is cast also make the transition to the borders of the Demiplane of Shadow. They may opt to follow the wizard, wander off through the plane, or stumble back into the Prime Material Plane (50% chance for either result if they are lost or abandoned by the wizard). Creatures unwilling to accompany the wizard into the Demiplane of Shadow receive a saving throw, negating the effect if successful.

Notes: Common spell (*PHB*).

Shadowcat

(Illusion)
(Shadow)

Level: 7
Range: 10 yds./level
Components: V, S, M
Casting Time: 3
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: None

When this spell is cast, the wizard brings into being a cat made of shadow. The shadowcat is the size of a normal cat and may be either gray or black at the caster's option. The caster has complete telepathic control of the feline; he can see, hear, and even speak through it. While the caster does not need to concentrate on the shadowcat to maintain it, using its senses requires the caster's actions for the round.

A *shadowcat* makes no sound as it moves. It is 90% undetectable in all but the brightest conditions. It can pass through small holes or narrow openings. At the moment it moves farther than 10 yards per level from the wizard, the *shadowcat* vanishes.

The shadowy feline is insubstantial, making it subject only to magical or special attacks, such as those by weapons of +1 or better enchantment. It has AC 5, a movement rate of 18, and saving throws equal to those of the caster. The cat dissipates if it loses hit points equal to one-half the caster's total hit points. The *shadowcat* has no attacks of its own and cannot touch or carry objects. A successful *dispel magic* spell causes the cat to vanish.

The material components of this spell are a

black pearl of at least 100 gp value and a claw from a gray or black cat.

Notes: Uncommon spell (*ToM*).

Shadowcat: AC 5; MV 18; hp $\frac{1}{2}$ caster's; THAC0 nil; #AT nil; Dmg nil; SD +1 weapons to hit; SZ S.



Shadowshield

(Alteration)
(Shadow)

Level: 4
Range: Touch
Components: V, S, M
Casting Time: 4
Duration: Special
Area of Effect: Creature touched
Saving Throw: Neg.

This spell enables a wizard to make a creature more likely to survive an attack by imbuing the creature with a phantom shadow of itself.

This phantom possesses half the creature's normal hit points. When the creature struck by an attack, there is a 60% chance that the phan-

tom absorbs all the damage. The *shadowshield* is ineffective against psionic or magical attacks that affect the mind.

The phantom makes saving throws just as the affected creature. If reduced to 0 or fewer hit points, the shield is dispelled and cannot be received again until one day has passed for each point of damage the phantom has taken. A creature attempting to use this spell more than three times per year must make a successful Constitution check or lose one point of Constitution.

The recipient's shadow must be visible at the time the spell is cast or the spell fails.

Notes: Uncommon for shadow mages; otherwise, very rare spell from the FORGOTTEN REALMS setting.

Shadowsteal

(Alteration, Illusion/Phantasm)

Level: 6

Range: 0

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: 1 being

Saving Throw: None

This spell can be triggered at its casting or long after the casting by uttering a command word or by the fulfillment of certain conditions set during the casting (as a *magic mouth* spell). It affects the caster or a willing recipient touched by the caster during casting. Once the spell is activated, it lasts for one hour per level of its caster or until the special conditions defined below occur.

When the *shadowsteal* is activated, the protected being acquires a shapeshifting, shadowy appearance that conceals its identity and even its race. The continually altering shape emits ever-changing heat and cold that foils even infravision. All opponents relying on sight attack the protected being at a -3 penalty to their attack rolls.

The shadowy being can move, cast spells if a spellcaster, and fight normally. There is no real alteration of its body or any worn or carried items. The protected being sees and speaks normally, and this spell empowers it to *dimension door* once (as the 4th-level wizard spell) any time while the spell continues, but using this ends the *shadowsteal* instantly.

A *shadowsteal* spell waiting to take effect is negated by the death of the being it is cast on or

by a successful *dispel magic* spell. It is unaffected by other magic.

In ancient times, this spell was a favorite of wizards seeking to slay foes and escape without being recognized. The Seven have used it to fight Zhentarim and Red Wizards of Thay without revealing their identities.

The material component is a smokey topaz worth at least 600 gp that has been exposed to a full eclipse.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; rare.

Shadowstrike

(Evocation)



Level: 4

Range: 0

Components: V, S

Casting Time: 4

Duration: 1 attack

Area of Effect: 1 attack

Saving Throw: None

This spell is used by wizards to attack a creature through its shadow. The spell is cast by the wizard, who then thrusts a dagger into the shadow of his opponent. Target shadows are AC 10. If the shadow is hit, the creature takes damage just as if stabbed with the dagger, plus 1 point of damage per level of the caster.

The shadow must be attacked as soon as the spell is cast; otherwise, the spell loses power and becomes ineffective. A steady shadow requires a strong, relatively stationary light source. Torchlight or a swinging lantern will not provide light enough to form a shadow that can be affected by this spell, though a large bonfire would. The light source may shine from any direction as long as the target's shadow is cast toward the attacking wizard.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Shadowy Distinction, Shaeffaete's

See Shaeffaete's shadowy distinction.

Shadowy Transformation, Lorloveim's

See Lorloveim's shadowy transformation.

Shaeffaete's Shadowy Distinction

(Divination)

(Shadow)



Level: 4

Range: 10 yds.
 Component: V
 Duration: 1 rd./level
 Casting Time: 5
 Area of Effect: 50 cu. yds.
 Saving Throw: None

The spell mimics the Cerilian halfling ability to see into the Shadow World and to distinguish, in a particular location, the thickness of the veil that separates that realm from the real world. The spell does not confer the Cerilian halflings' ability to *detect evil*, *detect undead*, *detect magic*, *shadow walk*, or *dimension door*.

A wizard who uses this spell has a 5%, plus 1% per caster level, chance of finding a hidden portal to the Shadow World (an area where no veil exists). These are dangerous places, since denizens of the Shadow World can use such portals to cross over to the real world. While under the effect of this spell, the caster can also make such crossings.

A wizard in the Shadow World can use this spell to find portals back to Cerilia. Of course, since time and space in the Shadow World are reputed to be different from on Cerilia, the caster may find himself somewhere or *some-when* other than the place or time he left.

This spell is rumored to have been developed by a wizard of the Zweilund Islands, a small domain in the Krakennauricht. Whether the Shadow World (source of the Azrai and many undead) can be accessed from worlds other than Cerilia is currently unknown.

Notes: Common or uncommon in Cerilia, the BIRTHRIGHT setting; virtually unknown elsewhere.

Shalantha's Kiss

Aka magic missile reflection.

Shandaril's Tracer

(Divination)

(Geometry)

Level: 5
 Range: 0
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: Permanent
 Area of Effect: 1 object up to 1 cu. ft.
 Saving Throw: None

By means of this spell, the caster places an invisible rune on a single, nonliving, solid

object (typically a chest, book, wand, or gem). The *tracer* is permanent unless dispelled or destroyed (when the object it guards is destroyed). The caster becomes aware of either occurrence immediately.

Whenever the wizard concentrates on the protected object, the spell reveals the direction and distance from the caster of the object—even if it is on another plane—and also whether the object is being handled or used by another creature or creatures. This precise fix on the location of the object provides the caster with a focus for teleportation or sending other creatures to the traced object.

Creatures coming into contact with the object are only hazily revealed to the caster of the *tracer*. The caster can learn of each its alignment, race, and the presence or absence or magical ability—but not a creature's name, description, or level.

Various magical means can reveal the presence of a *tracer*, but the caster is always aware of these being used, and can act accordingly to prevent himself from being traced in turn, if desired.

Notes: Rare or very rare spell from the FORGOTTEN REALMS. Known to be in *Shandaril's Workbook*.



Shape Change

(Alteration)
(Artifice, Geometry)

Level: 9
Range: 0
Components: V, S, M
Casting Time: 9
Duration: 1 turn/level
Area of Effect: The caster
Saving Throw: None

With this spell, a wizard is able to assume the form of any living thing or creature below demigod status (greater or lesser deity, singular dragon type, or the like). The spellcaster becomes the creature he wishes, and has all of its abilities save those dependent upon Intelligence, innate magical abilities, and magic resistance, for the mind of the creature is that of the spellcaster. Thus, a wizard can change into a griffon and fly away, then to an efreet and fly through a roaring flame, then to a titan to lift up a wagon, etc. These creatures have whatever hit points the wizard had at the time of the *shape change*. Each alteration in form requires only a second, and no system shock is incurred.

For example, a wizard is in combat and assumes the form of a will o'wisp. When this form is no longer useful, the wizard changes into a stone golem and walks away. When pursued, the golem-shape is changed to that of a flea, which hides on a horse until it can hop off and become a bush. If detected as the latter, the wizard can become a dragon, an ant, or just about anything he is familiar with.

A wizard adopting another form also adopts its vulnerabilities. For example, a wizard who becomes a spectre is powerless in daylight, and is subject to being turned, controlled, or destroyed by opposing clerics. Unlike similar spells, a wizard who is killed in another form does not revert to his original shape, which may disallow certain types of revivification.

The material component is a jade circlet worth no less than 5,000 gp, which shatters at the end of the spell's duration. In the meantime, the circlet is left in the wake of the *shape change*, and premature shattering ends the spell immediately.

Notes: Common spell (PHB).

Optional: The DM may require the caster to have had first-hand experience or sage-like knowledge of the creature whose shape is taken.

Shape Mountain

Lost spell. Mythal magic from the FORGOTTEN REALMS setting, taken away by the gods.

Shark Bolt

(Invocation/Evocation)
(Water)

Level: 2
Range: 50 yds. + 10 yds./level
Components: V, S, M
Casting Time: 5
Duration: 2 rds./level
Area of Effect: 1 creature/bolt
Saving Throw: ½

Use of this spell creates one or more bolts of water, each the size and shape of a small, dark brown shark (size S). Once the spell is cast, each shark bolt "swims" directly from the caster's hand through the air or water to bite the indicated target creature. The bolt moves at a rate of 24 and strikes at the target creature as a 6 HD monster (THAC0 15), inflicting 2d4 points of bite damage per bolt. Each bolt pursues its target until striking or until traveling beyond the range of the spell. Concentration is unnecessary; the bolt pursues the target creature as long as the creature was visible to the caster at the spell's casting and does not become invisible, teleport, or similarly escape by magical means. Any physical barrier that completely blocks the passage of a bolt will cause it to splash and dissipate harmlessly.

The bolt can be attacked and reduced in strength. The bolt is Armor Class 4; if struck by a physical weapon of any sort, it loses some of its volume, causing it to attack as a smaller shark. The first hit reduces the bolt to attack as a 3 HD shark (THAC0 17), causing 1d4 points of damage if struck once. A bolt dissipates if struck a second time. Bolt initiative is determined normally.

The spell creates a number of bolts equal to half the level of the caster (rounded down), to a maximum of 10.

The necessary material components for the spell are a pinch of salt, three whole shark's teeth, and a dram of water. The ink of a squid or octopus is also used to add coloration to each of the bolts. The ink component can be omitted for underwater casting, making each bolt effectively invisible (AC 0).

Notes: Uncommon for water and Sea mages; otherwise, very rare. (Updated from DRAGON Magazine.)

Sharpen**(Alteration)**
(Artifice)

Level: 1
 Range: Touch
 Components: V, S
 Casting Time: 3
 Duration: 1 rd./level
 Area of Effect: 2 weapons/level
 Saving Throw: None

An enterprising wizard who lived near a castle gate came up with this spell. It sharpens and straightens edges in weapons, clearing the normal dents and nicks out. The edges will have a normal sharpness, not conferring any bonus to damage or attack rolls. Blunt weapons are not affected by this spell, though piercing weapons are. Hedge wizards have been known to cast this spell for city guardsmen at a discount especially before inspection, just in case the wizard needs a hand later.

Notes: Uncommon for hedge wizards and artificers; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Sharptooth — Dragon**(Alteration)**

Level: 1
 Range: 0
 Components: V
 Casting Time: 1
 Duration: 1 rd./level
 Area of Effect: The casting dragon
 Saving Throw: None

This simple spell is a favorite among dragons who enjoy sinking their teeth into combat. The spell alters the dragon's fangs, making them harder and sharper. In melee, this adds +1 per age category to each damage roll on any successful bite attack, for as long as the spell lasts. Dragons also employ *sharptooth* when gnawing apart a tasty but tough meal, such as orcs, armored dwarves, or knights in plate armor.

Notes: Restricted to dragons; uncommon. (Updated from *DRAGON Magazine*.)

Shatter**(Alteration)**
(Song)

Level: 2
 Range: 30 yds. + 10 yds./level
 Components: V, S, M
 Casting Time: 2
 Duration: Instantaneous
 Area of Effect: 3-ft. radius
 Saving Throw: Neg.

The *shatter* spell is a sound-based attack that affects nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, etc. All such objects within a 3-foot radius of the center of the spell effect are smashed into dozens of pieces by the spell. Objects weighing more than one pound per level of the caster are not affected, but all other objects of the appropriate composition must save vs. crushing blow or be shattered. Alternatively, the spell can be focused against a single item of up to 10 pounds per caster level. Crystalline creatures usually suffer 1d6 points of damage per caster level to a maximum of 6d6, with a saving throw vs. spell for half damage.

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

Notes: Common spell (*PHB*).

Shatterhull**(Evocation)**

Level: 4
 Range: Touch
 Components: V, S
 Casting Time: 4
 Duration: Instantaneous
 Area of Effect: 10-ft. diameter circle
 Saving Throw: Special

The *shatterhull* spell weakens a wooden structure that's immersed in water. Usually, it is cast upon a ship's hull. The spell weakens the hull within the area of effect, creating multiple leaks that can cause the entire area to give way. A seaworthiness check determines whether the ship is holed. If the check fails, the ship starts to sink immediately. Even if the check succeeds, the small leaks must be plugged or sealed; otherwise, a seaworthiness check must be made each subsequent hour.

The target need not be a ship, however. For example, *shatterhull* can be aimed at a wooden door in a flooded dungeon. In that case, the spell forces an immediate saving throw vs. crushing blow or the target is destroyed.

The material component of this spell is a thin glass needle, which is placed against the targeted surface.

Notes: Common for spellcasters from an arabian setting; otherwise, very rare.

Shayn's Infallible Identification (Alteration)

Level: 4
Range: Touch
Components: V, S, M
Casting Time: 4
Duration: 1 year
Area of Effect: Special
Saving Throw: None

With this spell, the caster creates a link between an object and its owner. A line of magical force, visible only to the caster, connects the object to one part of its owner's body, usually the head or heart. The line winks out if the object is taken more than three feet from the owner, but automatically reappears when the object comes within range, provided the spell's duration hasn't expired. The line can be seen with *detect magic*, *detect invisibility*, *true seeing*, or a *robe of eyes*.

The material component is a long piece of thread coated with glue at both ends.

Notes: Uncommon or rare in the FORGOTTEN REALMS setting; otherwise, very rare.

Shield

(Evocation)
(Force, Geometry)

Level: 1
Range: 0
Components: V, S
Casting Time: 1
Duration: 5 rds./level
Area of Effect: Special
Saving Throw: None

When this spell is cast, an invisible barrier comes into being in front of the wizard. This shield totally negates *magic missile* attacks. It provides the equivalent protection of AC 2 against hand-hurled missiles (axes, darts,

javelins, spears, etc.), AC 3 against small device-propelled missiles (arrows, bolts, bullets, manticore spikes, sling stones, etc.), and AC 4 against all other forms of attack. The shield also adds a +1 bonus to the wizard's saving throws against attacks that are basically frontal. Note that these benefits apply only if the attacks originate from in front of the wizard, where the shield can move to interpose itself.

Notes: Common spell (PHB).

Shield of Winds

(Evocation)
(Province: Wind)



Level: 5
Range: 10 yds./level
Components: V, S
Casting Time: 5
Duration: 1 rd./level
Area of Effect: 30-ft. × 30-ft. vertical barrier, 2 ft. thick
Saving Throw: None

This spell creates a windy barrier that can be felt but not seen. The spell summons up breezes, draws them into thin "threads," then weaves them into a tapestry of chaotic, whistling gusts. The result is a wall that is nearly impenetrable. No herd of beasts can batter through it; no titan can break it apart. Once created, the shield cannot be moved.

Magical and nonmagical creatures cannot penetrate the *shield of winds*. Nor can nonmagical weapons. Gas clouds and whirlwinds are stopped, too, whether magical or natural in origin. Movable objects made of force cannot pass through, nor can prismatic spell effects and the like.

Some assaults do penetrate the shield, however. Purely magical weapons can pass through, provided they have no solid, tangible form. For example, *magic missiles* can penetrate the wall, but an existing arrow enchanted with the *flame arrow* spell, or a *spear* +2, cannot. The following can also penetrate the wall: divination spells, magics such as *charm*, illusion spells such as *phantasmal force*, energy attacks, as well as sound and sound-based attacks.

Dispel magic can bring the wall down, while an *antimagic shell* temporarily negates that part of the wall in its area. The caster himself can destroy it instantly at will. He doesn't have to concentrate upon the wall to maintain it. In fact, the caster can die, leave the area, or undertake other

spellcasting without affecting the shield in the slightest.

A *shield of winds* has no material component other than sufficient air to create the wall. The spell can't function underwater or in other places with a paucity of air.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Ship Invisibility

(Illusion/Phantasm)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 2 rds.

Duration: 24 hrs.

Area of Effect: Ship touched

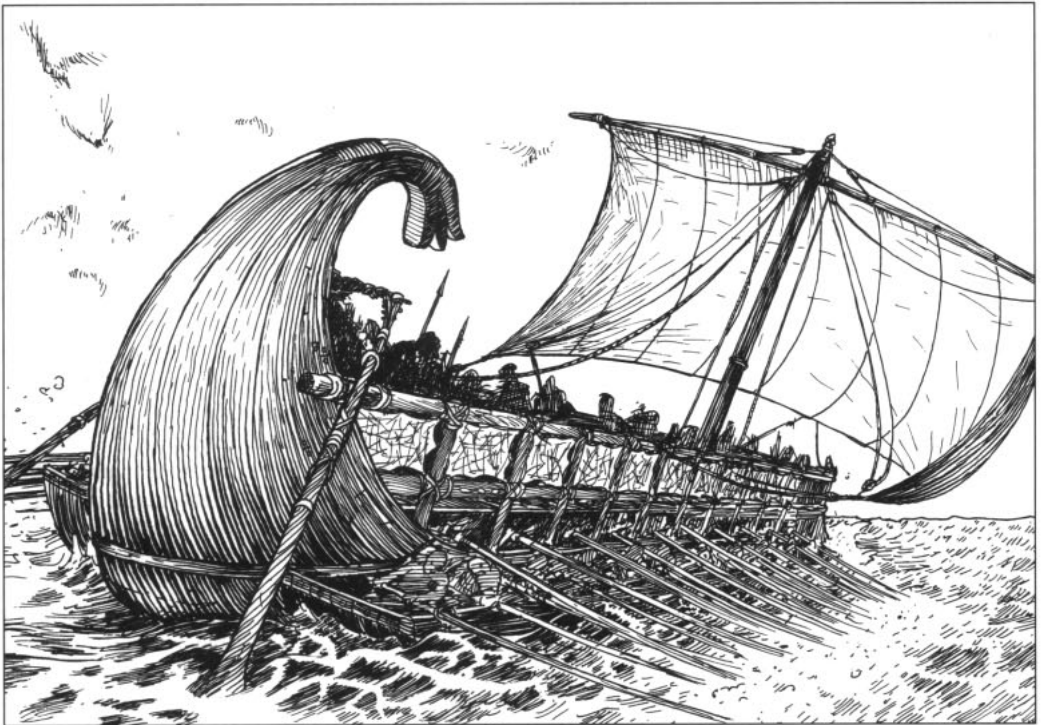
Saving Throw: None

By means of this spell, a wizard can cause the ship he is aboard to become invisible, along with all its equipment and all creatures aboard. While the spell is in effect, creatures aboard ship can see and hear each other and the ship itself, but creatures not aboard can see and hear nothing. A clever watcher, however, may notice the ship's wake, any disruption of water by its oars, if any, or other clues. People or objects

that fall overboard, or otherwise leave the ship become visible; anybody or anything coming aboard becomes invisible. The spell is negated when anyone on board ship engages in any attack against anyone or anything beyond the ship. Traveling at ramming speed for more than two rounds will also terminate the spell. This spell is treasured among wizards who adventure on the Sea of Fallen Stars, and knowledge of its casting is closely guarded.

The material components of the spell are a splinter from the deck of the ship to be made invisible and the tentacle of a jellyfish.

Notes: Rare in the Sea of Fallen Stars region of the FORGOTTEN REALMS setting; otherwise, very rare. (Updated from *DUNGEON Magazine*.)



Ship of Fools

(Enchantment/Charm)
(Province: Sea)



Level: 6
Range: 100 yds. + 10 yds./level
Components: V, S, M
Casting Time: 6
Duration: 1 turn/level
Area of Effect: 1 vessel
Saving Throw: Neg.



This is a specialized version of the 5th-level wizard spell *feeblemind*. Instead of reducing a wizard to idiocy, the *ship of fools* deprives a ship's crew of all knowledge of the sea. The captain shouts gibberish orders, the crew pulls on the wrong lines, the charts become "unreadable," and the navigator tipsy. Any rowers present lack coordination, as the drum-beater conducts new experiments in freeform percussion.

As a result, the sailors perform like ordinary landlubbers. The seamanship, navigation, and any other proficiencies that might aid in shiphandling are negated. The speed of a rowed vessel is cut in half, and the vessel has a 20% chance of changing direction each round—30 degrees right or left, determined randomly. The speed of a sailing vessel is reduced by a third, while the chance of a sudden change of tack increases to 40% per round.

The spell affects one vessel, which may be the vessel upon which the caster is standing. The ship's captain is allowed a saving throw vs. spell. If he fails, he and his entire crew are under the effect of the *ship of fools*. If the captain succeeds, the ship is unaffected (good leadership outweighs foolish magics). Passengers, slaves, and other members who are not crew make individual saving throws. Player characters are always allowed individual saving throws. However, if a PC captain fails his saving throw, the entire crew is affected, excluding PCs, who get their own saving throws.

If a captain under the effect of this spell is knocked unconscious, tied up, or otherwise "released" from command, his replacement (a new, temporary captain) must make a new saving throw—whether he's an NPC or a PC. With this second saving throw, a previously unaffected individual may become "foolish."

This spell usually helps a wizard at sea evade pursuers (who become bumbling fools) or to set up an opponent's ship for assault. The disability

of the crew applies only to their seamanship; they can fight, cast spells, and otherwise act normally.

The *ship of fools* spell requires as a focus a ring, taken from the body of someone who lived a good life and died happy (this is reusable).

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

SPELLJAMMER® Notes: On a spelljamming ship, the *helm* operator instead of the captain makes the saving throw for the crew. The general effect of the spell is to make the crew "green" (untrained), with all the appropriate modifiers.

Shipslock

(Evocation)
(Province: Sea)



Level: 5
Range: Touch
Components: V, S, M
Casting Time: 5
Duration: 1 turn/level + 1d6 turns
Area of Effect: 1 ship
Saving Throw: ½ or Neg.

This spell acts as a security device, protecting ships from underwater attacks. (It can protect other submerged wooden or reed structures, too.) Once cast, *shipslock* does nothing until the vessel is touched by a living underwater creature with Intelligence above "animal." Most fish don't qualify, so don't accidentally discharge the spell.

When the spell is triggered, the ship releases a bright blast of electrical energy, inflicting 1d6 points of damage per level of the caster, to a maximum of 15d6.

The individual who touched the ship (and caused the blast) makes a saving throw vs. spell; success indicates that only half damage is incurred. In addition, all creatures in the water within 100 feet of the discharge must make a saving throw vs. spell. Success means they suffer no damage; failure means they suffer half.

The blast does not harm those who are out of the water, including any aboard the ship, nor does it harm the ship itself. *Shipslock* carries only one charge. If the blast is not triggered before the duration of the spell elapses, it fades away harmlessly.

The material component of this spell is a small silver rod, which is pushed into the protected ship's keel like a nail. The rod is consumed if the blast is triggered, but not if the charge merely fades.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Shock — Witch

(Invocation/Evocation)

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 60-foot radius

Saving Throw: ½

This spell invokes a rapidly expanding sphere of electrical energy that expands outward from the witch, inflicting 4d8 points of damage upon all creatures within the area of effect (except the caster). A saving throw vs. spell is allowed for half damage. Both friend and foe alike are injured by shock, so the spell is usually saved for a time when the caster is surrounded by enemies. For item saving throws, shock is considered an electrical attack (not lightning). The energy does not penetrate solid barriers, except that it will be conducted through metal to affect any creature in contact with the metal surface.

The material component is a copper piece and a strip of zinc.

Notes: Restricted to witches; uncommon.

Shock Shield

(Invocation/Evocation)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 2 rds./level

Area of Effect: 5-ft. radius of creature touched

Saving Throw: Neg.



When this spell is cast, an invisible field of magical energy surrounds the protected creature. Every other creature within the area attempting to make a melee attack against the protected creature suffers 1d6 points of damage each round an attack is made, with no saving throw against the shield allowed.

The *shock shield* has no effect on those

making missile or ranged spell attacks; only creatures closing for hand-to-hand combat suffer the effects of the shield. Creatures attempting to strike, grapple, pummel, bite, claw, overbear, punch, push, or likewise attack the caster are affected; including those delivering spell attacks by touch. Those in the area but not attacking the protected creature suffer no harm.

The material component is a small bronze disk, cupped in the caster's palm as the spell is spoken.

Notes: Very rare spell. Optionally, may be uncommon in savage settings. Known to be in *Prismal's Pocket Library, Vol. IV*.

Shocking Grasp

(Alteration)

Level: 1

Range: Touch

Components: V, S

Casting Time: 1

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

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

Notes: Common spell (*PHB*).

Shoondal's Seeking

(Divination)

Level: 5

Range: 40 feet

Components: V, S, M

Casting Time: 5

Duration: 9 rds.

Area of Effect: The caster

Saving Throw: None

This spell empowers the caster to see all locks, keys, and fastenings within 40 feet. All

such devices glow a bright gold. They are visible to the caster's gaze even through concealing frescoes, wood overlays, clothing, tapestries, and other materials up to the density of a 3-inch thickness of solid stone. Even magical disguises overlying a lock, key, or fastening do not conceal it from *Shoondal's seeking*.

If any of the revealed devices are enchanted, their auras seem ruby-red to the caster, not golden. If there are mechanical traps or alarms linked to revealed devices, the devices glow blue. If both mechanical traps and magic are linked to the same item, the magical glow takes precedence, unfortunately concealing any hint of the mechanical link. The spell does not show which locks and keys go together.

The material component of this spell is a key from any source, which is consumed in the casting. It need not be one familiar to the caster, or even a real key. A piece of metal shaped like a key the caster has seen will suffice.

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Shooting Stars

(Invocation/Evocation)

(Fire)

Level: 8
 Range: 5 yds./level
 Components: V, S, M
 Casting Time: 8
 Duration: 1 rd./level
 Area of Effect: Special
 Saving Throw: Special

This spell creates three small, glowing missiles with fiery tails that shoot forth from the caster's fingertips, flying in a straight path toward any target within range designated by the caster. No attack roll is required, but creatures targeted by the spell receive a saving throw vs. spell to dodge each shooting star. This saving throw is modified by the target's range; creatures within 20 yards save with a -2 penalty, creatures within 40 yards save at a -1 penalty, and creatures more than 40 yards away save normally.

The shooting stars detonate on impact, inflicting 12 points of damage upon the creature struck, and then explode for 24 points of fiery damage in a 10-foot radius. Creatures within this area (included the original target) receive a saving throw vs. spell for half damage. Untargeted shooting stars or those that miss their in-

tended targets simply explode at the end of the spell range.

The missiles can be released one at a time or simultaneously, but any not released before the spell's end are lost.

The material component is a wax candle that must be lighted and held while the spell is in effect.

Notes: Rare for fire mages; otherwise, very rare. (Updated from *POLYHEDRON* Newszine.)

Shout

(Evocation)

(Song)

Level: 4
 Range: 0
 Components: V, M
 Casting Time: 1
 Duration: Instantaneous
 Area of Effect: 10 × 30 ft. cone
 Saving Throw: Special

When a *shout* spell is cast, the wizard gives himself tremendous vocal powers. The caster can emit an ear-splitting noise that has a principal effect in a cone shape radiating from his mouth to a point 30 feet away. Any creature within this area is deafened for 2d6 rounds and suffers 2d6 points of damage. A successful saving throw vs. spell negates the deafness and reduces the damage by half. Any exposed brittle or crystal substance subject to sonic vibrations is shattered by a shout, while those brittle objects in the possession of a creature receive the creature's saving throw. Deafened creatures suffer a -1 penalty to surprise rolls, and those that cast spells with verbal components are 20% likely to miscast them.

The *shout* spell cannot penetrate the 2nd-level priest spell, *silence, 10' radius*. This spell can be employed only once per day; otherwise, the caster might permanently deafen himself.

The material components for this spell are a drop of honey, a drop of citric acid, and a small cone made from a bull or ram horn.

Notes: Common spell (*PHB*).

Shrink Animal

Reversed form, animal growth.

Shroud of Flame

(Evocation)

(Fire)

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1 creature, size L or smaller

Saving Throw: Neg.

Also called the *trollkiller* spell, casting this spell causes a single creature to burst into flames. A successful saving throw vs. spell negates the spell's effect entirely. Failure, however, means the creature takes 2d6 points of damage per round from the fire. Each round thereafter, the creature is allowed another saving throw vs. spell. As soon as one of these saving throws succeeds, the flames die out, inflicting no damage that round.

While immolated, all flammable objects on the target are burned (magical items receive saving throws vs. fire). If flammable oil is on the character, it is ignited by the flames and inflicts additional damage.

The *shroud of flame* shoots off goutts of fire as it burns. All those within 10 feet of the burning creature take 1d4 points of damage from the flame. Flammable objects near the flame will ignite and burn as well. Items such as *rings of fire resistance* and spells such as the priest's *protection from fire* protect both the target creature and those around it from the fire damage of the spell. They do not negate the immolation and possible burning of flammable items, however. Complete immersion in water ends the spell.

The material components of this spell are a pinch of saltpeter, a small piece of phosphorus, and a small scrap of lace cloth or spider web.

Notes: Uncommon spell from the FORGOTTEN REALMS setting. Known to be in *The Spellbook of Daimos* and *Daltim's Tome of Fire*.



Sidhelien Bow**(Enchantment)
Reversible**

Level: 1
 Range: Touch
 Components: V, S, M
 Duration: Special (3 rds. + 1 rd./level)
 Casting Time: 1
 Area of Effect: 1 bow
 Saving Throw: None

When a wizard casts this spell upon a non-magical short bow, long bow, or crossbow, the weapon gains a +1 attack bonus. The spell takes effect when the first shot is fired and then lasts for three rounds, plus one round per level of the caster. The first shot must be fired within 24 hours of casting or the enchantment is lost. The bow's bonus alone does not enable archers to hit creatures that can be attacked only by magical weapons; magical arrows are needed as well. When this spell is cast by a Sidhelien wizard, the target bow may be magical or non-magical, and gains a +1 bonus to attacks *and* damage.

Multiple spells can be cast upon a single bow to extend the duration of the enchantment. Doing so does not create additional attack bonuses or extend the 24-hour limit.

The reverse of this spell, *decrepit bow*, makes a nonmagical bow suffer a -1 attack penalty. When cast by a Sidhelien wizard, a *decrepit bow* enchantment causes -1 penalties to attack and damage rolls.

The material component for both versions is a thread from a silkworm.

Notes: Common on Cerilia, the BIRTHRIGHT setting; virtually unknown elsewhere.

Sidhelien Discord

Reversed form, see Sidhelien mien.

Sidhelien Mien**(Enchantment/Charm)
Reversible**

Level: 6
 Range: 10 yds.
 Components: V, S
 Duration: 2 turns/level
 Casting Time: 6
 Area of Effect: 1 creature/2 levels
 Saving Throw: Special

By casting this spell, the wizard bestows certain qualities natural to Sidhelien upon a creature not of elf descent. The recipient gains 90% resistance to *sleep* and *charm* spells, and is unaffected by aging attacks and normal diseases. The recipient also gains partial camouflage in a woodland setting; when standing still or moving slowly, he has a 30% chance of remaining undetected. An individual moving faster than a normal walking pace is still 15% likely to remain unseen.

Though the recipient gains elven abilities, his appearance does not change. Nor does he gain other elven qualities not listed above.

The number of individuals a wizard can affect with this spell depends on his level; a 9th-level caster can affect four individuals, a 10th-level caster can affect five, and so on.

The reverse of this spell, *Sidhelien discord*, adds a -3 penalty to the target individual's saving throws vs. *charm* and *sleep* spells, and prevents him from moving unseen in woodland settings. An individual who takes special precautions, such as lying still in underbrush, can hide in woods normally. When moving, however, any observers are 15% more likely to spot him.

Sidhelien mien has no effect when cast on elves; its reverse, however, does. Elves gain a normal saving throw against the *Sidhelien discord* version of the spell.

Notes: Common on Cerilia, the BIRTHRIGHT setting; virtually unknown elsewhere.

Siege Sphere, Otiluke's

See Otiluke's siege sphere.

Sighing Chain**(Evocation)
(Force)**

Level: 5
 Range: 5 yds./levels
 Components: V, S, M
 Casting Time: 5
 Duration: 1 rd./level
 Area of Effect: 1 creature
 Saving Throw: None

This spell brings into being a shimmering silver-blue chain of force that coils snakelike around a single chosen target creature. The spell's name comes from the loud, continuous sighing sound the chain makes as it loops and writhes around the creature. The chain sur-

rounds the creature automatically. Its movements do not require the caster's continued attention; the caster is free to work other magic or even leave the scene.

The creature within the *sighing chain* is not prevented from moving about or performing desired actions, but the chain imposes a -2 penalty on the creature's attacks, damage rolls, and saving throws; adversely affects ability checks and movement rate by 2; and increases the casting time of any spell cast by a spellcasting enchainment creature by 2.

Creatures trying to pull at the chain suffer 2d4 points of bludgeoning damage per tug, and such attempts are always futile. Foes of the creature trying to strike at it past or through the chain suffer a -2 penalty to attack rolls, but are otherwise unaffected by the chain.

Aside from waiting for its disappearance at the expiration of the spell, the chain can be gotten rid of by *dispel magic*, by destroying it, or by the death of the creature. If the chained creature dies and the spell has not expired, the caster can direct the chain to move to another creature, coiling and writhing at MV 9. To enchain this subsequent creature requires a successful attack roll at the caster's THAC0, and directing the chain consumes the spellcaster's action for that round. This is the only way a *sighing chain* can change creatures. If the chain is not directed to a new creature in the round following the death of the first, it dissipates.

To destroy a *sighing chain*, it must be dealt 21 points of damage. It is only AC 6, but the nature of the magic causes all damage done to it by any spell or being, not just the chained creature, to be visited point-for-point on the chained creature. Thus, the creature must suffer 21 points of damage to be free of a *sighing chain* that is "killed."

The material component of this spell is a length of at least three joined links of chain of the finest steel or of any pure metal.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Signature Sigil

(Alteration)
(Geometry)

Level: 2
Range: Touch
Components: V, S
Casting Time: 2 rds.
Duration: Permanent

Area of Effect: 1 square foot
Saving Throw: None

This spell allows the caster to magically inscribe a sign, signature, or picture onto any inanimate material. Unlike the 1st-level spell *wizard mark*, the *signature sigil* cannot be made invisible; it always glows.

The *signature sigil* has two additional functions, which rely on special command words designated by the caster when the sigil is cast.

A) *Flare*. The sigil is commanded to flare brightly, making it clearly visible up to 100 yards away for a round.

B) *Explode*. The sigil is commanded to explode, inflicting 2d6 points of damage upon all creatures within 5 feet (save vs. spell for half damage). A detonated sigil is destroyed, leaving a charred and blackened area.

The commands function if the speaker is within 100 feet of the sigil. Once command words are designated, anyone can trigger the effect, not just the caster. The caster can change the command words any time by simply touching the sigil and speaking the new words. From that point forward, the new command words are functional. This process can be repeated as often as desired. A signature sigil can be removed by a successful *dispel magic* spell.

The *signature sigil* was created by one of the League's wizards purely by accident, when he attempted to create an improved version of the *wizard mark* spell.

Notes: Common for spellcasters from Taladas in the DRAGONLANCE setting; otherwise, very rare.

Silence 15' Radius

Lost Spell. The Red Wizards of Thay are rumored to have had this spell before the Time of Troubles.

Silence 15' Radius — Bard

(Alteration)

Level: 2
Range: 60 yds.
Components: V, S
Casting Time: 5
Duration: 2 rds./level
Area of Effect: 15-ft. sphere
Saving Throw: None



Upon casting 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 issues from or enters the area. The spell can be cast into the air or upon an object, but the effect is stationary unless cast on a mobile object or creature. The spell lasts two rounds for each level of the experience of the caster. If the spell is centered on a creature, the effect then radiates from the creature and moves as it moves. An unwilling creature receives a saving throw vs. spell. If successful, the spell effect is centered about one foot behind the position of the creature at the instant of casting (the effect does not move with the creature in this case). This spell provides a defense against sound-based attacks, such as harpy singing, a horn of blasting, etc.

Notes: Restricted to bards; rare.

Silent Alarm

(Alteration)

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 5 rds.

Duration: Special

Area of Effect: 1 object

Saving Throw: None

Combining elements of the spells *magic mouth*, *message*, and *ESP*, this spell creates a magical alarm around the affected object. This spell is often keyed to alert the owner of the establishment or the guardian of the site if his property or charge is disturbed.

When a specified event occurs, the dweomer is triggered. For example, the event might be the approach of an unauthorized person, an attempt to open a chest without the key, or the casting of a spell within 10 feet of the object.

When triggered, a prestated telepathic message is immediately sent to a person specified at the time of casting—up to 25 words. The message is strong enough to wake the person from a deep sleep and is repeated twice, but does not cross planar boundaries.

The wizard must have the person to be alerted and any individuals that are to be specifically authorized (or excluded) at hand; if these persons cannot be physically present, a lock of hair or similar personal effect suffices. The *silent alarm* remains in place until triggered or dispelled.

The material component is a button, and a

strand of hair from each person involved in the spell.

Notes: Rare spell.

Silver Tongue, Otto's

See Otto's silver tongue.

Simbul's Skeletal Deliquescence (Alteration)

Level: 8

Range: 0

Components: V, S

Casting Time: 1

Duration: 1 day/level

Area of Effect: 1 being

Saving Throw: Neg.

This spell is sometimes called the *boneless* spell because it enables the caster to turn all of the bones in any one touched creature to jelly. The creature collapses into a helpless, heaving mass that is able to speak, breathe, and perceive—but do little else! Nothing can be held by a being affected by this spell. The creature can flow downhill at MV 3, and ooze across level surfaces at MV 1, but cannot move uphill at all. Worn or carried items are not affected by the deliquescence, and typically fall around the creature.

A boneless creature is AC 10 and has no physical attack forms except smothering a prone, helpless being by flowing over its means of breathing. A boneless creature can float on water, swim through it at MV 3 (by forming flaps like a ray does and flexing its gelid mass), and can breathe by filtering oxygen from the water.

When the spell expires, the creature returns to its normal form. No system shock survival roll is necessary. Liquids (even if boiling), vapors, poisons, and corrosive substances, such as acid, do no harm to a boneless creature, but the creature automatically fails all Dexterity ability checks and makes all saving throws at a -3 penalty.

A onetime apprentice of the Simbul took this spell to the Red Wizards of Thay when he joined them. Their use of it since then suggests they believe its effects to be permanent. Several victims have regained their own shapes when left "to die" by Red Wizards.

Notes: Known by the Seven Sisters, their apprentices, and select Harpers; rare or very rare them and the Red Wizards of Thay.



Simbul's Spell Sequencer†† (Alteration, Conjunction, Evocation)

Level: 7
 Range: 0
 Components: V
 Casting Time: 2
 Duration: 366 days
 Area of Effect: Special
 Saving Throw: None

When memorizing this spell, a wizard must select one to three other spells of 1st to 4th level. The number of spells is at the discretion of the wizard, though the maximum cannot be exceeded, and the spells can be of the same level or even identical—for example, three *fireball* spells. The selected magics must be cast immediately after the *spell sequencer* is memorized, employing the usual material components, but each casting is preceded by the word that will later unleash the *spell sequencer*. This word forms the verbal component of the spell; when it is spoken the *sequencer* is cast.

The linked spells need not be cast by the wizard memorizing the *sequencer*, or even by a wizard; priest spells can be linked to a *sequencer*. The linked spells have no effect until the trigger word is uttered. Then all of the linked spells take effect in the same round, one after the other, in the order in which they were cast, until all have taken effect. Spell damage is always the maximum possible, and targets are selected by the will of the *sequencer*-caster. The *sequencer*-caster must be able to see all intended targets when the *sequencer* is cast.

Notes: Unique spell, known to the Simbul.

Simbul's Spell Supremacy (Alteration)

Level: 7
 Range: 0
 Components: V, S
 Casting Time: 7
 Duration: Special
 Area of Effect: The caster
 Saving Throw: None

This powerful, little-known spell has won the Simbul many magical duels. It allows the caster's next two spells to be cast by silent act of will alone, without material components, and with a casting time of 1. Moreover, both spells manifest for their full possible damage and du-

ration. *Spell supremacy* is only effective in augmenting the effects of spells of 6th level or less. If the caster uses more powerful spells, they do not benefit, but the *spell supremacy* magic is exhausted in any case.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; very rare.

Simbul's Spell Trigger†† (Alteration, Conjuration, Evocation)

Level: 9
Range: 0
Components: V
Casting Time: 2
Duration: 366 days
Area of Effect: Special
Saving Throw: None

When memorizing this spell, a wizard must select one to four other spells of 1st to 7th levels. The number of spells is at the discretion of the wizard, though the maximum cannot be exceeded, and the spells can be of the same level or even be identical—for example, four *death* spells. The selected magics must be cast immediately after the *spell trigger* is memorized, employing the usual material components, but preceding each casting with the word that will later unleash the trigger. (The word forms the verbal component of the spell; when it is spoken the *spell trigger* is cast.) The spells need not be cast by the wizard memorizing the *spell trigger*, or even by a wizard; priest spells can be linked to a *spell trigger*.

The spells have no effect at the time they are cast, but when the trigger word is later uttered (casting the *spell trigger*), all of them take effect in the same round, one after the other, in the order in which they were cast, until all the spells have taken effect. Spell damage is always the maximum possible, and targets are selected by the will of the trigger caster. The trigger-caster must be able to see all intended targets when the *spell trigger* is cast.

Notes: Unique spell, known to the Simbul.

Simbul's Synostodweomer (Alteration)

Level: 7
Range: Touch
Components: V, S
Casting Time: 7
Duration: 1 rd.
Area of Effect: The caster
Saving Throw: None

Created by the Simbul and adopted by the Red Wizards for its usefulness, this spell allows the caster to transform the energy of another spell memorized by the caster into healing magic. The *synostodweomer* is cast, followed by another spell of the caster's choosing. The second spell does not take effect, although any material components it requires are consumed or altered in the usual manner for that particular spell, and the spell still vanishes from the caster's mind.

Any being touched by the caster regains 2 hit points for every level of the transformed spell, so a 9th-level spell would give an injured being back 18 hit points. This spell does not grant extra hit points, but excess points can have special effects. An excess of 5 points cures the injured creature of any one disease, and an excess of 7 points banishes all effects of poison. If both afflictions are present, the caster must choose which to cure unless there is enough of an excess—12 points—to cure both. A *synostodweomer* does not affect lycanthropy. If the recipient is neither diseased nor poisoned or less than 5 extra points are conveyed, the excess curing is simply lost.

The healing capability endowed by the *synostodweomer* must be used within three rounds or both it and the transferred spell are lost and wasted. Healing can be granted only by direct flesh-to-flesh contact.

Only spells memorized by the caster of the *synostodweomer* can be transformed into healing energy by this spell. It cannot transform spells from scrolls or spell-like magical item functions or abilities.

Notes: Known to the Seven Sisters, their apprentices, select Harpers, and the Red Wizards; rare or very rare. Known to be in *Vaerendroon's Ineffable Enchantments*.

Simulacrum**(Illusion/Phantasm)
(Artifice)**

Level: 7
 Range: Touch
 Components: V, S, M
 Casting Time: Special
 Duration: Permanent
 Area of Effect: Creates 1 simulacrum
 Saving Throw: None

By means of this spell, the wizard is able to create a duplicate of any creature. The duplicate appears to be exactly the same as the original, but there are differences: The simulacrum has only 51% to 60% (50% + 1d10%) of the hit points of the real creature, there are personality differences, there are areas of knowledge that the duplicate does not have, and a *detect magic* spell will instantly reveal it as a simulacrum, as will a *true seeing* spell. At all times the simulacrum remains under the absolute command of the wizard who created it. No special telepathic link exists, so command must be exercised in some other manner. The spell creates the form of the creature, but it is only a zombielike creation. A *reincarnation* spell must be used to give the duplicate a vital force, and a *limited wish* spell must be used to empower the duplicate with 40% to 65% (35% + 5 to 30%) of the knowledge and personality of the original. The level of the simulacrum, if any, is from 20% to 50% of that of the original creature.

The duplicate creature is formed from ice or snow. The spell is cast over the rough form and some piece of the creature to be duplicated must be placed inside the snow or ice. Additionally, the spell requires powdered ruby.

The simulacrum has no ability to become more powerful; it cannot increase its level or abilities. If destroyed, it reverts to snow and melts into nothingness. Damage to the simulacrum can be repaired by a complex process requiring at least one day, 100 gp per hit point, and a fully equipped laboratory.

Notes: Common spell (PHB).

Simulate Skill**(Necromancy)**

Level: 8
 Range: 0
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: 10 hrs. + 1d10 hrs.
 Area of Effect: The lich
 Saving Throw: None

After casting this spell, the lich is able to use any weapon or nonweapon proficiency that a dead person possessed in life. The person cannot be more than twelve hours dead, and the lich must have witnessed him using the proficiency in order to know that it exists. The person is not deprived of the simulated ability, so a resurrected warrior whose skill with arms has been imitated will still have them.

The material components of this spell are a magnet and a piece of reflective glass.

Notes: Uncommon for liches and other undead spellcasters in the RAVENLOFT setting; very rare elsewhere. This spell can be researched only on the Demiplane of Dread.

Sinister Cantrip**(All)**

Level: 2
 Range: 10 yds./level
 Components: V, S
 Casting Time: 2
 Duration: 1 hr./level
 Area of Effect: Special
 Saving Throw: Special

While most cantrips do not cause any particular distress or harm to the subject, the *sinister cantrip* is a much more powerful spell that can create horrifying and startling effects. Gruesome apparitions such as insects crawling out of foodstuffs, a sensation of bugs burrowing into the victim's flesh, flesh rotting from the victim's hands or face, blood streaming out of canteens, horrifying shrieks and moans, and unearthly chills or starts of terror, all can be induced by means of the *sinister cantrip*.

Generally, these dire illusions and frights can cause one of the following effects at a time, as the caster directs:

- The victim suffers a -1 penalty to attack rolls or Armor Class or saving throws as long as the caster concentrates, with no

saving throw allowed;

- The victim recoils in horror for 1 round or drops a carried object unless a saving throw vs. spell is made;
- An NPC or low-level monster must make a morale check;
- A spellcaster's concentration broken if he fails a saving throw vs. spell.

Notes: Uncommon for liches and undead spellcasters in the RAVENLOFT setting and for evil spellcasters.

Sinister Surroundings

(Necromancy)



Level: 5

Range: 0

Components: V, S

Casting Time: 2 rds.

Duration: 1 month/level

Area of Effect: 1 mile radius/level

Saving Throw: None

This spell does not change the look of the affected area as would a *hallucinatory terrain* spell. Rather, it creates a grim and dismal feel around the caster's lair. In the RAVENLOFT setting, non-evil characters suffer a -1 penalty to fear and horror checks in the area of effect.

Notes: Uncommon for liches and undead spellcasters in the RAVENLOFT setting and for evil spellcasters.

Sink

(Alteration, Enchantment)

(Earth)

Level: 8

Range: 10 yds./level

Components: V, S

Casting Time: 8

Duration: Special

Area of Effect: 1 creature or object, max. 1 cu. ft./level

Saving Throw: Special

By means of this spell, a wizard can force a creature or object into the very earth or floor upon which it stands. When casting the spell, the wizard must chant the spell for the remainder of the round without interruption. At that juncture, the subject creature or object becomes rooted to the spot unless a saving throw vs. spell (for a creature) or disintegration (for an object with magical properties) is successful. (Note:

“magical properties” include those of magical items as listed in the *DUNGEON MASTER Guide*, those of items enchanted or otherwise of magical origin, and those of items with protection-type spells or with permanent magical properties or similar spells upon them.) Items of a nonmagical nature are not entitled to a saving throw. If a subject fails its saving throw, it becomes of slightly greater density than the surface upon which it stands.

The spellcaster now has the option of ceasing his spell and leaving the subject as it is, in which case the spell expires in four turns, and the subject returns to normal. If the caster proceeds with the spell (into the next round), the subject begins to sink slowly into the ground. Before any actions are taken in the new round, the subject sinks one-quarter of its height; after the first group acts, another quarter; after the second group acts, another; and at the end of the round, the victim is totally sunken into the ground.

This entombment places a creature or object in a state of suspended animation. The cessation of time means that the subject does not grow older. Bodily and other functions virtually cease, but the subject is otherwise unharmed. The subject exists in undamaged form in the surface into which it was sunk, its upper point as far beneath the surface as the subject has



height—a 6-foot-tall victim will be 6 feet beneath the surface, while a 60-foot-tall subject will have its uppermost point 60 feet below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject returns to normal, but it does not rise up. Spells such as *dig*, *transmute rock to mud*, and *freedom* (the reverse of the 9th-level spell *imprisonment*) will not harm the sunken creature or object and will often be helpful in recovering it. If a *detect magic* spell is cast over an area upon which a *sink* spell was used, it reveals a faint magical aura of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the detection, the spell's schools can be discovered (alteration and enchantment).

Notes: Common spell (PHB).

Sinking

Reversed form, swim.

Sinuous Horrors

(Alteration)

Level: 4

Range: 0

Components: S

Casting Time: 1

Duration: 1d6 + 4 rds.

Area of Effect: The caster

Saving Throw: Special



This spell transforms each of the wizard's arms into a writhing, hissing serpent that can strike at any opponent within reach. Each snakelike tentacle can attack once per round as a monster with as many Hit Dice as the wizard has levels of experience.

The snakes each inflict 1d3 points of damage with their fangs, and there is a 3% chance per level of the spellcaster that the serpents are poisonous to humanoid creatures. Anyone bitten by a venomous snake must make a saving throw vs. poison at -2 or go into violent convulsions for a number of rounds equal to the caster's level. A convulsing creature suffers 1 point of damage per round and is incapable of any action.

The wizard cannot cast this spell while holding any object or while wearing anything on his hands (such as rings or gloves). Similarly, the wizard cannot grasp anything while transformed, nor can he cast spells with somatic components. A *snake charm* can pacify the ten-



tacles for 1d4+1 rounds if the wizard fails a saving throw vs. spell. Note that the sinuous horrors cannot be compelled to attack their host, and that they remain in effect until the expiration of the spell, regardless of the wizard's desire.

Notes: Very rare spell, known mostly to necromancers. Optionally, may be uncommon for wizards from savage settings. Known to be in the *Cryptichronos*, aka *Book of Horrors* (Updated from *DRAGON* Magazine.)

Skeletal Bride

(Necromancy)

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 turn + 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell creates a skeletal form of the same height and proportions as the caster. The form has a smooth, flesh-hued, featureless globe for a head with whatever type and length of hair the caster wills, but the rest of the body is always skeletal.

This skeletal form is not undead and cannot be turned or influenced by spells acting specifically on undead. It moves with the same gait and mannerisms as the caster, but only moves at the caster's mental urging. It collapses into dust, ending the spell, if it ever passes out of spell range.

The caster can dress the *skeletal bride* in clothing to make it appear to be herself or a companion, and can control its actions from afar, so long as the caster and the bride remain within range of each other. *Skeletal brides* often take ambushes or stealthy night attacks meant for their casters, or dupe others into thinking the caster has friends to aid her. Inventive Harpers have used this spell to create diversions (by making other folk think they see an intruder or known rival), to guide folk in places where the Harper cannot safely go, and to fool foes into thinking they have killed the Harper. The most common use of the spell is simple to scare folk. Female Harpers often use this spell to scare away overamorous men on the road, who are usually startled indeed to find that under a bride's clothing are only bones!

Skeletal brides can carry or support a total weight of only 20 lbs. or less, such as clothes and a light weapon. Overloading them causes them to collapse into dust. They are AC 7 and can withstand 19 points of damage before collapsing, though single attacks dealing more than 10 points of damage at a time crush or sever individual limbs, the head, etc. This sort of damage does not end the spell or impair the functioning of what is left of the skeletal form, although the loss of a leg may slow its mobility. (The animating magic can hold a bride that is carrying or wearing 10 pounds or less of material upright)

Skeletal brides cannot speak, but magic mouth, ventriloquism, and similar spells can be cast on one to make it appear to speak.

The material component of this spell is a human bone.

Notes: Restricted to the Seven Sisters, their apprentices, and Harpers; rare.

Skeletal Deliquescence, Simbul's

See Simbul's skeletal deliquescence.

Skeletal Hand

(Necromancy)



Level: 3

Range: 30 yds. + 5 yds./level

Components: V, S, M

Casting Time: 3

Duration: 2 rds./level

Saving Throw: None

Area of Effect: The caster

Like the 2nd-level spell *spectral hand*, this spell causes a semi-corporeal, bony hand shaped from the caster's life force to materialize within the spell's range. The hand moves as the caster directs. It can convey touch-delivered attack spells of 4th level or less, striking as the caster, but with a +4 bonus to hit. At the caster's option, the skeletal hand may instead make a physical attack, inflicting 1d10 points of damage with a successful hit. The caster may use the *skeletal hand* in either fashion from round to round, or simply allow the hand to hover in place while she performs other activities. The hand receives flank or rear attack bonuses if the caster is in a position to do so.

The *skeletal hand* is vulnerable to attack. Only weapons of +1 or better magical enchantment can strike it, as if it had AC -4. Any damage ends the spell and inflicts 1d4 points of damage upon the caster.

In addition, a priest of good alignment can keep the hand at bay with a successful turning attempt as if against an undead creature of 5 Hit Dice.

The material component is a splinter of bone from the hand of a ghost.

Notes: Restricted to necromancers and undead spellcasters, rare. Living necromancers can research this spell only on the Demiplane of Dread.

Skeletal Hands

(Necromancy, Evocation)

Level: 2

Range: 10 ft. + 10 ft./3 levels

Components: V, S, M

Casting Time: 1 rd.

Duration: 4 rds./level.

Area of Effect: Special

Saving Throw: None

By casting this spell, a wizard brings into existence a pair of bony hands that levitate in

midair and move as directed by the caster, who uses verbal commands and somatic gestures to guide them. The hands can perform only simple grasping, lifting, and carrying activities. They cannot perform complex movements, such as somatic spell components, or movements that require great dexterity, such as picking locks. The hands can open unlocked doors, drawers, chests, or turn pages in a spellbook. They can carry up to 5 pounds each; together, they can carry an object of up to 20 pounds. They can move anywhere within their range (if the caster is 3rd level, this is 20 feet; 6th level, 30 feet; and so on).

Each hand can make a clawing attack every round, using the wizard's THAC0, and inflicting 1d3 points of damage with a successful hit. The hands can wield weapons within their weight limits.

When using weapons, the skeletal hands attack at half the caster's level, with applicable penalties for nonproficiency. Hand-held melee weapons inflict half damage (round up), because the hands cannot generate the proper forces that the weapons need to inflict normal damage. The hands can fire a loaded crossbow and inflict normal damage, however, because the crossbow provides the necessary force to propel the bolt. All other missile weapons are reduced to one-quarter range and half normal damage (round up).

The hands can be physically attacked (each has AC 5, hit points 4, and MV 6).

The spell requires the complete skeletal hands of any human, demihuman, or humanoid. These can be reused if not damaged or destroyed in combat.

Notes: Restricted to necromancers; uncommon.

Skull Watch

(Necromancy)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 turn + 1 turn/level

Area of Effect: 20-ft. × 90-ft. path

Saving Throw: None

This spell requires the complete skull (including jaw) of an intelligent humanoid creature. Once the spell is cast, the skull is set in midair facing a particular direction. The skull

will then hang there in midair. The eye sockets of the skull define a path 20 feet wide by 90 feet long. Physical boundaries such as walls do limit that path.

Any living creature that enters the area of this path within the limitations of the spell activates the skull watch. The skull emits a piercing shriek that can be heard up to a quarter-mile away. In addition, the wizard who cast the skull watch is immediately aware that something has tripped the spell. Silence spells and similar magics can stop the audible shriek but the wizard becomes aware of the event regardless of location as long as the wizard is alive conscious and on the same plane.

The skull can be moved from its position without activating it as long as the individual does not step within the path. The skull can be destroyed. The skull has 1 hit point per level of the caster and an AC of 7. The skull makes no other attacks. The caster is not made aware if the skull is destroyed without the spell being triggered.

A wizard who has multiple *skull watches* operating is unable to discern which has been tripped as the scream and mental awareness are similar for all skulls created by this spell.

After being triggered, the floating skull sinks slowly to the ground and can be reused at a later time.

Notes: Uncommon spell from the FORGOTTEN REALMS setting. Known to be in the tome, *Tidings of Conflict and Woe*.

Skulltrap

(Necromancy, Evocation)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: 1 skull

Saving Throw: ½

This ward can be placed on any nonliving skull or the skull of an undead skeleton. The *skulltrap* remains dormant until the skull is touched by living matter or is struck and damaged by nonliving matter (for instance, it's struck in combat or falls to the floor). Assume a normal skull is AC 8 and has 2 hit points. This simple warding does not discriminate; it can be triggered just as easily by the wizard who cast the spell as by a curious rat brushing up against

it.

When the *skulltrap* discharges, the skull flashes briefly with red or violet light and violently explodes, releasing a blast of energy drawn from the Negative Material Plane. The burst of negative energy inflicts 2d4 points of damage plus 1d4 points of damage for every level of the caster. All living creatures within 10 feet of the skull are allowed a saving throw vs. breath weapon to suffer only half damage from the blast.

Because the trap is so easily triggered, the skull is often placed in its final resting place before the spell is cast upon it. The trapped skull can be moved without triggering the trap, but must be moved very slowly and without contact with living matter. Gloves or other thin materials used to cover the flesh of a living being are not enough to prevent the *skulltrap* from being discharged.

The material component is a pinch of dust from the physical remains of a corporeal undead being with strong ties to the Negative Material Plane, such as a wight or vampire.

Notes: Restricted to necromancers; uncommon.

Skycastle

(Alteration)
(Artifice)

Level: 9
Range: Touch
Components: V, S, M
Casting Time: 1 turn
Duration: Permanent
Area of Effect: 1 castle
Saving Throw: None

Casting this spell on a castle or other building gives the structure the ability to fly, controlled by the caster's mental command. Although relatively slow (movement rate 3) and clumsy (maneuverability class E), the *skycastle* has a tremendous carrying capacity and can travel even when the caster is asleep, as it can maintain a particular course and speed unattended.

Siege engines and the like affect the *skycastle* normally, but do not negate the dweomer until the *skycastle* has been breached on all four sides. A successful *dispel magic* removes the spell, however. In both cases, the dweomer is so large and diffuse that it does not end immediately. When negated, the spell takes time to drain, according to the following schedule: on

round 1 the *skycastle* stops in mid-flight; on rounds 2–5 it sinks earthward at 10 feet per round; rounds 6–9 it drops earthward at 100 feet per round; and from round 10 on it plummets earthward. Plummeting more than 200 feet destroys the *skycastle* and kills everyone within. If in doubt, assess falling damage against the inhabitants normally, with saving throws vs. death magic for those in danger of death from massive damage, as per the *DMG*.

Deliberately dropping the *skycastle* on a soft target such as a cottage or a living creature crushes the target, with damage adjudicated by the DM. Dropping it on a hard target damages both structures equally.

To cast the spell, the wizard must have an absolutely clear mental image of the *skycastle*-equal to that gained by overseeing its construction or walking every inch of it for at least one month. Reading a map or blueprints is not sufficient.

The material component of this spell is a beautifully appointed couch or sofa (1,000 gp minimum), which must be occupied by the caster for the entire turn. A new couch must be purchased for each casting.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Skyhook

(Evocation)
(Force)

Level: 2
Range: 60 yds.
Components: V, S, M
Casting Time: 2
Duration: 3 turns + 1 turn/level
Area of Effect: Creates 1 hook
Saving Throw: None

With this spell, the wizard creates a solid hook of force invisible to all but the caster, at a desired location. The hook need not be attached to anything, and is usually created in midair over a pit or chasm. Once cast, it remains immobile. Creatures can hang on to it, ropes can be tied to or hooked over it, and so on. It supports up to 30 tons of weight.

If the weight limit is exceeded, the *skyhook* instantly vanishes. Otherwise, it lasts until the spell expires, fading into invisibility two rounds before its end as a warning of its impending expiration. It is too small to be stood upon (for example, to climb further, or cast spells or fire

missile weapons from), but its hook is large enough to permit thick cables and many grasping hands to find purchase.

A *skyhook*, once created, cannot move. Ropes and other things secured to it appear to creatures other than the caster to be tied to nothing. The *skyhook* is solid enough to harm creatures flying into it or striking it but cannot itself be physically harmed. A *skyhook* saves vs. a *dispel magic* cast against it as if it were the caster, with a +4 bonus. It saves as the caster (no bonus) against a *disintegrate* spell, and can be destroyed readily by a properly-directed *limited wish* or more powerful spell of this type. The caster of a *skyhook* can will it out of existence instantly.

The material component is a miniature metal fishhook.

Notes: Uncommon spell from the FORGOTTEN REALMS setting. Known to be in *Shandaril's Workbook*. It is also known to drow, dwarves, and some human miners in that setting.

Skywrite

(Alteration)
(Air, Geometry)

Level: 3
Range: Sight
Components: V, S, M
Casting Time: Special
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: None

A less subtle version of the *message* spell, *skywrite* creates words in thin cloud formations above a point chosen by the caster. One word per caster level can be created; the words are spelled out one letter at a time at the rate of ten letters per round. The spell must be cast in daylight so that the white cloud letters can be seen; it does not work against a cloudy sky.

The letters appear about 100 feet above the ground and are each 10 feet tall. Everyone below the skywritten message can see what it says; this could be an entire city. Of course, the caster has no control over the actions of those seeing the message, so judicious choice of words is recommended. "Attack enemy's right flank" probably is not a wise message, nor is "Treasure below statue in town square", unless the caster wants to mislead an enemy or wreak havoc.

While the spell is active, the clouds remain in place, despite strong or even magical winds. They are harmless and insubstantial. When the spell's duration expires, the clouds begin to filter away on the wind, slowly dissipating to nothing.

The spell requires chalk and a slate, upon which the message is written. If the caster is interrupted in his writing, whatever portion of the message was written appears in the sky. "Attack us at your peril" would be an entirely different message if interrupted after the second word.

Notes: Rare spell from the FORGOTTEN REALMS setting. Known to be in *Myrl's Text*.

Slam Portal

Reversed form, see hold portal open.

Slaying Wind

Lost spell. Mythical magic from the FORGOTTEN REALMS setting, taken away by the gods.

Sleep

(Enchantment/Charm)
(Shadow, Song)

Level: 1
Range: 30 yds.
Components: V, S, M
Casting Time: 1
Duration: 5 rds./level
Area of Effect: Special
Saving Throw: None

When a wizard casts a *sleep* spell, he causes a comatose slumber to come upon one or more creatures (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the *sleep* spell must be within 30 feet of each other. The number of creatures that can be affected is a function of Hit Dice or levels. The spell affects 2d4 Hit Dice of monsters. Monsters with 4+3 Hit Dice (4 Hit Dice plus 3 hit points) or more are unaffected. The center of the area of effect is determined by the spellcaster. The creatures with the least Hit Dice are affected first, and partial effects are ignored.

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

Slapping or wounding awakens affected crea-

tures but normal noise does not. Awakening requires one entire round. Magically sleeping opponents can be attacked with substantial bonuses (see "Modifiers to the Attack Roll" in Chapter 9: Combat).

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

Notes: Common spell (*PHB*).

Sleep of Horror

(Necromancy)



Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: 1 person

Saving Throw: Neg.

The victim of this spell is wracked with nightmares while asleep, completely disrupting any restful effects such as recovering spells, hit points, or psionic strength points (PSPs). A *sleep* spell negates the *sleep of horror*, as does a successful saving throw vs. spell. Certain special warding magics may prevent the spell from taking effect altogether.

In the RAVENLOFT setting, the victim has a recurring nightmare each night for 1d10 nights, and must make a horror check each night.

The material component of this spell is a pinch of black sand.

Notes: Uncommon for liches and evil spell-casters in the RAVENLOFT setting, and for Dream mages; otherwise, very rare. This spell can be researched only on the Demiplane of Dread.

Sleepless Curse

(Enchantment/Charm)

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: Neg.

When this dire enchantment is cast, the wizard curses a single creature to endure restless and sleepless nights. For the duration of the spell, the subject cannot sleep. Furthermore, the creature is immune to all spells that cause sleep, and not even a *dispel magic* can relieve this con-

dition. However, a *remove curse* by a caster of level equal to or higher than the wizard lifts the enchantment, as does any *wish* spell. The wizard can cancel the spell at any time.

For each sleepless night, the creature loses one hit point, as well as one point from each ability score (if not rated, roll 3d6 for the creature). When any score reaches zero, the creature dies of exhaustion and delirium. Once the spell ends, the creature recovers ability score points and hit points at the rate of 1 hit point per hour for each hour of sleep after the first eight. Note that this spell also affects creatures that do not actually sleep, but have extended periods of reduced activity.

The material components for this spell are a dried petal of a blue lotus flower and a small, burning brazier, into which the petal is dropped.

Notes: Common for Dream mages; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Sleepwalking

(Enchantment/Charm)

Level: 4

Range: 10 yds./level

Casting Time: 1 turn

Components: V, S, M

Duration: 1 turn/level

Area of Effect: 1 sleeping creature

Saving Throw: Neg.

This spell works only on a sleeping creature. If the sleeper is already dreaming (that is, affected by a *slumber* spell or similar enchantment, or at the DM's option), then the subject's saving throw suffers a penalty. When *sleepwalking* is cast, the caster plants a powerful suggestion in the subject's unconscious, which compels the dreamer to rise without waking and perform simple commands from the caster. These commands can be no more elaborate than those allowed by a *suggestion* spell. Should the spell run its entire course uninterrupted, the subject has no conscious memory of his actions.

Commands that the subject physically harm himself immediately negate the spell. Commanding the subject to violate his alignment immediately allows a new saving throw at a +1 to +3 bonus, depending on the severity of the alignment violation. For instance, commanding a sleepwalking ranger to commit murder would allow a new saving throw at +3. But command-

ing that same ranger to borrow his friend's book without asking permission might grant only a +1 bonus.

The material components for this spell are a



crushed petal of a blue lotus flower and a drop of honey or a bit of honeycomb.

Notes: Common for Dream mages; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Slingstar

(Alteration, Evocation)

(Artifice)

Level: 1

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 or more sling stones

Saving Throw: Special

This variant of the *magic missile* spell changes sling stones or bullets into *magic missiles*. A wizard temporarily charges his sling with magical energy, and the change occurs as the stone is readied and discharged. The physi-

cal missile is consumed, and the target is hit for 1d6 points of damage, plus 1 point per level, to a maximum of +10. If the wizard does not have a weapon proficiency in sling, the target receives a saving throw vs. spell to negate the missile hit; if the wizard has sling proficiency, the hit is automatic.

For every three levels, a caster can create another missile (at 3rd, 6th, and 9th level). Only one stone can be changed and fired per round (for example, a 10th-level wizard can create four *slingstars* within 10 rounds). The spell creates a maximum of 4 missiles at 10th level. *Slingstars* are affected by all items that affect *magic missiles*, except that they can penetrate a *shield* spell.

The material component for this spell is a small stone or sling bullet to be consumed by the spell for each missile. The movement of a sling is its somatic component.

Notes: Known to Danilo Thann, Gemidan, Laeral, and the Watch-Wizard Corps of Waterdeep in the FORGOTTEN REALMS setting; uncommon. (Updated from original version.)

Slow

(Alteration)

Level: 3

Range: 90 yds. + 10 yds./level

Components: V, S, M

Casting Time: 3

Duration: 3 rds. + 1 rd./level

Area of Effect: 40-ft. cube, 1 creature/level

Saving Throw: Neg.

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

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

Notes: Common spell (*PHB*).

Slow Metabolism

(Chronomancy)

Reversible

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

When placed upon a creature, this spell can drastically increase the length of time required between meals. The recipient only requires food and drink once every 12 hours per the chronomancer's level, up to 7 days. Also, if the creature has been poisoned, this spell slows the onset by one hour per caster level (assuming the full effect of the poison has not already taken place). A cure still must be found.

The material component is a small wafer that consumed by the recipient. No saving throw is required.

The reverse of this spell, *speed metabolism*, requires an attack roll. It quickly weakens a creature from lack of food and water. If a saving throw vs. death magic is failed, reduce the target's Constitution and Strength by 1 point for every two levels of the chronomancer (minimum of 1), until the victim eats. This does not kill the creature unless the loss of the Hit Dice modifier drops it below 0 hit points.

The material component for the reverse is a piece of spoiled food that is hurled at the target.

Notes: Restricted to chronomancers; common.

Slow Mutation

(Alteration)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 2 rds.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This curse wreaks a permanent physical change upon the affected creature, according to strictures laid down by the caster.

The spell is cast on an object, such as the end of a staff, where it glows red with the power of its dweomer. Any creature that touches or is

touched by the dweomer discharges the effect. A saving throw vs. polymorph is required to avoid the *slow mutation*. Once triggered, the complete change occurs in 3d6 stages.

The physical effects of the spell vary according to the description given by the caster as the verbal component of the spell. This has two aspects. The first is a condition required to trigger the change (for example, contact with a certain substance, performance of a certain action, etc.). The second aspect is the slow change of the creature's form into that set by the caster during the casting. For example, the creature might turn more into a troll each time it turns invisible; or a person might become increasingly translucent when he pets a cat.

The spell can be eliminated by a successful *dispel magic* spell while still on the object. Once a creature is affected, only a *remove curse* can stop the process, allowing a *polymorph other*, *limited wish*, or *wish* cast for this purpose to return the creature to its original form. Once the spell is discharged or dispelled, the object that carried it is again normal in every way.

The material component of this spell is a piece of whatever the caster wishes his subject to become (for example, a kenku feather to turn him into a kenku, or a drop from a *potion of invisibility* to turn him invisible).



Notes: Very rare spell. (Updated from *IMAGINE* Magazine.)

Slowspell

(Alteration)
(Chronomancy)

Level: 2
Range: Touch
Components: V, S, M
Casting Time: Special
Duration: 2 (Special)
Area of Effect: Creature touched
Saving Throw: None

A *slowspell* surrounds the protected creature with a magical field, delaying targeted magical effects for one or more rounds. Spell effects (including devices and innate creature abilities) are *slowed* in a manner somewhat like the effects of a *slow* spell on physical movement.

The *slowspell* has no effect on touch-delivered spells. Otherwise, the incoming magic is delayed one to three rounds, depending on the level of the wizard casting the *slowspell*. The spell might, at the DM's option, give an additional saving throw bonus of up to +2 if the slowing makes the effect easier to dodge.

The caster can choose during casting to shorten the delay to as little as one round. The delay can't be lengthened beyond three rounds by any known means.

- 8th level or less 1 round maximum
- 9th to 12th level 2 rounds maximum
- 13th level or more 3 rounds maximum

The wizard can call instantly upon this spell in his own defense, even under conditions of complete surprise. When cast on another creature, the spell has a casting time of 2. Once activated, it runs for one round per caster level. If dispelled, the protection fades over two rounds. A *slowspell* cannot be made permanent.

The *slowspell* has no effect on magic cast or wielded by the being it protects.

The material component is a faceted gemstone (which is consumed in the casting).

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere. (Updated from *DRAGON* Magazine.)

Slowspell, 10' Radius

(Alteration)
(Chronomancy)

Level: 4

Range: 0
Components: V, S, M
Casting Time: 4 (Special)
Duration: Special
Area of Effect: 10-ft. radius
Saving Throw: None

This spell is much the same as *slowspell*, except that it creates either a 10-foot radius globe of protection centered on and mobile with the caster, or a stationary globe with a maximum radius of 10 feet per level of the caster. The *slowspell, 10' radius* affects all spell effects originating in or cast into that area from any source, including touch-delivered spells and those of the caster.

The affected magic is delayed one to three rounds, depending on the level of the wizard casting the *slowspell*. The spell might, at the DM's option, give an additional saving throw bonus of up to +2 if the slowing makes the effect easier to dodge.

The caster can choose during casting to shorten the delay to as little as one round. The delay can't be lengthened beyond three rounds by any known means.

- 8th level or less 1 round maximum
- 9th to 12th level 2 rounds maximum
- 13th level or more 3 rounds maximum

The material component is a faceted gemstone (which is consumed in the casting).

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere. (Updated from *DRAGON* Magazine.)

Slumber

(Enchantment/Charm)

Level: 3
Range: 10 yds./level
Components: V, S, M
Casting Time: 3
Duration: 1 hr./level
Area of Effect: 1 creature
Saving Throw: Special

This spell is a more potent version of the 1st-level wizard spell *sleep*. While it affects only one creature, its range and duration are both greater, and it can affect creatures of more than four Hit Dice. Those creatures with 4 Hit Dice or level more than the caster are immune to this spell.

Not only does this spell place its subject in deep, unbreakable slumber (unlike the common

sleep spell), but also it stimulates the sleeper's subconscious, causing him to dream. The caster must use other methods to influence these dreams.

A successful saving throw vs. spell negates this enchantment. The saving throw is reduced by a -1 penalty for every four levels of the caster. Creatures resistant to *sleep* spells suffer a -20% penalty to their resistance.

Slapping or wounding a slumbering creature does not awaken it, nor does loud noise or any other normal means of waking a sleeper. Casting a successful *dispel magic* is the most common way to awaken a slumbering creature.

The material component for this spell is a pinch of sand from the eyes of a hibernating bear, or the crushed petal of a blue lotus flower. The latter component is so potent that the subject's saving throw suffers a -2 penalty.

Notes: Common for Dream mages; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Slumber — Old Empire

(Enchantment/Charm)

Level: 4
 Range: 60 yds.
 Components: V, S, M
 Casting Time: 4
 Duration: 5 rds./level
 Area of Effect: 50-ft. cube (see below)
 Saving Throw: None

When a wizard casts a *slumber* spell, he causes a comatose sleep to come upon one or more creatures (other than undead and certain other creatures with immunity to sleep effects). All creatures to be affected must be within 50 feet of each other.

The number of creatures affected is a function of Hit Dice or levels. This spell affects 4d10 Hit Dice (or levels) of monsters. Monsters from other planes of existence and monsters with more than 7 Hit Dice are unaffected.

The center of the spell is determined by the spellcaster. Creatures with the least Hit Dice in the area of effect are affected first; creatures that would be only partially affected are not affected at all.

The material component is a pinch of dust.

Notes: Rare spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Slumberward

(Abjuration)

Level: 2
 Range: Touch
 Components: V, S
 Casting Time: 2
 Duration: 2 rds./level
 Area of Effect: Creature touched
 Saving Throw: None

This spell protects one creature against drowsiness, weariness, and similar conditions caused by magic, particularly those of the enchantment/charm variety. The protected being is immune to such effects, and also has a +1 bonus to saving throws against *charm*, *suggestion*, *command*, *hold*, and other will-force magic and spell-like powers. The spell provides no protection from nonmagical hazards such as poisons or soporific drugs, nor from stunning or loss of consciousness from other attacks (even if magical). The caster can use this spell on himself or others.

Notes: Very rare spell from the FORGOTTEN REALMS. Known to be in *Galadaster's Horizon*.

Smelting

(Alteration) (Province: Flame, Sand) Reversible



Level: 2
 Range: 0
 Components: V, S
 Casting Time: 3 turns
 Duration: Special
 Area of Effect: Up to 2,000 lbs. of ore
 Saving Throw: None

This spell refines the poorest ore into ingots of pure metal. The ore is refined by the casting of the spell. Only metal of the proper type can be extracted from a pile of ore, and the better the quality of ore, the better the results. High-grade ore releases 1 lb. of metal for 10 lbs. of ore; low-grade ore releases only 1 lb. metal for 100 or even 1,000 lbs. of ore.

This spell does not affect gems or semi-precious stones, and fails when cast on stone that contains no metal. Interrupting the casting stops the process at that point, but even a *dispel magic* spell will not return refined ingots to their original ore.

The reversed form of this spell, *hide normal metal*, takes ingots or even worked metal and

makes it part of the nearby earth again, thus magically hiding it from sight. Dispelling the reversed form restores the metal to its original condition. The reversed form cannot affect enchanted metals or any creature.

Notes: Common for spellcasters from an Arabian setting; otherwise, very rare.

Smoke Shape

(Alteration)



Level: 2

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 cu. ft./level

Saving Throw: None

This spell allows the wu jen to shape and mold masses of smoke, mist, or fog into any form he desires. A misty warrior can be made, or thick smoke can be fashioned into a solid-looking wall. The shape still has all the properties of smoke or fog, but retains its form under all conditions until the spell's duration is over. Further, upon finishing the form, the wu jen can give it a gentle push, propelling it in one direction at the rate of 30 feet per round.

The fineness of detail permitted by the spell is not great, but is sufficient to fool onlookers at a distance. At the end of the spell's duration, the form dissipates quickly.

The spell requires no material component, but a source of mist or smoke must be present for the wu jen to work upon—early morning fog, a large smoky fire, or other source.

Notes: Common in oriental settings; otherwise, very rare.

Smoke Screen

(Conjuration/Summoning)

(Fire)

Level: 2

Range: 80 yds.

Components: V, S, M

Casting Time: 2

Duration: 2 rds./level

Area of Effect: 10 ft./level radius

Saving Throw: ½

This spell creates a large sphere of thick, black smoke. The smoke always floats 2 feet above the ground, and creatures below the cloud

can breathe normally. Otherwise, creatures in the area of effect take 1d4+1 points of damage per round from smoke inhalation; half damage is taken if a saving throw vs. spell is successful.

It is not possible to see into or through the area affected by a *smoke screen*, and visibility within this area is reduced to 2 feet. The reduced visibility makes combat difficult; attack rolls are made at a -3 penalty. A *gust of wind* spell extends the cloud along its full length, preventing the damage effect and reducing the duration to no more than 1d4 rounds.

The material component of this spell is a pinch of soot.

Notes: Rare for conjurers and fire mages; otherwise, very rare. Known to be in the *Fire-Eye Scrolls*. (Updated from *DRAGON Magazine*.)

Smoky Form

(Alteration)



Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell changes the wu jen and all he carries, or any creature touched by him, into a cloudy mass of smoke. Unwilling creatures are allowed a saving throw vs. spell to avoid the effect. The mass has roughly the same shape and appearance of the original creature, but possesses the insubstantial properties of smoke. While in this form, the creature cannot be hurt by weapons of +2 or less enchantment, and can easily disappear into a mass of smoke or fog. Spells cannot be cast while in *smoky form*, nor can the creature take part in combat.

The spell does not alter the dimensions of the creature; it cannot slip through cracks or other small openings. However, the creature has the weight of smoke. Thus, a wu jen in *smoky form* could step off the top of a castle wall and gently drift to the ground without suffering damage.

A creature in *smoky form* is particularly susceptible to winds. Light breezes push the *smoky form* about, while strong breezes can easily sweep the creature away. A *gust of wind* spell inflicts 2d10 points of damage on the character. *Wind breath* causes twice the normal amount of damage to a creature in *smoky form*, and *divine wind* destroys the creature utterly.

The material component for this spell is a stick of burning incense.

Notes: Common in oriental settings; otherwise, very rare.

Smoky Sphere, Otiluke's

See Otiluke's smoky sphere.

Snake Charm — Hishna (Enchantment/Charm)



Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: 1 snake/level

Saving Throw: None

This spell allows the caster to charm one or more snakes within range. The caster does not have to see the snakes; if present, they approach him when the spell is cast.

The charmed snakes will perform guardian functions for the caster, or can be sent to attack another individual—if the caster has a clear idea of that individual's appearance and whereabouts. The snakes will tenaciously continue their task for the duration of the spell.

The material component for the spell is the tail of a rattlesnake, which is rattled while the spell is cast.

Notes: Restricted to practitioners of *hishna* magic (the Maztica setting); common.

Snapping Teeth (Alteration, Conjuration) (Artifice)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level

Area of Effect: 1 creature or object

Saving Throw: None

By means of this spell, the caster causes a set of teeth to appear on a person or object; the teeth appear in the exact location touched by the caster. The *snapping teeth* are contained in a mouth-like orifice about 6 inches in diameter and are can snap at those within 1 foot.

A) *Cast on a Creature.* A person or creature with the *snapping teeth* can cause them to snap

at will, effectively giving him an extra attack per round. A normal attack roll is made, and a successful hit inflicts 1d4 points of damage. The creature attacked must be within range of the teeth and normal facing considerations apply (for instance, *snapping teeth* in the back of a person's head can only attack those who are behind the person).

B) *Cast on an Object.* The spell can be placed on a nonliving object, such as a tree or a door. In such cases, the teeth are invisible until they attack. The teeth attack any creature that comes within 1 foot of the object, attacking as a 4 HD monster. A successful hit inflicts 1d4 points of damage. These attacks are automatic and are not controlled by the caster.

Most attacks cannot be directed against the *snapping teeth*, but a *dispel magic* spell causes them to vanish.

The material component for this spell is a tooth from any carnivorous animal, such as a wolf, shark, or serpent.

Notes: Uncommon spell.



Snilloc's Cream Pie

A rumored but unconfirmed 2nd-level spell, believed to be much like Snilloc's snowball, differing only in the form of the missile.

Snilloc's Major Missile

(Evocation)

(Force)

Level: 5

Range: 60 yds. + 10 yds./level

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

Snilloc's major missile functions in most ways as the 1st-level wizard spell, *magic missile*, save for increased damage and limitation to a single missile. The *major missile* inflicts 1d4+1 points of damage upon a single creature, much as does a *magic missile*. The caster gains an additional 1d4+1 damage for every two levels thereafter, to a maximum of 15d4+15. *Snilloc's major missile* cannot be split between multiple targets. It is affected by all spells that negate or affect the *magic missile* spell.

Notes: Rare or very rare spell from the FORGOTTEN REALMS setting. Known to be in *The Collected Wisdom of Snilloc*.

Snilloc's Snowball

(Evocation)

(Water)

Level: 1

Range: 20 yds./level

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1 target

Saving Throw: None

This spell creates a mystical snowball in the hand of the caster, which can then be thrown immediately against any target within range. The snowball hits automatically for 1d3 points of damage, 1d6 points if used against a fire-using or fire-dwelling opponent. The snowball strikes like a *magic missile* and can be affected or repelled in the same way. (A *brooch of shielding* or *thunderlance* gives the same protection against both spells, for example.)

Against objects, the snowball has the same effect as a nonmagical snowball.

Snilloc's snowball is considered by most wizards to be a lesser form of *magic missile*, though it has the advantage in range at higher levels (as opposed to multiple strikes) and can be directed

against an object as well as a creature. It is also more effective against fiery creatures.

The material component of this spell is a chunk of ice or a small bit of ivory.

There are reports of a 2nd-level variant of this spell with identical effects called *Snilloc's cream pie*. These reports are unconfirmed.

Notes: Uncommon or rare spell from the FORGOTTEN REALMS setting. Known to be in *The Collected Wisdom of Snilloc*.

Snilloc's Snowball Swarm

(Evocation)

(Water)

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: 30-ft. radius

Saving Throw: ½

By means of this spell the caster causes a flurry of magical snowballs to erupt from a point within his range. The snowballs fly in all directions, hitting everything in the area of effect, including the caster, and causing 1d3 points of damage per level of the caster, to a maximum of 8d3. Against fire-using and fire-dwelling creatures, the spell inflicts 1d6 points of damage per level of the caster (again to a maximum of 8 dice of damage).

Unlike the higher-level *fireball*, the *snowball swarm* is completely contained within its area of effect. Obstructions and low ceilings do not cause the cloud of snowballs to deform—they just hit the walls and splatter. These snowballs are considered normal missiles when determining the effects of protection spells. All targets are considered AC 10 against the snowballs, however; only Dexterity modifiers apply.

This spell is much less powerful than the *fireball* spell, but useful where the dimensions of the area of effect are unknown or against fire-using or fire-dwelling creatures.

The material component of this spell is a chunk of ice or a single pearl.

Notes: Uncommon or rare spell from the FORGOTTEN REALMS setting. Known to be in *The Collected Wisdom of Snilloc*.

Snowball, Snilloc's

See Snilloc's snowball.



Snowball Swarm, Snilloc's

See Snilloc's snowball swarm.

Solid Fog

(Alteration)

(Air)

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 4

Duration: 2d4 rds. + 1 rd./level

Area of Effect: 20 × 10 × 10 ft. volume/level

Saving Throw: None

When this spell is cast, the wizard creates a billowing mass of misty vapors similar to a *wall of fog* spell. The caster can create less vapor if desired, as long as a rectangular or cubic mass at least 10 feet on a side is formed. The fog obscures all sight, normal and infravision, beyond 2 feet. However, unlike normal fog, only a very strong wind can move these vapors, and any creature attempting to move through the solid fog progresses at a movement rate of 1 foot per round. A *gust of wind* spell cannot affect it. A *fireball*, *flame strike*, or *wall of fire* burns it away in a single round.

The material components for the spell are a

pinch of dried, powdered peas combined with powdered animal hoof.

Notes: Common spell (PHB).

Solidify Air — Witch

(Alteration)

Level: 9

Range: 30 yds.

Components: V, S

Casting Time: 9

Duration: Special

Area of Effect: 20 ft. cube

Saving Throw: None

By means of this spell, the witch causes the atmosphere to condense and solidify into a porous, translucent substance that is dense and hard as stone. On the first round, the air in the affected area becomes misty and thick, equivalent to a *fog cloud*. By the third round, has thickened into *solid fog*, reducing movement to but one foot per round. By the fifth round, the air has set and hardened, trapping any creature still within the area as if it was encased in solid rock. The solidified air is porous enough to allow breathing, and carries speech and sound as well.

The substance is not affected by *dispel magic* or any similar spell. Furthermore, the witch can command the solidified air to become non-porous, smothering those within it in a single round or can command the solidified air to turn to fog, releasing the trapped creatures (but reducing their visibility as normal fog). No saving throw is given against this spell, which lasts until the witch commands it to dissipate or is slain.

Notes: Restricted to witches; rare.

Solvent of Corrosion

(Conjuration/Summoning)

(Alchemy)

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 3

Duration: 3 rds.

Area of Effect: 1 sq. ft./level

Saving Throw: ½

This spell conjures a corrosive, acidic slime of horrid strength on one surface or creature within the spell's range. Up to one square foot

of surface area per caster level can be affected, so a 5th-level caster can affect 5 square feet—enough to create a 2-foot by 3-foot hole in a door or wall, or thoroughly drench a man-sized creature. The acid eats through 6 inches of wood, leather, or bone, 4 inches of stone, or 1 inch of metal each round. Against monsters composed of stone, metal, or wood, the solvent inflicts 1d3 points of damage per square foot affected in the first round, 1d2 in the second round, and 1 in the third and final round. Thus, a 10th-level wizard who strikes a treat with *solvent of corrosion* inflicts 10d3, then 10d2, and finally 10 points of damage. Each round, the victim is allowed a saving throw vs. spell for half damage.

Against flesh, the solvent is much less effective; it is caustic and burns painfully, inflicting 1d3 points of damage, plus 1 additional point per caster level in the first round, but no further damage in the second or third round. However, the burning in the following rounds inflicts a -2 penalty to the creature's attacks while the solvent is active. The solvent is extremely likely to cause extensive damage to the victim's armor and equipment; item saving throws vs. acid may apply at the DM's discretion. Magical armor or equipment receives the usual bonuses allowed to magical items.

The great alchemist Vandarien developed his solvent to dissolve iron grates, stone and wood-work traps, and other such hazards. The solvent's effectiveness against mineral and wood-based creatures was a mere side effect of his research.

The material component of this spell is a mixture of vinegar, water, and a drop of black dragon acid.

Notes: Uncommon for conjurers and alchemists; otherwise, rare (*PO:SM*).

Song of Battle — Elf (Elven High Magic)

Level: 8
Range: 10 yds./level
Components: V, S, M
Casting Time: 8
Duration: Special
Area of Effect: Special
Saving Throw: None

This spell is an ancient chant that is used to encourage armies in battle. All allies of the caster within range of the spell are filled with

bravery and fighting spirit. The spell lasts one turn per level of the caster. During this time, no one who heard it need check morale, regardless of cause. Fear spells, dragons, and similar creatures have absolutely no effect on those under the power of this spell.

The spell requires the caster to play a harp or lute.

Notes: Restricted to elves able to use High Magic; common.

Soothe the Beast (Enchantment/Charm) (Song)

Level: 1
Range: Touch
Components: V, S
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: 1 animal
Saving Throw: None

Soothe the beast affects only domesticated animals or those already friendly toward the caster, of common, giant, or minimal variety. Once cast, the spell makes the animal feel content, well fed, calm, and ready for sleep. These feelings overcome any adversity due to food shortage, inhospitable climate or environment, frightening situations, and so on.

However, while the creature may feel well fed, this spell does not replace the need for food. Even under this enchantment, an animal is subject to starvation and its physical effects. *Soothe the beast* only allows the animal to remain blissfully unaware of the condition.

Notes: Common in the MYSTARA setting; otherwise, uncommon for Nature mages, song mages, and bards, and very rare for others.

Soothing Vibrations, Otto's See Otto's soothing vibrations.

Sorcerous Scribe
(Conjuration/Summoning)
(Geometry)

Level: 1
Range: 10 ft.
Components: V, S
Casting Time: 1
Duration: 1 turn + 1 rd./level
Area of Effect: Special
Saving Throw: None

Casting *sorcerous scribe* conjures a magical quill to write down anything the caster says for the duration of the spell (as long as the wizard stays within range). The quill transcribes in the language the caster is speaking and fails if no written form of the language exists. The quill only records actual words; these are in no way imbued with any magical power. Only the magical writing quill is created; the wizard must provide parchment (or other writing material) and ink.

Notes: Common in the MYSTARA setting; otherwise, very rare.

Sorcerous Transcription

A MYSTARA setting spell, aka sorcerous scribe.

Soul Anchor
(Enchantment/Charm)

Level: 5
Range: Touch
Components: V, S
Casting Time: 5
Duration: Permanent
Area of Effect: Creature touched
Saving Throw: Neg.



This spell ties the victim's life force to a particular edifice—a building, an estate, a castle, etc. This prevents the victim from leaving that place unless released from the spell—a simple *dispel magic* or *remove curse* will do the trick, but the spell also is negated if the owner of the building or estate grants permission to leave. (The owner can be *charmed* or otherwise forced into granting permission.)

The specified place of the anchor must have clearly defined borders, such as the walls of a castle. A stand of trees does not have a clearly definable border and hence is an unsuitable



place for a *soul anchor*. DMs should note that property lines, if clearly known and understood by both the caster and subject, are acceptable for this purpose.

Notes: Common in the RAVENLOFT setting; otherwise, rare.

Soul Freedom — Elf (Elven High Magic)

Level: 9
Range: 1 yd./level
Components: V, S
Casting Time: 4
Duration: Special
Area of Effect: 1 evil creature
Saving Throw: Neg.

This spell can be used against any creature of evil alignment. The subject of the enchantment must successfully save vs. spell at -6 or be instantly converted to good alignment. The subject must again successfully save vs. spell at -6 once a month for one year, then once a year for 10 years, or return to its original alignment. After 10 years, the realignment is permanent.

Notes: Restricted to elves able to cast High Magic; common.

Soul Shift — Old Empire (Necromancy)

Level: 9
Range: 10 mi.
Components: V, S, M
Casting Time: 9
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: Special

This extremely powerful spell will transfer the life force of the wizard from his own body into a previously prepared corpse. This corpse must be within the area of effect of the spell and be unmarred by disease, wounds, or injury. At any time during this spell's duration, the wizard can choose to abandon his body and travel into the corpse. The wizard's true body remains alive, but in a zombielike state.

When the wizard's life force reaches its new home, the wizard must immediately roll for *resurrection survival*; failure means death. If successful, the new body is restored as it was before death, except for the loss of 1 point of Constitution. The wizard retains the knowledge

of all of the spells he knew before to the transfer. This transfer is one-way; the wizard cannot return to his old body.

The material component for this spell is a crushed ruby of at least 1,000 gp value.

Notes: Very rare spell. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a *read Southern magic* spell.

Sound Bubble — Bard (Abjuration, Evocation)

Level: 1
Range: 0
Components: V, S, M
Casting Time: 1
Duration: 10 rds. + 1 rd./level
Area of Effect: Special
Saving Throw: None

When this spell is cast, an invisible bubble springs into existence. This can be centered on and mobile with the caster or can be cast on an area. The mobile bubble has a radius of 10 feet, while the area bubble has a radius of 5 feet per caster level. The bubble has only one effect: sound can't pass through it. Thus sound generated within the bubble can't be heard by those on the outside and vice versa.

Bards often use this spell to enhance the quality and effect of their performances. It is useful when a bard wishes to use one of his talents in a dungeon or other limited setting in which noise is sure to draw unwanted attention.

Besides its entertainment functions, *sound bubble* is also useful in many situations in which *silence* is used.

The material component of the spell is a blown egg shell or a soap bubble.

Notes: Restricted to bards; uncommon.

Sounding Stick, Odeen's See Odeen's sounding stick.

Spark Burst (Evocation)

Level: 4
Range: 20 yds. + 10 yds./level
Components: V, S, M
Casting Time: 4
Duration: Instantaneous
Area of Effect: 20-ft. radius
Saving Throw: ½



This spell agitates the matter of phlogiston or atmosphere in a chosen location, releasing electrical energy. The spell can work through a crystal sphere portal or across void wildspace to other atmospheres, but has no effect on a void.

In atmosphere, this spell damages all beings in the affected area equal to 1 point per caster level, and may detonate explosive or flammable substances touched by its sparks. In phlogiston, the sparks ignite all flammables in the area of effect (with possible additional damage), and ignite the phlogiston. All beings in the area suffer 1d4 points of damage per caster level. For every 10 dice of damage of a spark burst, 1 hull point of damage is dealt to any ship in, or partially in, the area of effect.

In the flow, this spell does not endanger the caster, because the electrical energy does not emanate from him, occurring only at a distance.

The material components are a piece of flint and a chunk of ferrous metal, of any size.

Notes: Uncommon for spellcasters from a spelljamming culture; otherwise, very rare.

Spark Shower

(Evocation)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: 10-ft. wide × 20-ft. long cone

Saving Throw: None

This spell creates a cloud of sizzling purple sparks, originating from the caster's hands and spreading outward in a cone 20 feet long and 10 feet wide at the far end. All creatures in the area of effect take 4d4 points of electrical damage if in contact with metal (that is, wearing metal armor or holding metal weapons) or 2d4 points otherwise.

The material components are a piece of flint and a piece of iron, which are struck together when casting the spell.

Notes: Uncommon spell. (Updated from *POLYHEDRON* Newszine.)



Spawn Heritage

(Divination)

Level: 2

Range: 30 ft.

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 10-ft. radius

Saving Throw: None



On Athas, the elves of the coast traffic in spell components and mystic powders. Tentacles of the silt spawn are used for both; however, different types of silt spawn are needed for different spells and powders. This spell reveals the type of silt horror the spawn will become.

The spell requires a bit of dried hide from an adult silt horror. The spell will only reveal if the silt spawn is of the same type as this bit of dried flesh. The more types of dried silt horror hide the caster is holding, the more types of silt spawn can be identified.

Although the silt spawn is a delicacy among the giants of the Silt Sea, the tentacles are not, being hard and rubbery with a bitter flavor. The giants trade the tentacles to the elves.

Notes: Common among the elves on the coast of the Silt Sea of Athas (the *DARK SUN* setting);

otherwise, rare in that setting and virtually unknown elsewhere.

Speak in Tongues — Witch

(Alteration)

Level: 2
 Range: 5 yds./level
 Components: V, S, M
 Casting Time: 2
 Duration: 2 turns + 1 turn/level
 Area of Effect: 1 individual
 Saving Throw: None

The spell enables a witch to understand the language of any one intelligent entity and communicate with that entity in that language. Only one language is understood and spoken for each casting of the spell, but up to three languages can be understood at once, with three separate castings. It does not change the predisposition of any creature.

Notes: Restricted to witches; uncommon. (Updated from *DRAGON* Magazine.)

Speak with Dead

(Necromancy)

Level: 2
 Range: Touch
 Components: V, S, M
 Casting Time: 1 turn
 Duration: 1 rd./level
 Area of Effect: 1 creature
 Saving Throw: Special

Much like the 3rd-level priest spell, this spell enables the necromancer to ask questions of a dead creature. The necromancer can ask at a rate of one question per round to a maximum of seven questions (see table). A portion of the creature's remains must be touched by the necromancer and questions must be posed in language known to the dead creature. The length of time the creature has been dead is a factor. The spell does not function under water.

The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is often limited to what they knew in life.

At the DM's option, the casting of this spell on a given creature might be restricted to once per week.

The material component is a pinch of unconsecrated graveyard dirt. Some portion of the

creature's remains are required.

Notes: Restricted to necromancers (common) and, optionally, diviners (uncommon).

Caster's Level	Maximum Time Dead	Time Questioned	Number of Questions
To 7th	1 week	1 round	2
7-8	1 month	3 rounds	3
9-12	1 year	1 turn	4
13-15	10 years	2 turns	5
16-20	100 years	3 turns	6
21st-up	1,000 years	6 turns	7

Option: In some campaigns, the DM may allow other wizards research *Speak with Dead* as a 4th-level spell (the 2nd-level version is not available to them). The spell details remain the same.

Speak With Dead — Wu Jen

A 6th-level spell in all other respects similar to the 2nd-level necromancer's spell, but commonly available to wu jen from this setting. The dead of this setting tend to hold grudges against the living who disturb them.



Spearflight — Pluma**(Alteration)**

Level: 1

RANGE: 30 YDS.

Components: V, S, M

Casting Time: 1d6 rds.

Duration: 3 turns/level

Area of Effect: 3 spearthrowers/level

Saving Throw: None

This spell benefits spearmen by doubling their range and adding +1 to each die of damage inflicted by their missiles. It works on spearmen casting spears or javelins by hand, or those using a device (such as an atl-atl) to hurl the weapon with greater force.

The material component is a tiny piece of hawk's beak.

Notes: Restricted to practitioners of *pluma* magic (the Maztica setting); common.

Special Effects**(Alteration)****(Artifice)**

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: Special

Saving Throw: None

This spell allows the caster to create a physical effect of a visual, auditory, olfactory, gustatory, or tactile nature. The effect must be nonharmful, but can take almost any form: lightning-like traces on a wall, haunting music, a stone floor that feels spongy, a sweet sensation on the tongue, or a room that smells like a pine forest. The spell can affect one object or an area up to 10 × 10 × 10 feet in size.

If cast at a living being, the creature gets a saving throw vs. spell, with success indicating the spell has no effect. Unlike an illusion, the effect is real and permanent until successfully dispelled.

The material component of this spell is some representation of the desired effect: a picture; a sample of an odor, taste, or feel; or something that creates the desired sound.

Notes: Uncommon for transmuters and artificers; otherwise, rare. This spell is most often found in wizard strongholds.

Spectral Dagger, Othnal's

See Othnal's spectral dagger.

Spectral Ears**(Necromancy, Alteration)**

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

By casting this spell, a wizard establishes an auditory link between himself and a skeleton or zombie within the spell's range. This link allows the caster to hear any sounds that occur within the vicinity of the undead being. The wizard can hear exactly as if he were standing where the undead creature is standing (a wizard/thief can use the thieflly "hear noise" ability, too).

The spell also allows the caster to order the undead creature via the link. Such commands are limited to four words ("turn left," "walk forward two steps," and so on). If the undead creature moves beyond the spell's range, then the spell ends immediately.

The material component for this spell is a mummified ear.

Notes: Uncommon for necromancers; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Spectral Eyes**(Necromancy, Alteration)**

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell establishes a visual link between the caster and a skeleton or zombie within the spell's range. The spell lets the caster see what the undead creature sees as if looking through the creature's eyes. The spell also allows the wizard to order the undead creature (each command up to four words long). If the creature moves beyond the spell's range, then the spell ends immediately.

If the caster has infravision, he sees what the

creature sees with infravision as well.

The material component of this spell is a carefully preserved eye.

Notes: Uncommon for necromancers; otherwise, very rare. (Updated from *DRAGON* Magazine.)

Spectral Force

(Illusion/Phantasm)

Level: 3

Range: 60 yds. + 10 yd./level

Components: V, S

Casting Time: 3

Duration: Special

Area of Effect: 40-ft. cube + 10-ft. cube/level

Saving Throw: Special

The *spectral force* spell creates an illusion in which sound, smell, and thermal illusions are included. It is otherwise similar to the *improved phantasmal force* spell. The spell lasts for three rounds after concentration ceases.

Notes: Common spell (*PHB*).

Spectral Guard

(Evocation, Necromancy)

Level: 6

Range: 60 yd.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 20-ft. radius

Saving Throw: None

This spell creates an invisible guardian at a specific, immovable location. The *spectral guard* waits, undetectable by normal, nonmagical means, until dispelled or until specific conditions, stated in the spellcasting, are met. Such conditions are typically the unlocking of a certain door or chest, a creature who is not the caster entering a certain area or touching specific objects, and so on. When the conditions are fulfilled, the *spectral guard* will appear as a wraith-like, swirling, flying being, with a tapering, legless form and distinct limbs necessary for wielding of the weapon. The wraith-like weapon will be a duplicate of the material component weapon consumed in the casting, and will do normal weapon damage. It is noncorporeal, able to pass through solid barriers, shields, and so on. It can strike ethereal and gaseous creatures, and creatures normally hit only by +2

or better magical weapons. Victims struck feel a chill as the spectral blade strikes.

The *spectral guard* strikes twice per round, is AC 0, strikes as the caster would, has hit points equal to the caster's at the time of casting and, if not dispelled by being slain, fights for one round per level of the caster. *Dispel magic* is ineffective against a *spectral guard*. The guard flies at a rate of 24 per round, is Maneuverability Class A, and is utterly silent. It cannot be charmed, turned, repelled, blinded, or duped by illusions. Further, it detects living creatures unerringly within 5 feet. Once activated, a *spectral guard* can be dispelled at will by its caster. In this case, another spell is needed to replace the guard. The physical appearance (features, height, etc.) of spectral guards can be fashioned by the caster during casting, to resemble a specific real person or beings of a particular build, race, age, and/or sex.

The caster requires a spare weapon, a bone, a drop of blood, and the eye of any creature, which may be dried or preserved (all are consumed during the casting).

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *The Collected Wisdom of Snilloc*.

Spectral Guard: AC 0; MV Fl 24 (B); HD As caster; THAC0 As caster; #AT 2; Dmg by weapon; SA Hits creatures vulnerable to +2 weapons or less; SD immune to charm, blinding, confusion, repulsion, turning, and illusion/phantasms; SW Ignores undead; AL N; SZ M; ML Nil.

Spectral Hand

(Necromancy)

(Shadow)

Level: 2

Range: 30 yds. + 5 yds./level

Components: V, S

Casting Time: 2

Duration: 2 rds./level

Area of Effect: 1 opponent

Saving Throw: None

This spell causes a ghostly, glowing hand, shaped from the caster's life force, to materialize within the spell range and move as the caster desires. Any touch attack spell of 4th level or less that is subsequently cast by the wizard can

be delivered by the *spectral hand*. The spell gives the caster a +2 bonus to his attack roll.

The caster cannot perform any other actions when attacking with the hand; the hand returns to the caster and hovers if the caster takes other actions. The hand lasts the full spell duration unless dismissed by the caster, and it is possible to use more than one touch attack with it. The hand receives flank and rear attack bonuses if the caster is in a position to do so. The hand is vulnerable to magical attack but has an Armor Class of -2. Any damage to the hand ends the spell and inflicts 1d4 points of damage upon the caster.

Notes: Common spell (*PHB*).



Spectral Voice

(Necromancy, Alteration)

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell is similar to the 1st-level spell *ventriloquism* in that it allows the caster to throw his voice. However, the caster's voice issues

only from the mouth of a specified zombie or a skeleton. The voice coming from the undead creature will not sound like the caster's voice, but like a scratchy, raspy whisper. For the duration of this spell, the caster is unable to cast any spells requiring verbal components. The caster can end the spell at will.

The material component for this spell is a preserved tongue.

Notes: Restricted to necromancers; common.

Spectral Wings

(Evocation, Necromancy)

(*Shadow*)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 turn/level

Area of Effect: Creates wings, 26-ft. span

Saving Throw: None

This spell creates a misty, gray, largely intangible flying steed. The *spectral wings* appear as a set of gray, ghostly wings, 12 feet long, with a wingspan of 26 feet. The mount is visible to others but seems foglike and insubstantial. Those riding on the *spectral wings* feel it as a solid object.

The wings are a magical force under the mental control of the caster. This force is not a living thing; it cannot be slain or affected by normal weapons but can be dispelled normally. The caster must remain in contact with the wings in order to control them. If the caster is taken out of contact with the wings or is slain or rendered unconscious, the wings will perform the last order they received.

The *spectral wings* are utterly silent and have maneuverability class B and a speed of 15. They can pass through solid objects, but that ability is not passed along to the individuals and equipment that the wings carry. The wings can carry up to 100 lbs. per level of the caster. If overloaded, the additional weight falls through the wings. The wings provide a solid base for spellcasting and missile fire. The caster can engage in other actions while riding the wings, but the wings will continue to move according to their last orders if this is the case.

The material component of this spell is a wing bone from any type of flying creature. The wings resemble the wings of that particular creature.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *The Collected Wisdom of Snilloc*.

Speed

(Alteration)
(Artificer)

Level: 2
Range: Touch
Components: V, S, M
Casting Time: 2
Duration: 1 hr. + 1 turn/level
Area of Effect: Person touched
Saving Throw: None

This spell allows a person (cf. *charm person*) run at twice normal running rate with no fatigue. The speed gained also makes the person harder to hit (2 bonus to Armor Class), but it does not permit any additional attacks per round. In addition, the spell ends if the runner stops running for more than one round.

The spell requires a pair of specially constructed shoes, which must fit the person perfectly (minimum 100 gp value). The shoes are reusable but are rendered useless by any rips or tears; a new pair must then be made.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Speed Metabolism

Reversed form, see slow metabolism.

Speedmount — Elf

(Alteration)

Level: 2
Range: Touch
Components: V, S, M
Casting Time: 4
Duration: 1 turn/level
Area of Effect: 1 mount
Saving Throw: None

Speedmount affects one horse or other land-based riding animal. When this spell is cast, the creature's ground movement is doubled for a number of turns equal to the caster's level.

The material component is a horseshoe.

Notes: Restricted to elves; uncommon.

Spell Drain — Savant

(Alteration)

Level: 7
Range: Touch
Components: V, S
Casting Time: 1
Duration: 1 hr./level.
Area of Effect: 1 spellcasting creature
Saving Throw: None

This spell allows the savant to drain and utilize the memory of a spell possessed by a spell-using creature. The savant, if aware of the spells known by the target, may declare the spell drained; otherwise, the most recently memorized of the target creature's highest-level spells is drained. The savant cannot regain the 7th-level spell slot until the stolen spell is cast or the memory is lost.

Material components are also necessary if the spell normally requires them; the savant knows what components are required, if any.

Notes: Restricted to savants; uncommon. *Stealspell* may be an imperfect copy of this spell. (Updated from *DRAGON Magazine*.)





Spell Engine

(Abjuration, Alteration)
(Force)

Level: 8
Range: 0
Components: V, S, M
Casting Time: 1 turn
Duration: Special
Area of Effect: 10-ft./level radius
Saving Throw: None

In casting this spell, the wizard calls into being the *spell engine*, a great wheel that absorbs magical energy—in particular, cast spells. When initially cast, the engine is unactivated and remains invisible in the location where the wizard cast it. Once a spell is cast in the area of effect around the engine, the *spell engine* activates. A great intangible wheel 12 feet in diameter and 2 feet thick shimmers into existence. Magical energies used in the area of effect causes the great wheel to turn, shining with a glowing white light from the energy present. Once activated, the *spell engine* will not deactivate; rather, it eventually slows from lack of spell energy and becomes ghostly and translucent.

When activated, the *spell engine* absorbs all spell energy cast in the area of effect, reaching through solid objects to do so. Wizard and priest spells, spell-like abilities of monsters and individuals, and magical items with castable charges will not function in this area. Their energy is sucked into the wheel, which glows brighter and spins faster with every addition. Unlike *spelltrap*, the *spell engine* cannot be overloaded.

An engine can be destroyed by direct contact with a magical item (excluding potions and scrolls but including artifacts and unique magical items). The engine explodes on contact with such an item, inflicting 1d20 points of damage on everyone within 10 feet and 1d8 points on everyone between 10 and 20 feet away from the wheel itself. The magical item is destroyed along with the *spell engine* in the explosion. Artifacts and unique items (such as special purpose swords) are not destroyed, but they (and their wielders) are bodily moved to another plane or dimension. Getting home from there is the wielder's problem.

A *dispel magic* spell does not destroy a *spell engine*, as its energy is sucked up by the engine. *Symbols*, *glyphs*, and abjuration magics already

in place at the time the *spell engine* is activated are not absorbed, though new spells of that variety cast in the area are. A *disintegrate* spell causes the engine to explode as if it contacted a magical item.

A *detect magic* spell reveals the presence of an unactivated *spell engine*, as does the ability to detect invisibility, though neither activates the engine if cast before entering its area of effect or if they are natural abilities.

An operating spell engine has one beneficial sidelight—if a spellcaster studies or prays in its light, the amount of time required to learn or receive spells is halved. The required amount of rest is not reduced, only the time needed to memorize spells.

Other than the powers listed above, the spell engine does not affect living beings. Individuals with magical items do not affect an unactivated *spell engine*. Only the casting of a spell in the area of effect calls an existing *spell engine* into being.

The material components of this spell are a disc of polished marble, shell, or bone, a tear from the caster, and a gem worth at least 1,000 gp.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Sabirine's Specular*.

Spell Enhancer, Rary's

See Rary's spell enhancer.

Spell Fangs — Phaerimm

(Evocation)

Level: 4

Range: 15 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell is a more powerful version of the *toothed tentacle* spell. It creates a shadowy, insubstantial "tentacle" or flexible, retractile arm extending from the phaerimm out to the limits of spell range. This weightless arm ends in a cluster of $1d6+2$ long-toothed, snapping mouths (round roll up, to an even number; that is, there are 2, 4, 6, or 8 mouths).

These are solid and very real, and exist to bite, slash, and savage opponents. They can be attacked by up to three creatures at once, but

can strike at more than one target only if the beings are grouped around the cluster of mouths to engage them (to the maximum of three).

The mouths bite for 2d6 points of damage each, every round, are AC 5, and have 14 hit points each. Every time a mouth is "killed," it fades away, taking another mouth with it; if this leaves no mouths, the spell is ended.

Damage done by the mouths is gained by the phaerimm, healing any existing damage first. Hit points gained in excess of the phaerimm's maximum are retained for two turns before fading away; any damage suffered during this time is subtracted from them first.

Only the mouths and their cluster of eel-like "necks" can be attacked; the shadowy tentacle cannot be hit or harmed (except by application of a *dispel magic*, which ends the spell instantly). The tentacle can be passed through freely, and even be intersected by solid barriers and objects, without harm to the phaerimm or the spell (though the phaerimm must be able to see foes to use the mouths against them).

The phaerimm must concentrate on directing the tentacle; if it is killed, loses consciousness, or undertakes the study or casting of another spell, the tentacle fades away and the spell ends. "Phantom" hit points already gained through use of this spell are not lost immediately when the spell ends—they fade only through time, or are used up by damage.

The material components of the spell are a hair and at least three teeth, which can be from any creatures (and need not be from the same corpse or species).

Notes: Restricted to phaerimm; common.

Spell Immunity

(Abjuration)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

By means of this spell, the wizard renders a creature touched immune to the effects of a specific spell of 4th level or less. It protects against the spell in all its forms, including the spell-like effect of magical items and the innate spell-like abilities of creatures. It does not protect against breath weapons or gaze attacks of any type.

The caster must have directly experienced the effect of the spell specified. For example, a caster who has been attacked by a *fireball* at some time can use *spell immunity* to provide protection from a *fireball*.

The spell fails if cast on a creature already magically protected by a potion, protective spell, ring, or other device. Finally, only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the *lightning bolt* spell is still vulnerable to a *shocking grasp* spell.

The material component for *spell immunity* is the same as that for the spell to be protected against.

Notes: Uncommon spell (*ToM*).

Spell Immunity, Serten's

See Serten's spell immunity.

Spell Invulnerability

(Abjuration)

Level: 9

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: 1 person

Saving Throw: None

The recipient of this spell is rendered completely immune to one spell, spell-like effect, or magical item. The spell, spell effect, or item is specified at the time of casting.

When describing a particular spell or spell effect, a full description is necessary. Invulnerability to a *light* spell, for example, is not sufficient, since the spell can be either a wizard spell or a priest's spell. A correct casting would be to ward against the "1st-level wizard spell, *light*."

Such protection is complete for the recipient—it is as if the spell or item does not exist for the protected individual. A character rendered invulnerable to the *wall of iron* spell can walk through an iron wall, if it was created by the spell. Invulnerability to a particular spell provides no protection from related or lesser versions of that spell, nonmagical equivalents, and spell-like abilities that duplicate the spell. These affect the protected character normally.

Against spell-like abilities, *spell invulnerability* provides complete protection from one spell-like ability used by one type or species of

creature. Invulnerability to a beholder's *cause serious wounds* eye provides no protection from the beholder's other eyes, from the *cause serious wounds* eye of a spectator, or from any other form of *cause serious wounds*.

Against a magical item, the spell protects from all attacks by that item and all identical items. Invulnerability to a *long sword +1* makes the character invulnerable to all such swords (they pass through him harmlessly). A *short sword +1* or a *long sword +1, +4 vs. reptiles* affects the spell's recipient normally. Invulnerability to a magical item protects only against effects that work directly on the recipient. Invulnerability to a *potion of berserker rage* protects a character who drinks it, but provides no protection from the attacks of someone else who drank it. Scroll spells are considered magical spells rather than items; thus, immunity to the 1st-level wizard spell *light* extends to that spell cast from a scroll.

This spell provides no protection against artifacts, relics, and unique magical items (the *Blade of Inverness*, for example, of which only one exists). Further, the spell does not give general protection against living things, magical creatures (such as golems), extra-dimensional and extraplanar beings, or nonmagical items.

Only one *spell invulnerability* can be cast on an individual at one time. The spell cannot be cast on the dead, on an item, or a location.

The *spell invulnerability* is considered by abjurers to be one of their masterpieces. It is believed that the spell was developed as a reply to the transmuters' *spellstrike* spell.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in *Caddelyn's Workbook*.

Spell-Lash — Red Wizard

(Alteration)

Level: 9

Range: 0

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 25-ft. radius

Saving Throw: ½

This spell is used by Red Wizards who are in danger of death or capture. It completely destroys the wizard's body and inflicts explosive damage on all within a 25-foot radius. The amount of damage inflicted is equal to 1d4

times the level of the caster. A 25th-level wizard would, for example, inflict 25d4 points of damage upon all individuals within 25 feet. Nonmagical items in the area must make a successful saving throw vs. disintegration with a +4 bonus or be destroyed. Spellbooks and magical items must also make a successful saving throw, but have a +8 bonus. Artifacts, relics, and similar unique magical objects survive.

While the wizard's body is destroyed, the wizard's essence may be protected by means of *clone*, *magic jar*, or a similar spell.

Notes: Restricted to the Red Wizards of Thay and those trained by them; common.

Spell Mirror

(Alteration)
(Artifice)

Level: 6
Range: 20 ft./level
Components: V, S, M
Casting Time: 6
Duration: Special
Area of Effect: Special
Saving Throw: Special

This spell is cast on a reflective surface, storing a spell to be released upon intruders when activated. For one turn after a *spell mirror* is cast, the first spell of 4th level or less or magical item discharge directed at the mirror is absorbed and stored. When the activation conditions are met, the stored magic springs forth with its normal effect and area. Specific targeting directions and range are set by the caster when the *spell mirror* is cast. Any saving throws associated with the stored spell are allowed.

The stored spell is activated when the mirror is looked into by those specified in the casting of the *spell mirror*, or when the mirror is destroyed. Typical specifications are: "any orc shaman," "Eldaerus the Mage of Neverwinter," "a priest of any evil faith," or even "any mage who is not me or Aldagh or Shonter."

The material components of this spell are the mirror and a handful of dust from any powdered object that was once magical. The mirror surface is not damaged by the spell process, even when the stored spell erupts.

Notes: Rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Spell Reflection (Abjuration, Alteration)

Level: 6
Range: Touch
Components: V, S, M
Casting Time: 3
Duration: 6 rds.
Area of Effect: Creature touched
Saving Throw: None

An invisible aura comes into being around the protected creature, and protects him or her as does a *ring of spell turning*, turning all magics back upon the caster, except the following, which are not reflected:

- Area-effect spells that are not centered directly upon the protected wizard,
- Spell effects delivered by touch, and
- Spell effects from devices such as wands, staves, and so on.

Spells cannot be cast by the protected being, but the spellcaster can end the protection instantly if she so wills. (This must be a deliberate act; it does not occur if the incantatrix turns her attention to another matter or is rendered unconscious.)

The material component for this spell is a small glass or metal mirror, held by the recipient (which may be the incantatrix herself or another creature she touches) and consumed during the casting.

Notes: Uncommon for incantatrices; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Spell Sense

(Divination)

Level: 3
Range: 0
Components: V, S
Casting Time: 3
Duration: 1 rd./level
Area of Effect: 25-ft. radius
Saving Throw: None

A wizard who casts *spell sense* instantly becomes aware of all spells as they are being cast in a 25-foot radius around him, as well as the nature of the magic: the general effect of a spell being cast, level of the spell, whether its power originated from a magical item, etc.

The wizard can tell when another spellcaster in the area of effect begins casting a spell, pos-

sibly allowing him to react before the new spell takes effect. This detection is possible only if the other spellcaster is inside the 25-foot radius, regardless of where the spell will take effect. *Spell sense* does not inform the caster of magic that took effect before its casting.

Notes: Common in the MYSTARA setting; virtually unknown elsewhere.

Spell Sequencer, Simbul's

See Simbul's spell sequencer.

Spell Shape*

(Wild)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1d4 + 1 rds.

Area of Effect: The caster

Saving Throw: Special

This spell gives the wild mage the ability to seize magical energy directed at him and re-shape it as he desires. While it is in effect, the spell gives no visible sign of its existence. It offers no protection against area-effect spells, save those centered directly on the wild mage.

If a wild mage is the target of a spell or magical item, this spell automatically allows him a saving throw. Failure means the opponent's spell has normal effects. Success means the *spell shape* absorbs the magical energy of the opponent's spell. The wild mage can then choose to let the energy dissipate or can instantly use it to cast a spell back at the opposing wizard. The return spell must be of an equal or lesser spell level than the original one and must be currently memorized by the wild mage. The act of returning the spell does not cost the wild mage any of his memorized spells. Spell energy cannot be saved; if not used immediately, it dissipates.

For example, Hamos, a wild mage, is protected by a *spell shape* and is struck by a *finger of death* (a 7th-level spell). He succeeds at his saving throw and is now able to cast a spell of 7th level or lower. Hamos currently has *feeblemind* memorized. Since it is only a 5th-level spell, he chooses to cast it back at his enemy. He makes his level variation check (and doesn't get a wild surge) and the *feeblemind* is sent hurtling back at his foe. Hamos still has his original *feeblemind* memorized. The remaining two spell levels are lost, since they were not used in the

same round.

A wild mage struck by two spells at once chooses which spell to shape. He suffers all effects of the remaining spell.

The material component is a diamond worth no less than 2,000 gp. When the spell is cast, the diamond is transformed into a lump of coal.

Notes: Restricted to wild mages; common (*ToM*).

Spell Shield

(Abjuration)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

By casting this spell upon herself or another creature that she touches, the incantatrix confers strong protection against certain spells and magical attack forms. The protection gives a saving throw bonus as follows:

-7 vs. *beguiling, charm, suggestion*

-5 vs. *command, domination, fear, hold, scare*

-3 vs. *geas, quest*

-1 vs. *confusion, feeblemind, antipathy/sympathy*

The material component is a diamond of any size, which disappears, with a flash of white light, during casting.

Notes: Uncommon for incantatrices and abjurers; otherwise, rare.

Spell Supremacy, Simbul's

See Simbul's spell supremacy.

Spell Trigger, Simbul's

See Simbul's spell trigger.

Spell Turning

(Abjuration)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: Up to 3 rds./level

Area of Effect: The caster

Saving Throw: None

This powerful abjuration causes spells cast against the wizard to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but specifically excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, etc. Thus, a *light* spell cast to blind the protected wizard could be turned back upon and possibly blind the caster, while the same spell would be unaffected if cast to light an area within which the protected wizard is standing.

From seven to ten spell levels are affected by the turning. The exact number is secretly rolled by the DM; the player never knows for certain how effective the spell is.

A spell might be only partially turned—divide the number of remaining levels that can be turned by the spell level of the incoming spell to see what fraction of the effect is turned, with the remainder affecting the caster. For example, an incoming *fireball* is centered on a wizard with one level of spell turning left. This means that 2/3 of the *fireball* affects the protected wizard, 1/3 affects the caster, and each is the center of a *fireball* effect. If the rolled

damage is 40 points, the protected wizard receives 27 points of damage and the caster suffers 13. Both (and any creatures in the respective areas) can roll saving throws vs. spell for half damage. A partially turned *hold* or *paralysis* spell will act as a *slow* spell on those who are 50% or more affected.

If the protected wizard and a spellcasting attacker both have *spell turning* effects operating, a resonating field is created that has the following effects:

d100 Roll Effect

01–70	Spell drains away without effect
71–80	Spell affects both equally at full damage
81–97	Both turning effects are rendered nonfunctional for 1d4 turns
98–00	Both casters go through a rift into the Positive Energy Plane

The material component for the spell is a small silver mirror.

Notes: Common spell (PHB).

Spell Ward

Aka spell invulnerability.



Spellcaster

(Enchantment)

Level: 8
 Range: Touch
 Components: V, S, M
 Casting Time: 1 turn
 Duration: Permanent
 Area of Effect: 1 object
 Saving Throw: None

Using this spell, a wizard imbues a stationary object with the ability to store, then later repeatedly cast, another spell.

After the object has been enchanted, a spell is cast into it. Thereafter, the item will cast the second spell, with normal effects centering on or originating from the item, at intervals of 1–10 rounds. The interval is determined when the item is enchanted; it can't be changed.

Any spell up to 3rd level, except *dispel magic*, can be used as the repeating spell. A successful *dispel magic* can affect either the *spellcaster* spell or the repeating spell; elimination of either renders the item useless. Moving the item also breaks the enchantment.

The object to be enchanted must be of the finest quality, with a cost above 10,000 gp. Gems and statues are common receptacles.

Notes: Uncommon for enchanters; otherwise, very rare. Items enchanted with this spell are often found in strongholds.

Spelldoor

(Alteration) (Dimension)

Level: 8
 Range: 0
 Components: V, S, M
 Casting Time: 1 rd.
 Duration: Instantaneous
 Area of Effect: Special
 Saving Throw: None

A very powerful variation on the 5th-level *teleport* spell, *spelldoor* transports a spell's effect. The caster's next spell is instantly conveyed to the location specified during *spelldoor's* casting. The *spelldoor* functions only on spells that have a range (not 0 or touch), and conveys them only to a point to which the caster has been.

The transported spell's effect unfolds normally at its point of arrival. For example, a

wizard can send a *fireball* to an enemy's fortress or a *detect magic* spell to a spot to which the wizard will later teleport.

Spelldoor does not modify a spell's effect—only its range. Further, the wizard must transport the entire effect—a *chain lightning* spell would not affect two targets within range of the caster and then travel through a *spelldoor*.

This method of transport has the same chance to send a spell exactly where the caster desires as a normal *teleport* spell's chance of success.

The material component is a bronze ring exactly 1 inch in diameter.

Notes: Common in the MYSTARA setting; virtually unknown elsewhere.

Probability of Teleporting:

Destination is:	On		
	High	Target	Low
Very familiar	01–02	03–99	00
Studied carefully	01–04	05–98	99–00
Seen casually	01–08	09–96	97–00
Viewed once	01–16	17–92	93–00

Spellstorm

(Alteration)

Level: 9
 Range: 0
 Components: V, S
 Casting Time: 9
 Duration: 1 rd./level
 Area of Effect: 70-ft. sphere
 Saving Throw: None

When cast, this spell takes effect in a sphere centered on and mobile with the caster. It causes every normal physical weapon that comes within its area of effect to activate, tearing free of scabbards, bindings, hiding places, and chests to fly about at MV 15 (A), attacking the nearest living thing once per round with the caster's THAC0. For the purposes of this spell, normal physical weapons are all unenchanted objects that were made or carried thence with an intent to do harm to other living beings, or have been so used in the past.

While the *spellstorm* is in effect, unenchanted weapons cannot harm the caster—not even missile weapons launched from outside the area of effect. The *spellstorm* turns these weapons aside. The caster can ignore them, cast other spells, sleep, or stroll unconcernedly.

This spell is often used by the Seven Sisters to wreak havoc in a hostile castle, army en-

campment, or on a battlefield. Some use it to defend themselves by preparing a reception room in their towers hung with many weapons, and use the spell there.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; very rare.

Spellstrike

(Alteration)

Level: 9
 Range: 10 yds./level
 Components: V
 Casting Time: 1
 Duration: Instantaneous
 Area of Effect: Special
 Saving Throw: None

This extremely powerful spell represents the height of the transmuters' craft; it permits the caster to negate the effect of a spell cast in either the previous round or the round that the *spellstrike* is cast.

The caster of the *spellstrike* does not need to know the type of spell or magic cast the previous round, only some part of its effect. The *spellstrike* can be used against only one particular spell per casting.

Spellstrike does not cause a spell to be reflected, turned, trapped, or sent elsewhere. The spell merely ceases to exist, retroactively, though it is still lost to the original caster. Even spell-like abilities are affected by this spell, though magical items and artifacts are not. *Permanency* is affected by *spellstrike*, though *contingency*, *limited wish*, and *wish* are not.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in the tome, *Unique Mageries*.

Spelltouch

(Enchantment)

Level: 4
 Range: Touch
 Components: V, S, M
 Casting Time: 4
 Duration: Special
 Area of Effect: 1 item (of less weight and volume than the caster)
 Saving Throw: None

This spell, cast on a nonliving item, allows any spell of 3rd level or less cast on it in the following round to be stored and remain dormant until the item touches a target creature. The caster of the *spelltouch* can specify what race and sex, or type (undead, summoned, living, avian, etc.) of creature will trigger or be affected by the second spell. The second spell (which need not be known to or be castable by the caster of the *spelltouch*) is unleashed by contact between the item and the triggering creature. Any saving throws allowed by the stored spell are resolved normally. For example, a gem set into a throne could unleash a *fireball* spell when triggered by the touch of a guard. ("A living human male" or "female" can be specified, but not "a wizard" or "the king.")

During casting, the caster can designate a single type of being as immune to the spell. An immune being will not trigger the stored spell and, if in the unleashed spell's area of effect, receives a +4 bonus to any saving throw the unleashed spell allows. An item can bear only one *spelltouch* effect or equivalent.

The material components of this spell are a pinch of powdered gemstone (of 200 gp value per level of the stored spell) and a pinch of the ash left by any fire created or augmented by a spell, combined with a drop of water and touched to the item during the casting. The components of the stored spell are also required. The item must be purified and magically prepared for the casting, a process that requires a full week per level of the stored spell.

Notes: Uncommon for incantatrixes; otherwise, very rare.

Option: The DM may require *spelltouch* effects to be renewed at least monthly or fade away. This and similar effects should not replace the standard magical item fabrication procedures.

Spelltrap

(Abjuration)

Level: 7

Range: Special

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

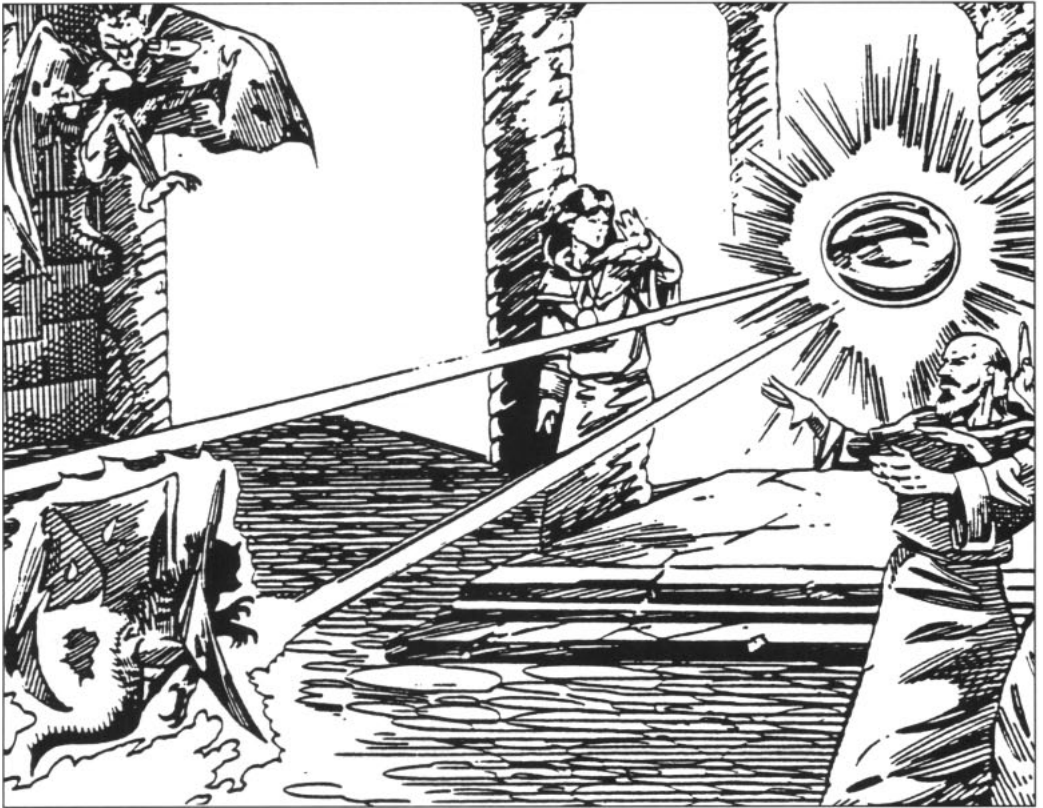
Casting this spell creates a visible silvery oval that hangs over the head of the caster. This oval can absorb spell attacks cast directly upon the wizard and discharge them randomly at a later time, within the duration of the spell.

Any spell cast directly on the spellcaster is automatically sucked into the *spelltrap*. This includes spells that never miss (such as *magic missiles*) and those requiring the caster's touch, but not area-effect spells (such as *fireball*). The wizard using the *spelltrap* does not know what spells have been absorbed, other than obvious clues (again such as *magic missiles* slicing toward him or an enemy wizard shouting *power word—kill!*).

Spell-like abilities are absorbed by the *spelltrap*, if they can be rated against existing wizard or priest spells. If they cannot be rated against a wizard spell of a particular level, then the spell-like effect takes effect on the wizard using the *spelltrap* as if the *spelltrap* did not exist. If in doubt, such spells can be absorbed, but count as 9th-level spells for purposes of overloading. Spells cast by the wizard on himself are not sucked up by the *spelltrap*.

The *spelltrap* can absorb a number of spell levels equal to twice the caster's experience level. A 17th-level wizard can have 34 spell levels absorbed by his *spelltrap*, with a 1st-level spell counting as one spell level, a 3rd-level spell counting as three spell levels, etc. If the *spelltrap* is overloaded, it explodes immediately, inflicting 6d4 points of damage upon everyone within 20 feet and stunning the survivors for two rounds (a saving throw vs. spell does not negate the blast damage, but does negate the stun).

As long as a spell is within the *spelltrap*, the wizard can fire off a random spell lodged within it by pointing at a target and summoning the magical energy. The caster cannot know which spells are within the *spelltrap* or, if multiple



spells are currently trapped, which spell will be fired.

When a spell is released from the trap, roll randomly among the spells currently trapped to determine which one is released. The spell then takes effect as if cast by its original caster, but against the target selected by the *spelltrap's* caster. If the spell is inapplicable or the target is beyond the range of the spell, the spell is wasted. The target must be within 10 yards per level of the caster in any event for the trapped spell to fire. Spells that require "touch" to be effective can be fired up to a range of 10 yards per level in this fashion.

The *spelltrap* can be fired in this fashion once per round. If physically attacked with hand-held weapons, the *spelltrap* fires immediately against the attacker. Finally, the *spelltrap* fires if a *dispel magic* is cast upon it. These other firings can take place in addition to the one discharge per round permitted to the caster; if attacked from multiple directions, it will respond multiple times in the same round. The *spelltrap* itself is immune to hand-held and missile weapons. It will not respond if hit with missile weapons.

The *spelltrap* winks out of existence without discharging remaining spell energies at the end of its duration. It ceases to exist if the wizard is *feble-minded*, slain, or rendered unconscious. The *spelltrap* remains with the caster who uses magic to change location or even move to another plane.

This spell, it has been suggested, was created by a wizard who disliked other wizards, since the common tactic for battling it (once it is recognized) is to overload the *spelltrap* with beneficial spells.

The material components are a diamond fragment worth at least 2,000 gp and a moonstone, both of which are lost in the casting.

Notes: Very rare spell from the FORGOTTEN REALMS setting. Known to be in the tome, *Unique Mageries*.

Spelltrap — Paramander

(Alteration)

Level: 4
Range: Special
Components: V, S
Casting Time: 4
Duration: Special
Area of Effect: Special
Saving Throw: None

The *Paramander's spelltrap* allows a second spell to be set as a trap, delaying its effects until triggered. When the caster casts a *spelltrap* on a small immobile object such as a book or a weapon, another spell can be cast into the object. The *spelltrap* will fade in 5 rounds if another spell is not placed in it. If the item is moved or probed in any way before a second spell is placed inside, the *spelltrap* vanishes.

When the item is moved or probed (by *detect magic*, or similar effect), the second spell takes effect, just as if the *spelltrap* caster had cast it. A successful *dispel magic* spell is 75% likely to erase only the second spell, leaving the *spelltrap* empty (and fading) and ready to receive another spell; otherwise, *dispel magic* will eliminate the *spelltrap*, releasing the effects of the second spell and exploding the item on which it was placed, causing 2d6 points of damage to all within a 20-foot radius.

Only the following spells can be placed in a *spelltrap*: *light* (on the same item as the *spelltrap*), *message**, *audible glamer*, *magic mouth*, *scare*, *fireball**, *gust of wind**, *lightning bolt**, *confusion*, *fear*, *polymorph other**, *conjure elemental*, *azure flame*, *guards and wards*, *slow mutation* (dweomer placed on same item as the *spelltrap*). Spells marked with an asterisk are released from the *spelltrap* in a random direction. Only the use of a *gem of seeing* can detect a *spelltrap*.

Notes: Restricted to paramanders (a rare type of paladin-mage); common.

Spendelarde's Chaser

(Necromancy)

(Alchemy)

Level: 4
Range: Touch
Components: V, S, M
Casting Time: 8
Duration: Special
Area of Effect: 1 creature
Saving Throw: None

This spell was created originally to facilitate mental recovery from brewery research expeditions (in other words, as a hangover cure). However, it was discovered to have a beneficial side effect in regard to protection against injected, ingested, and contact poisons.

Cast upon an individual, it negates the adverse effect of drugs (including alcohol) on the system, restoring the individual to mental coherence and

relieving hangovers or other ill effects. Real damage (to body or to mind) is not healed by this spell—it only aids the body to purge the chemicals within. The chaser won't affect insanity or magically-induced effects.

If the individual was poisoned, the spell allows a second saving throw vs. poison, even if one was not allowed initially.

The spell can be cast as a preventive measure, and if so, its protection lasts for one turn per level of the caster. If the individual is poisoned while under the effect of the chaser, the individual is permitted a +4 modifier to the saving throw vs. poison (or an unadjusted saving throw if one is not normally allowed).

The material component of this spell is a drop of holy water.

Notes: Rare or very rare spell from the FORGOTTEN REALMS setting. Known to be in *The Wizards' Workbook*.

Sphere of Eyes

(Divination, Illusion/Phantasm)

Level: 4

Range: 70 ft.

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 60-ft. radius

Saving Throw: None

This spell enables a caster to create a sphere of radiance in which thousands of glistening, glowing eyeballs float, darting and swarming in random directions. Once cast, the *sphere of eyes* is immobile, and its radiance is at all times equivalent to a silvery-blue *faerie fire* spell. The eyes are intangible, and do not react to their surroundings.

Any illusion or magical invisibility that comes into contact with a *sphere of eyes* is instantly and permanently negated. Beings who actually have changed their shapes by use of magic or a natural ability are seen with a clear, bright silvery-blue "ghost" image of their other form superimposed upon their current one. This spell also negates operating *forget*, *misdirection*, *obscurement*, *non-detection*, and *undetected alignment* magics, and allows *feeble-minded* creatures an immediate new saving throw to escape the condition.

The material component of this spell is an eyeball (from any source).

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Sphere of Ultimate Destruction (Conjuration/Summoning) (Dimension)

Level: 9

Range: 5 yds./level

Components: V, S, M

Casting Time: 9

Duration: 1 rd./level

Area of Effect: Creates 1 sphere

Saving Throw: Special

This awful spell brings into existence a short-lived *sphere of annihilation* (as described in the *DMG*). The *sphere* is a black ball of nothingness about 2 feet in diameter that instantly and utterly destroys any matter that comes into contact with it. The *sphere* appears anywhere in the spell's range and moves up to 15 feet per round as the wizard directs. If the wizard attempts to bring the *sphere* into contact with a living creature, the potential victim gains a saving throw vs. breath weapon to dodge aside, but a victim who is unaware of the *sphere's* appearance or unable to move is destroyed without a saving throw.

Once conjured, the *sphere of ultimate destruction* may not move exactly as the caster wishes. The wizard has a 75% chance to control it, plus 1% per point of Intelligence over 12 and 3% for each point over 15. In other words, a wizard with an Intelligence of 18 would gain a +12% bonus to his chance to control the *sphere*. If the wizard fails to control the *sphere* in any given round, it automatically moves directly toward him at its maximum speed of 15 feet per round. Unlike the magical item, another wizard cannot contest the caster's control of a *sphere of ultimate destruction* unless the second wizard possesses a *talisman of the sphere*.

Should a *gate* spell be cast upon the *sphere*, there is a 50% chance that the *sphere* is destroyed, a 35% chance that nothing happens, and a 15% chance that a gap is torn in the spatial fabric, catapulting everything in a 180-foot radius to another plane of existence. If the *sphere* is touched by a *rod of cancellation*, a tremendous explosion inflicts $3d4 \times 10$ points of damage to everything within 60 feet as the two forces negate each other. No other spell or magical item has any effect on a *sphere of ultimate destruction*.

There is a 5% chance that any particular manifestation of this spell does not utterly destroy a victim but instead transports him to a random

plane of existence. The conjuring wizard has no way of knowing whether he has destroyed his enemy or merely blasted him into some remote dimension.

The material component of this spell is a dark crystal ball that can be comfortably held in two hands.

Notes: Uncommon for dimensionists; otherwise, very rare (*PO:SM*).

Sphere of Wonder

(Alteration, Evocation)

Level: 9

Range: 10 ft./level

Components: V, S

Casting Time: 9

Duration: 1 rd./level

Area of Effect: 90-ft. diameter sphere

Saving Throw: None

This spell calls into being a stationary sphere of magical radiance equal in effect to a *light* spell, in which no spells or magical item discharges can take effect (or persist, if already in effect) except those of a type silently chosen by the caster during spellcasting. For example, the caster could choose to allow only spells involving fire to function, or only electrical discharge magics (such as *lightning bolt*). The prohibition cannot be narrowed down to allowing only a particular spell (for example, to allow *fireball* but not *flaming sphere* is not possible), but there is no way for beings other than the sphere-caster to tell what spell type works except by trial and error.

Spells of the wrong type cast into the sphere from outside are negated at the point where they touch the sphere. The magic has no effect on beings or items once they leave the sphere. A *rod of cancellation* brings the sphere down instantly.

Notes: Very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.

Spider Climb

(Alteration)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 3 rds. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg.

A *spider climb* spell enables the recipient to climb and travel upon vertical surfaces as well as a giant spider, or even hang upside down from ceilings. Unwilling victims must be touched and are then allowed a saving throw vs. spell to negate the effect. The affected creature must have bare hands and feet to climb in this manner, at a movement rate of 6 (3 if at all encumbered).

During the spell, the recipient cannot handle objects that weigh less than a dagger (one pound), for such objects stick to his hands and feet. Thus, a wizard will find it virtually impossible to cast spells if under a *spider climb* spell. Sufficient force can pull the recipient free; the DM can assign a saving throw based on circumstances, the strength of the force, and so on. For example, a creature with a Strength of 12 might pull the subject free if the subject fails a saving throw vs. paralyzation (a moderately difficult saving throw). The caster can end the spell effect with a word.

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

Notes: Common spell (*PHB*).

Spider Gout — Neogi

(Conjuration)

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 2

Duration: Instant

Area of Effect: 1 creature

Saving Throw: ½

This spell creates a magical glob of spider venom in the neogi's mouth, which it can spit at any single target within range. The neogi can hold the venom for a number of rounds equal to half its level. If held longer, the neogi suffers the damage detailed below, with no saving throw.

The venom can be spit up to 10 yards. The neogi must make a successful attack roll to strike the target (no range penalties apply). Failure means the venom glob missed, causing it to dissolve harmlessly. Creatures struck must save vs. poison or suffer 2d4 points of damage plus 1 hit point per level of the caster (to a maximum of 2d4+10 points of damage at 10th level). A successful saving throw means only half damage is taken.

The material component is the neogi's own poisonous saliva.

Notes: Restricted to neogi; common.

Spider Leap — Drow

(Alteration)

Level: 4

Range: 0

Components: V

Casting Time: 1

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This specialized variant of the *dimension door* spell allows the caster to transfer himself to the present location of a previously seen or touched arachnid of any sort (including spiders, scorpions, ticks, pedipalps, and so on). The spell is wasted and does nothing if no arachnid is within 30 feet per experience level of the caster.

If the desired arachnid (on which the caster concentrates) is beyond this range, but another arachnid is within reach, the caster is taken to the other arachnid, even if unwilling (if several arachnids are within range, determine the one arrived at randomly).

This special form of teleportation bypasses physical obstacles, but can't pass through water or magical barriers. If the caster would arrive in a spot occupied by a solid object, the caster is simply shifted in a random direction to a nearby open space, but is confused for 1d2 rounds. A caster who arrives without a solid surface under his feet (for example, the spider is on a wall, and the caster arrives in midair), suffers falling damage unless further magic is employed.

The spell does not confer any protection against, influence over, or friendship with the arachnid focus. The caster requires 1 round to recover from the use of this spell (unless confused as noted above). The caster can bring all worn or carried items, up to a weight limit of

500 pounds of non-living matter, or 250 pounds of living matter. If the weight limit is exceeded, the spell flickers for 1 round, during which the caster must shed excess items to cause the spell to work at the end of the round. During this time, the caster remains at his initial location, vulnerable to attack. Failure to shed sufficient weight in time causes the spell to be wasted.

Notes: Common for drow; otherwise, rare.

Spider Shape — Drow

(Alteration)

Level: 4

Range: Touch

Components: V, S

Casting Time: 4

Duration: 4d4 rds. + 2 rds./level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell allows the caster to confer a specialized arachnid form (such as any of the spiders found in the *MONSTROUS COMPENDIUM* Tome). An unwilling subject receives a saving throw vs. spell with a +2 bonus. If the saving throw is successful, the spell is broken, and the victim avoids its effects.

Beings newly assuming spider form require 1 to 2 rounds (determine randomly, by odd/even die roll) to become aware of their newly gained abilities, and to learn how to make the arachnid body respond. During this time, they are motionless and vulnerable.

The spell recipient commands all the normal abilities of the spider form. This extends (even if a real spider of the same sort doesn't have these powers) to the ability to *spider climb* (as the 1st-level spell) and the power to move along or through natural or magical webs without being slowed down or becoming stuck.

The being in spider shape can also leap if a real spider of the same form usually can, and bite for the same damage. Poison effects are not gained. Web-spinning abilities aren't gained, but even if a real spider of the same form can't spin webs, a being in spider shape can cast one *web* spell (as the 2nd-level wizard spell, but with no material component required). Unless the form chosen is too small, a being in spider shape can also carry burdens of up to 600 pounds, including riders, without being torn off walls or ceilings by the weight.

The change to spider shape neither heals existing damage nor causes harm; any armor worn

is hurled away by the spell. The recipient is trapped in spider form until touched by the caster, or until the spell expires; the caster can resume his own form at will, ending the spell. A slain being automatically reverts to his normal form.

No system shock rolls are required for transformation to or from spider shape, and beings in spider shape are highly resistant (+4 to all saving throws) to hostile polymorph spells and magical effects.

Notes: Uncommon for drow; otherwise, very rare.

Spider Strand

(Evocation)
Reversible



Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Special

With this spell, the caster causes a single strand of strong spider web to shoot forth from his hand. The web becomes part of the caster for the duration of the spell or until he wishes it to detach itself from him. He need not hold onto the strand with the casting hand, leaving it free for casting other spells, but cannot hold anything with that hand.

The strand itself is roughly half an inch in diameter and very strong and sticky. The length of the strand is one yard per level of the caster, and it holds up to 2,500 pounds without breaking. Any creature wishing to break the strand must roll half its bend bars chance.

A strand is shot at an inanimate object, such as a wall or ceiling, automatically hits. The strand sticks to its target and can be torn loose only by putting more than 2,500 pounds of tension on it or by a successful half bend bars roll.

Only one creature can be entangled by this spell. If the strand is shot at a creature, the creature receives a saving throw vs. spell to avoid it. If hit, the creature is wrapped by the excess length, and might be immobilized, impeded, or unaffected, depending on its size (see table). For instance, a bugbear standing 10 yards away, struck with a strand from a 15th-level wizard, is wrapped in five yards of the strand and immobilized.

An immobilized creature cannot move, attack, or cast spells (however, a creature of gargantuan size cannot be immobilized). An impeded creature moves at half rate and attacks only half as often, with a -2 penalty to the attack roll. Every yard must be broken, each requiring a bend bars roll at half the normal chances.

The material component for this spell is the webbing gland from a spider that was at least as large as the caster's hand.

The reverse of this spell, *weaken webs*, allows the person touched to move freely through webs either naturally or magically created (even those made from a *spider strand* spell). The material component is a pair of tiny shears.

Notes: Common for spellcasters from the DARK SUN setting; otherwise, very rare.

Creature Size	Yards to Immobilize	Yards to Impede
Tiny	1	1
Smaller	2	1
Man-sized	3	2
Large	5	3
Huge	10	7
Gargantuan	—	30



Spidercloak Armor — Drow (Conjuration)

Level: 5
 Range: 0
 Components: V, S, M
 Casting Time: 5
 Duration: 4 rds. + 1 rd./level
 Area of Effect: The caster
 Saving Throw: None

This spell surrounds the caster with a floating swirling, shadowy network of nonsticky webs (of irregular “scraps” of force) and magical shadows. This magical, partially-solid barrier helps to deflect both physical and magical attacks, improving the Armor Class of even a stationary, pinioned, or attacked-from-behind caster by +3, plus 1 or 2 points more (odd or even roll; check each round, as it fluctuates).

Spidercloak armor also gives a variable aid to saving throws, of either nothing (odd roll) or +1 (even roll; check each round), and its benefits are cumulative with those of other protective spells or items. The armor also conceals the caster’s alignment aura, and any magical auras carried on his or her person, from magical scrutiny.

The material component of this spell is a bit of spiderweb, or a living spider (crushed during casting).

Notes: Common for drow; otherwise, rare. Optionally, may be uncommon for shadow mages.

Spidereyes — Drow (Alteration)

Level: 1
 Range: 60 yds.
 Components: V, S, M
 Casting Time: 1
 Duration: 1 rd./level
 Area of Effect: 1 spider
 Saving Throw: None

By means of this spell, a wizard can see through the eyes of a single normal or giant arachnid within 60 yards. A small, harmless living spider is usually employed, the caster using it as a spy to see things where the caster dare not go. The spell does not function on intelligent spider-like creatures.

The caster has no any control over the arachnid selected, nor even direct mental contact with

it, merely a mystical linkage with its eyes.

Most spiders have eight eyes—simple eyes whose vision is readily understandable to most intelligent races (they do not have compound eyes). The sight afforded by the spell has the effectiveness—range and possible infravision—of the spider.

The link itself has unlimited range as long as the spell duration lasts—depending, of course, upon how far the spider travels. The link cannot be maintained if either arachnid or caster move to another plane of existence, including the Astral or Ethereal Planes.

Often, this spell is used to try to spy out a cavern, hall, or other guarded area before the caster or companions enter or attack it—but often the chosen spider refuses to cooperate by looking where the caster wants it to, unless controlled or influenced by additional spells. Certain magical barriers might block the link between spellcaster and spider.

Notes: Uncommon for drow; otherwise, a very rare spell from the FORGOTTEN REALMS setting. Known to be in *The Libram of Lathintel*. (Updated version.)

Spirit

Aka spirit form.

Spirit Armor

(Necromancy)
(*Shadow*)

Level: 3
 Range: 0
 Components: V, S
 Casting Time: 3
 Duration: 2 rds./level
 Area of Effect: The caster
 Saving Throw: Special

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

The *spirit armor* is effective against magical and nonmagical weapons and attacks. It does not hinder movement or add weight or encumbrance. It does not interfere with spellcasting.

When the spell ends, the aura dissipates and

the caster must make a successful saving throw vs. spell or temporarily loses a bit of his life essence, suffering 2d3 points of damage. No damage is sustained if the save is successful. The lost hit points can be regained only through magical healing.

Notes: Restricted to necromancers; uncommon.

Spirit Form — Witch

(Alteration)

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 4 turns + 1d8 turns

Area of Effect: 1 creature

Saving Throw: None

This spell confers upon the creature the ability to shift its body into a noncorporeal *spirit form*. In this form, the creature is of translucent and ghostly appearance, and can pass easily through walls, doors, or even solid ground at its normal movement rate.

The creature can walk right through hillsides or castle walls; however, it is deaf and blind while inside solid objects, so any lengthy journeys through solid matter are a matter of hit-and-miss. While the creature does not gain the power of flight, it can scale or descend any cliff at its normal movement rate, or will itself to ascend or descend up to 10 feet per round inside solid matter.

In *spirit form*, the creature ignores normal weapon or missile attacks, including physical hazards such as falling blocks of stone or pit traps. Magical weapons inflict half damage on the noncorporeal creature, and offensive spells are 30% effective (half this if a saving throw is made). The creature becomes vulnerable to spells that affect enchanted and noncorporeal beings. The noncorporeal creature inflicts no damage on corporeal creatures—unless armed with a magical weapon, in which case it inflicts half normal damage with no Strength bonus. A spell-using creature can cast only 1st- and 2nd-level spells against corporeal foes.

The *spirit form* allows the creature to engage other noncorporeal creatures as if both were completely real and tangible to each other, so is useful in battling shadows, spectres, wraiths, ghosts, or phasing monsters.

The creature can shift back and forth from

corporeal to noncorporeal state for the entire spell duration, but it takes one full round to accomplish each transition.

The material component is a pinch of dirt from a ghost's grave.

Notes: Restricted to witches; uncommon.

Spirit of Servitude

A *MYSTARA* setting spell, aka spirit servant.

Spirit Self

(Alteration)

Level: 5

Range: 0

Components: V, S, M

Casting Time: 3

Duration: 3d4 rds.

Area of Effect: 240-ft. radius

Saving Throw: None



This spell allows the wu jen to send his spirit outside his body while maintaining some semblance of life in the physical body. When the spell is cast, the wu jen's spirit invisibly separates itself from the body and is free to move around. The body does not fall into a trance, but assumes a type of half-awake state. The wu jen (in spirit form) can instruct the body to take simple actions such as walk, converse, or eat while he does other things in spirit form. The body behaves as if in a daze. The spirit form of the wu jen retains the ability to cast spells, although doing so instantly forces the return of the spirit form to the body. The spirit form is considered to be a spirit for the purposes of *protection from spirits* and other spells.

Damage taken by the body or the spirit is subtracted from the hit points of the wu jen. If the body is destroyed, the wu jen is slain. If the body is moved beyond the range of the spell, the wu jen is unable to return to it. A spirit form that does not return to the body before the end of the spell's duration is trapped outside the body. The wu jen's body falls into a catatonic state while the spirit must wander aimlessly. With the expiration of the spell, the character loses the ability to cast spells while in spirit form. The spirit can be returned to the body through the means of a *restore spirit* spell.

The material component for this spell is a small mandala.

Notes: Common in oriental settings; otherwise, very rare.

Spirit Servant

(Conjuration/Summoning)

Level: 1
 Range: 0
 Components: V, S, M
 Casting Time: 1
 Duration: 1 hr. + 1 turn/level
 Area of Effect: 30-ft. radius
 Saving Throw: None

Spirit servant works like the 1st-level spell *unseen servant* in all respects except one—the force it creates looks like a brightly glowing mass of energy. This energy changes shape as need be: It might extend tendrils to open doors or lift objects, for instance. While casting, the wizard can dictate the servant's color and, to some extent, can even make it to take on a certain general shape or outline: humanoid, angelic, frightening, etc.

The material components are a brightly colored piece of yarn and a bit of wood.

Notes: Common in the MYSTARA setting; otherwise, very rare.



Spiritwrack

(Abjuration, Evocation)



Level: 6
 Range: 10 ft. + 10 ft./level
 Components: V, M
 Casting Time: Special
 Duration: Special
 Area of Effect: Special
 Saving Throw: Special

A *spiritwrack* spell is a strong protection and punishment spell against the powerful creatures of the nether planes, but to employ the magic the spellcaster must know the name of the creature on whom it is to be cast. Prior to actually uttering this spell, the wizard must prepare an illuminated sheet of vellum, carefully inscribing the spell and the creature's name. He must use special inks made from powdered rubies and the ichor of a slain tanar'ri, then ornament the vellum with gold leaf. This preparation requires 8 to 32 (1d4×8) hours and costs 6,000 gp for all supplies. If the outer-planar creature is present, the caster can then begin the actual incantation.

During each round of reading, the target has a 25% cumulative chance to concede to the caster's will without any other inducements.

When the caster begins reading the document, the target creature is rendered immobile unless it makes its magic resistance roll. Even if this succeeds, the monster is discomfited and 90% likely to retreat to its own plane if it can. Regardless of the result, the target is powerless to attack the wizard while he reads the spell.

Reading the first part continues for 1 round, with the target's discomfiture increasing.

During the second round, the creature loses 1 hit point per Hit Die it possesses (for example, a 9-Hit Die tanar'ri loses 9 hit points). At the end of this round, the target is in extreme pain.

The third and final round reduces the creature's remaining hit points by 50%, causes excruciating pain, and exiles the creature to its home plane—there to remain imprisoned and in torment for the number of years equal to the level of the wizard.

Creatures subjected to the complete spell become the sworn foes of these wizards, a fact few spellcasters care to deal with. Most wizards are far more likely to create the document and use it as a threat to force a creature into submission rather than actually complete the spell itself.

Notes: Uncommon spell.

Spoil Holy Water

(Enchantment/Charm)

Level: 1
 Range: 10 yds./level
 Components: V, S
 Casting Time: 1
 Duration: Instantaneous
 Area of Effect: 40-ft. cube
 Saving Throw: Special

This baneful dweomer affects holy water in the area of effect. All holy water containers in the area of effect are checked, the holy water in a container is spoiled (rendered harmless to evil creatures and unusable as a material component) on a roll of 10 or less on 1d20.

A holy water font or basin and its contents are unaffected unless the spell is focused only on the font or basin alone and delivered by touch. It gives its water +1 to +5 bonus to the roll depending on its material (copper, silver, electrum, gold, or platinum). If the holy water is spoiled, the font is rendered useless until it can be purified and reconsecrated. Unholy water is not affected by this spell.

Notes: Uncommon for necromancers and undead wizards; otherwise, very rare. (Updated from *POLYHEDRON* Newzine.)

Spook

(Illusion/Phantasm) (Mentalism, Shadow)

Level: 1
 Range: 10 yds.
 Components: V, S
 Casting Time: 1
 Duration: Special
 Area of Effect: 1 creature
 Saving Throw: Neg.

A *spook* spell enables the wizard to play upon natural fears to cause the target creature to perceive the spellcaster as someone or something inimical. Without actually knowing what this is, the wizard merely advances threateningly upon the creature. If the creature does not make a successful saving throw vs. spell, it turns and flees at maximum speed as far from the wizard as possible, though items carried are not dropped. The creature has a saving throw penalty of -1 for every two experience levels of the caster, to a maximum of -6 at 12th level. Note that a natural (unmodified) roll of 20 auto-

matically succeeds, regardless of saving throw penalties.

Although the caster does not actually pursue the fleeing creature, a phantasm from its own mind does. Each round after the initial casting, the creature receives another saving throw, without penalty, until it successfully saves and the spell is broken. In any event, the spell functions only against creatures with Intelligences of 2 or more, and undead are not affected at all.

Notes: Common spell (*PHB*).

Spout of Scalding Wrath

A *MYSTARA* setting spell, aka scalding spout.

Sprites

(Conjuration/Summoning)

Level: 7
 Range: 50 yds.
 Components: V, S, M
 Casting Time: 6
 Duration: 6 rds. + 1 rd./level
 Area of Effect: Special
 Saving Throw: None

This spell was created as a result of an ancient pact between the elves and the sprites. When this spell is cast, 2d10 sprites immediately appear, anywhere within range, and fight for the caster for the duration of the spell, after which time they vanish. Slain sprites vanish as well, in the same manner as creatures brought by a *monster summoning* spell.

Exactly where the sprites come from, no one knows. The sprites of Evermeet say that the summoned sprites do not come from their number, nor is there any evidence that the sprites are summoned or teleported from anywhere on Toril. Most believe that the sprites are actually the spirits of slain sprite warriors who died in service to the elves in ages past.

The material components of this spell are a piece of sprite clothing and a small silver bell.

Notes: Restricted to elves. Most common among the elves of Evermeet in the *FORGOTTEN REALMS* setting; otherwise, very rare.

Most Widely Known Spells
Common, Uncommon, and Rare Spells Found in this Volume

While more complete lists are given in the final volume of this series, this list can be used as a quick guide to the most common spells in this volume, suitable for nonspecialized PCs. Humanoid, monster, chronomancer, and Maztican spells are not listed here. Common spells are in **bold**. Spells in *italic* are very rare or otherwise restricted; see individual spell entries for details. Drow, necromancer, ninja, and Athasian specialty lists are given separately.

Level 1

moonglow
Mord.'s protection from avians
mount
Murdock's feathery flyer
normal aura
Nystul's dancing werelight
Nystul's flash
Nystul's magic aura
Odeen's magic tailor
oilskin
Otiluke's bubbling buoyancy
Otiluke's smoky sphere
Otto's chime of release
phantasmal force
phantom armor
precipitation
protection from evil
protection from vermin
protective amulet
push
Rary's empathic perception
ray of fatigue
read magic
reveal magic
run
scatterspray
shield
shocking grasp
sleep
slingstar
Snilloc's snowball
soothe the beast
sorcerous scribe
spider climb
spirit servant
spook

Level 2

moon rune
Mord.'s encompassing vision
mouse
murmuring masses
mystic writing
net

Nimodes' major delousing
Nimodes' unseen butler
Nystul's blackmote
Nystul's blazing beam
Nystul's crystal dagger
Odeen's magic cloud
Odeen's sounding stick
Otiluke's boiling oil bath
Otto's soothing vibrations
Otto's tones of forgetfulness
past life
portrait
preserve
preserve food
projected magnification
protection from birds
protection from cantrips
protection from mechanical traps
protection from paralysis
protection from plants
protection from poison
pyrotechnics
Quimby's enchanting gourmet
rainfire
Rary's aptitude appropriater
ray of enfeeblement
ray of Ondovir
resist turning
ride the wind
rope trick
Ruornil's tracks
safe fall
scare
seal mouth
see through other eyes
sense shifting
shadow burst
shark bolt
shatter
signature sigil
skeletal hands
skyhook
slumberward
smokescreen
Snilloc's snowball swarm

spark shower
spectral hand
speed

Level 3

monster summoning I
moonglow symbol
Mord.'s defense against lycanthropes
Mord.'s defense against nonmagical reptiles and amphibians
Mord.'s protection from insects and arachnids
mummy touch
nautical ironwood
Nchaser's glowing globe
nightscar
nondetection
numbness
Nystul's crystal dirk
Nystul's expeditious fire extinguisher
Nystul's golden revelation
Nystul's radiant baton
Odeen's secret word
one-way lock
Otiluke's acid cloud
Otiluke's force umbrella
Otto's crystal rhythms
Otto's sure-footed shuffle
paralyzation
paralyzing touch
phantom steed
preserve wood
Prismal's pictograph
proof from teleportation
prot. from amorphps
prot. from cold
prot. from evil, 10' rad.
protection from fire
protection from illusions
prot. from magical blunt weapons
prot. from magical edged

weapons
 prot. from magical missiles
 prot. from magical traps
 prot. from normal blunt weapons
 prot. from normal edged weapons
prot. from normal missiles
 psychic drain
 Random's commodious pocket
 remove smell
 revenance
 scalding spout
 searing serpent
secret page
sepia snake sigil
Serrel's minor enchantment
 shadow blink
 shadow bolt
 shadow cloak
 skull watch
 skulltrap
 skywrite
slow
 slumber
 solvent of corrosion
spectral force
 spell sense
 spirit armor

Level 4**monster summoning II**

Mord.'s celerity
 Mord.'s electric arc
 Mord.'s faithful phantom
 shield-maidens
 Mord.'s force missiles
 Mord.'s protection from slime
Murlynd's ogre
nautical ball lightning
 Nystul's blacklight burst
 Nystul's grue conjuration
 Nystul's lightburst
 Odeen's impenetrable lock
 Othnal's spectral dagger
 Otiluke's dispelling screen
Otiluke's resilient sphere
 Otiluke's steaming sphere
 Otto's drums of despair
 Otto's silver tongue
 Otto's tin soldiers
 Otto's tonal attack
 Otto's warding tones
phantasmal killer
 phase trap
plant growth
polymorph other

polymorph self

Prismal's handy mirror
 programmed glamer
 prot. from electricity
 prot. from elementals, 10' rad.
 prot. from gas, 5' rad.
 prot. from lycanthropes, 10' rad.
 prot. from plants, 10' rad.
 prot. from possession, 10' rad.
 prot. from traps, 5' rad.
 prot. from undead, 5' rad.
 psionic tracer
 psychic protection
rainbow pattern
 Ramael's cyclical light
 Rary's memory alteration
 Rary's mind scan
Rary's mnemonic enhancer
 Rary's spell enhancer
 Rastor's mystical spy
 ray of oblivion
 recharge
remove curse
 repulse metal
 sargasso
 scapegoat
shadow monsters
 shadow skeleton
 shadowshield
 Shayn's infallible identification
 ship invisibility
shout
 sinuous horrors
 sleepwalking
solid fog
 special effects
 spectral wings
 spelltouch
 Spendelarde's chaser
 sphere of eyes

Level 5**monster summoning III****Mord.'s faithful hound**

Mord.'s faithful phantom
 defenders
Mord's involuntary wizardry
 Mord.'s private sanctum
Morgannaver's sting
Morphail's unholy blessing
 motion
Muirara's map
Nemicron's transference
Nulathoe's ninemen
 Nystul's enveloping darkness
 Nystul's radiant arch

oathbinding
 open the living
 Otiluke's electrical screen
 Otiluke's polar screen
 Otiluke's radiant screen
 Otto's gong of isolation
 ozone cloud
passwall
 phantom blade
 physical invisibility
 pierce magic resistance
 pilfer dweomer
 Presper's moonbow
 proofing versus combustion
 prot. from acid
 prot. from cold, 15' rad.
 prot. from fiends, 10' rad.
 prot. from fire, 15' rad.
 prot. from illusions, 10' rad.
 prot. from notice
 prot. from petrification, 10' rad.
 prying eyes
 Rary's mind shield
 Rary's replay
 Rary's superior spell enhancer
 Rary's telepathic bond
 read object
 reflectorum arcana
 revelation of auras
 rip
 rusting grasp
 Sacremon's acid wit
 safeguarding
 secure
seeming
sending
Serrel's major enchantment
shadow door
 shadow hand
shadow magic
 shadow play
 Shandaril's tracer
 shock shield
 shroud of flame
 silent alarm
 sleepless curse
 slow mutation
 Snilloc's major missile
 spell immunity
 spell shield

Level 6

monster summoning IV

Mord's faithful phantom
guardian

Mord's lucubration

move earth

multi-lock

Murlynd's void

Obold's brightness

Otiluke's diamond screen

Otiluke's excruciating screen

Otiluke's freezing sphere

Otiluke's orb of containment

part water

permanent illusion

petrifying gaze

power word, silence

prepare enchantment

prismatic eye

programmed illusion

project image

prot. from electricity, 10' rad.

psychic reversal

Rary's protection from scrying

Rary's urgent utterance

reconstruction

reincarnation

repulsion

revelation

seek teleporter

seizure

Serrel's confining sphere

shades

shadow gauntlet

shadow speak

spiritwrack

Level 7

monster summoning V

Mord's magnificent mansion

Mord's penultimate cogitation

Mord's sword

negative plane protection

neutralize gas

Ongeldyn's fist

Otiluke's death screen

Otiluke's fire and ice

Otiluke's siege sphere

persistence

phase door

planar door

power word, stun

Prismal's reversal

prismatic spray

prot. from hunger and thirst

Rary's plane truth

repel undead

resist magic

reverse gravity

rodbane

ruby ray of reversal

sequester

seven-eyes

shadow walk

shadowcat

simulacrum

spectral guard

spell turning

spelltrap

Level 8

monster summoning VI

Otiluke's telekinetic sphere

Otto's irresistible dance

permanency

polymorph any object

power word, blind

Presper's double wizardry

Prismal's wormhole

prismatic wall

reverse teleport

screen

Serten's spell immunity

shooting stars

sink

spellcaster

spelldoor

Level 9

monster summoning VII

Mord's disjunction

Mycontil's last resort

Mylsibis's arcane contention

Phezult's sleep of ages

pierce any shield

power word, banishment

power word, kill

Prismal's revenge

prismatic sphere

programmed amnesia

Sathrath's ingenious

recollection

shape change

skycastle

spell invulnerability

spell ward

spell-lash

spellstorm

spellstrike

sphere of wonder

SPECIAL LISTS

Drow

spidereyes (1)

spider leap (4)

spider shape (4)

passweb (5)

spidercloak armor (5)

Necromancer

preserve dead (1)

spectral ears (1)

spectral voice (1)

spoil holy water (1)

sinister cantrip (2)

speak with dead (2)

spectral eyes (2)

spectral hand (2)

pain touch (3)

paralyzing touch (3)

ray of paralysis (3)

snapping teeth (3)

spirit armor (3)

poison (4)

putrefaction (4)

shadow form (8)

Ninja

scarf (3)

shadow-form (5)

sense treason (6)

Red Wizard

Nybor's gentle reminder (1)

power word, sleep (2)

protection from poison (2)

Nybor's mild admonishment (3)

negate magical weapon (4)

Nybor's joyful voyage (7)

Nybor's stern reproof (7)

Simbul's synostodweomer (7)

Nybor's wrathful castigation (8)

Athasian

petrify wood (1)

spawn heritage (2)

reverse fossilization (3)

ranike cloud (3)

psionic damper (4)

raze (4)

spider strand (4)

ejuvenate (5)

semipermanency (7)

**Advanced
Dungeons & Dragons®**

Wizard's Spell Compendium

Volume Three

The Ultimate Collection!

The Wizard's Spell Compendium is a four-volume series describing every wizard spell for the AD&D® game. Spells have been collected from rule books, campaign settings, supplements, adventures, and magazines dating back to 1975. Early entries have been updated to be immediately usable, making this the player's and DM's definitive source for wizard spells.

ISBN 0-7869-0791-6



9 780786 907915

U.S. \$24.95 Sug. Retail: CAN \$32.95



52495

EAN

U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
+1-206-624-0933



EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 34
2300 Turnhout
Belgium
+32-14-44-30-44

Visit our website at www.tsr.com

ADVANCED DUNGEONS & DRAGONS, AD&D,
and the TSR logo are
registered trademarks owned by TSR, Inc.

©1998 TSR, Inc. All rights reserved. Made in the U.S.A.
TSR, Inc. is a subsidiary of Wizards of the Coast, Inc.