Pathfinder
Roleplaying Game

Spell Cards

Bard

Pathfinder Spell Cards – Bard Core Rulebook Spells

These spell cards are intended for use with the Pathfinder RPG and use the spell text from the Pathfinder Roleplaying Game Reference Document (http://paizo.com/pathfinderRPG/prd/).

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If you have any issues to report, or questions please contact me at Caedwyr@gmail.com, or on the Paizo forums in the thread “Free Spell Cards” (http://paizo.com/paizo/messageboards/paizoPublishing/pathfinder/pathfinderRPG/licensees/freeSpellCards).

Spell List Information

An M or F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.
Order of Presentation: In the spell lists and the short descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains. When a spell's name begins with “lesser,” “greater,” or “mass,” the spell is alphabetized under the second word of the spell name instead.

Hit Dice: The term “Hit Dice” is used synonymously with “character levels” for effects that affect a specific number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, still have character levels equal to their Hit Dice.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word “level” in the short descriptions that follow always refers to caster level.

Creatures and Characters: The words “creature” and “character” are used synonymously in the short descriptions.

Bard Spells

0-Level Bard Spells

Dancing Lights: Creates torches or other lights.

Daze: Humanoid creature of 4 HD or less loses next action.

Detect Magic: Detects spells and magic items within 60 ft.

Flare: Dazzles one creature (–1 on attack rolls).

Ghost Sound: Figment sounds.

Know Direction: You discern north.

Light: Object shines like a torch.

Lullaby: Makes subject drowsy: –5 on Perception checks, –2 on Will saves against *sleep*.

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whisper conversation at distance.

Open/Close: Opens or closes small or light things.

Prestidigitation: Performs minor tricks.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws.

Summon Instrument: Summons one musical instrument.

1st-Level Bard Spells

Alarm: Wards an area for 2 hours/level.

Animate Rope: Makes a rope move at your command.

Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.

Charm Person: Makes one person your friend.

Comprehend Languages: You understand all languages.

Confusion, Lesser: One creature is *confused* for 1 round.

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

Detect Secret Doors: Reveals hidden doors within 60 ft.

Disguise Self: Changes your appearance.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your base land speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Grease: Makes 10-ft. square or one object slippery.

Hideous Laughter: Subject loses actions for 1 round/ level.

Hypnotism: Fascinates 2d4 HD of creatures.

Identify: Gives +10 bonus to identify magic items.

Magic Aura: Alters object's magic aura.

Magic Mouth^{M}: Objects speaks once when triggered.

Obscure Object: Masks object against *scrying*.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Silent Image: Creates minor illusion of your design.

Sleep: Puts 4 HD of creatures into magical slumber.

Summon Monster I: Summons extraplanar creature to fight for you.

Undetectable Alignment: Conceals alignment for 24 hours.

Unseen Servant: Invisible force obeys your commands.

Ventriloquism: Throws voice for 1 min./level.

2nd-Level Bard Spells

Alter Self: Assume form of a Small or Medium humanoid.

Animal Messenger: Sends a Tiny animal to a specific place.

Animal Trance: Fascinates 2d6 HD of animals.

Blindness/Deafness: Makes subject blind or deaf.

Blur: Attacks miss subject 20% of the time.

Calm Emotions: Calms creatures, negating emotion effects.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

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

Darkness: 20-ft. radius of supernatural shadow.

Daze Monster: Living creature of 6 HD or less loses next action.

Delay Poison: Stops poison from harming target for 1 hour/level.

Detect Thoughts: Allows “listening” to surface thoughts.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

Fox's Cunning: Subject gains +4 to Int for 1 min./level.

Glitterdust: Blinds creatures, outlines invisible creatures.

Heroism: Gives +2 on attack rolls, saves, skill checks.

Hold Person: Paralyzes one humanoid for 1 round/level.

Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Locate Object: Senses direction toward object (specific or type).

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

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

Misdirection: Misleads divinations for one creature or object.

Pyrotechnics: Turns fire into blinding light or choking smoke.

Rage: Gives +2 to Str and Con, +1 on Will saves, –2 to AC.

Scare: Panics creatures of less than 6 HD.

Shatter: Sonic vibration damages objects or crystalline creatures.

Silence: Negates sound in 20-ft. radius.

Sound Burst: Deals 1d8 sonic damage and may stun subjects.

Suggestion: Compels subject to follow stated course of action.

Summon Monster II: Summons extraplanar creature to fight for you.

Summon Swarm: Summons swarm of bats, rats, or spiders.

Tongues: Speak and understand any language.

Whispering Wind: Sends a short message 1 mile/level.

3rd-Level Bard Spells

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

Charm Monster: Makes monster believe it is your ally.

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

Confusion: Subjects behave oddly for 1 round/level.

Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.

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

Daylight: 60-ft. radius of bright light.

Deep Slumber: Puts 10 HD of creatures to sleep.

Dispel Magic: Cancels one magical spell or effect.

Displacement: Attacks miss subject 50% of the time.

Fear: Subjects within cone flee for 1 round/level.

Gaseous Form: Subject becomes insubstantial and can fly slowly.

Geas, Lesser: Commands subject of 7 HD or less.

Glibness: You gain +20 bonus on Bluff checks, and your lies can escape magical discernment.

Good Hope: Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

Haste: One creature/level moves faster, receives +1 on attack rolls, AC, and Reflex saves.

Illusory Script[M]: Only select creatures can read text.

Invisibility Sphere: Makes everyone within 10 feet invisible.

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

Phantom Steed: Magic horse appears for 1 hour/level.

Remove Curse: Frees object or person from curse.

Scrying[F]: Spies on subject from a distance.

Sculpt Sound: Creates new sounds or changes existing ones into new sounds.

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

See Invisibility: Reveals invisible creatures or objects.

Sepia Snake Sigil[M]: Creates a snake-shaped text symbol that immobilizes reader.

Slow: One subject/level takes only one action/round, –1 to AC, Reflex saves, and attack rolls.

Speak with Animals: You can communicate with animals.

Summon Monster III: Summons extraplanar creature to fight for you.

Tiny Hut: Creates shelter for 10 creatures.

4th-Level Bard Spells

Break Enchantment: Frees subjects from enchantments, transmutations, and curses.

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

Detect Scrying: Alerts you to magical eavesdropping.

Dimension Door: Teleports you a short distance.

Dominate Person: Controls humanoid telepathically.

Freedom of Movement: Subject moves normally despite impediments to restrict movement.

Hallucinatory Terrain: Makes one type of terrain appear like another (field as forest, or the like).

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

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

Legend Lore[MF]: Lets you learn tales about a person, place, or thing.

Locate Creature: Indicates direction to known creature.

Modify Memory: Changes 5 minutes of subject's memories.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Rainbow Pattern: Lights fascinate 24 HD of creatures.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Secure Shelter: Creates sturdy cottage.

Shadow Conjuration: Mimics conjuration below 4th level, but only 20% real.

Shout: Deafens all within cone and deals 5d6 sonic damage.

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

Summon Monster IV: Summons extraplanar creature to fight for you.

Zone of Silence: Keeps eavesdroppers from overhearing you.

5th-Level Bard Spells

Cure Light Wounds, Mass: Cures 1d8 damage + 1/level, affects 1 subject/level.

Dispel Magic, Greater: Works as *dispel magic*, but can affect multiple targets.

Dream: Sends message to anyone sleeping.

False Vision[M]: Fools scrying with an illusion.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Mind Fog: Subjects in fog get –10 to Wis and Will checks.

Mirage Arcana: As *hallucinatory terrain*, plus structures.

Mislead: Turns you invisible and creates illusory double.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

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

Seeming: Changes appearance of one person per two levels.

Shadow Evocation: Mimics evocation of lower than 5th level, but only 20% real.

Shadow Walk: Step into shadow to travel rapidly.

Song of Discord: Forces targets to attack each other.

Suggestion, Mass: As *suggestion*, affects subject/level.

Summon Monster V: Summons extraplanar creature to fight for you.

6th-Level Bard Spells

Analyze Dweomer[F]: Reveals magical aspects of subject.

Animate Objects: Objects attack your foes.

Cat's Grace, Mass: As *cat's grace*, affects 1 subject/level.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Cure Moderate Wounds, Mass: Cures 2d8 damage + 1/level, affects 1 subject/level.

Eagle's Splendor, Mass: As *eagle's splendor*, affects 1 subject/level.

Eyebite: Target becomes panicked, sickened, and/or comatose.

Find the Path: Shows most direct way to a location.

Fox's Cunning, Mass: As *fox's cunning*, affects 1 subject/level.

Geas/Quest: As *lesser geas*, but affects any creature.

Heroes' Feast: Food for one creature/level cures and grants combat bonuses.

Irresistible Dance: Forces subject to dance.

Permanent Image: Permanent illusion, includes sight, sound, smell, and thermal effects.

Programmed Image[M]: As *major image*, plus triggered by event.

Project Image[M]: Illusory double can talk and cast spells.

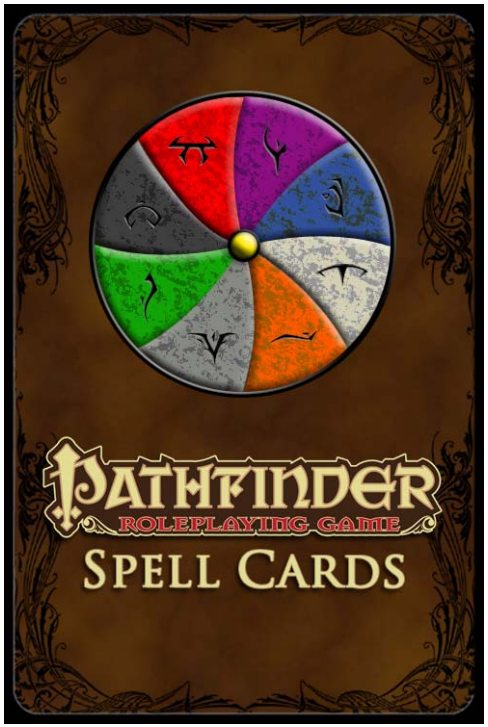
Scrying, Greater: As *scrying*, but faster and longer.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures.

Summon Monster VI: Summons extraplanar creature to fight for you.

Sympathetic Vibration: Deals 2d10 damage/round to freestanding structure.

Veil: Changes appearance of group of creatures.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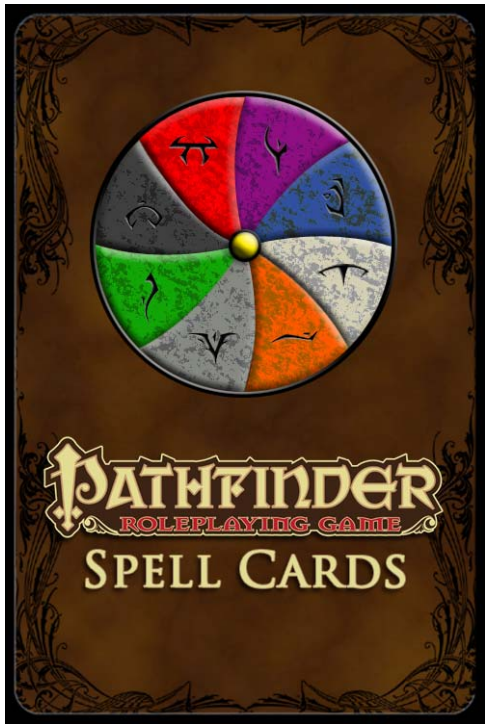
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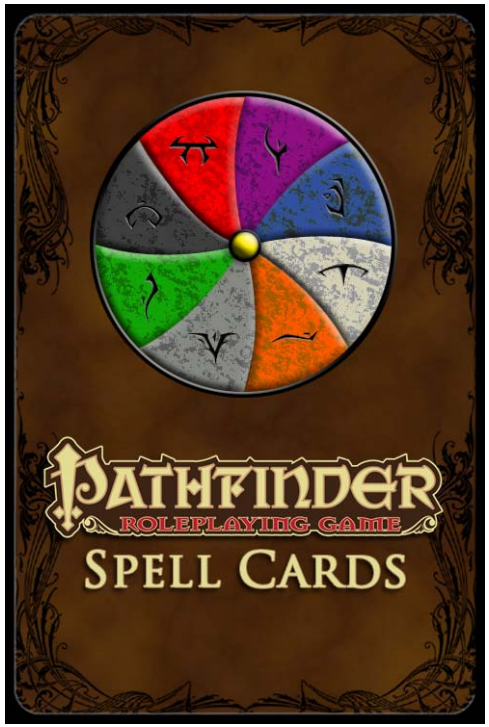
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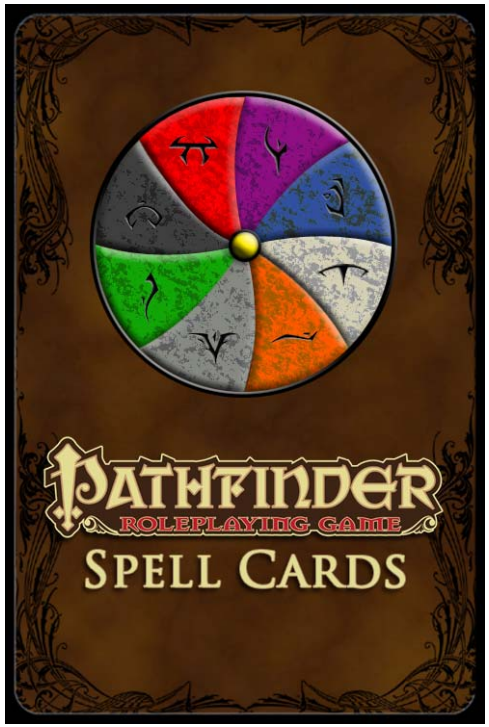
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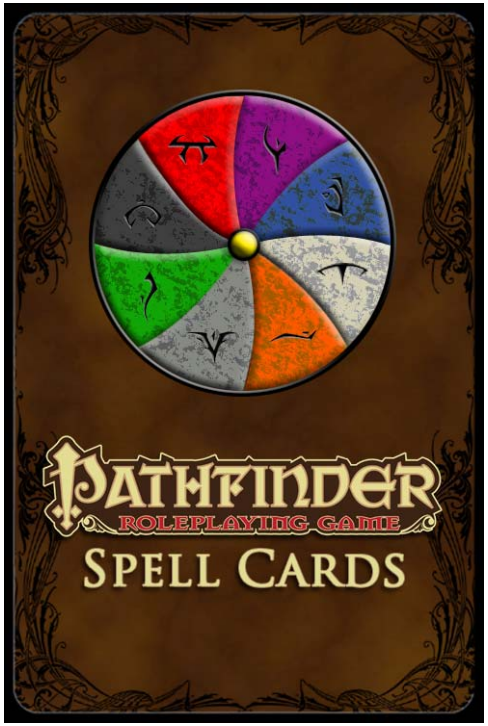
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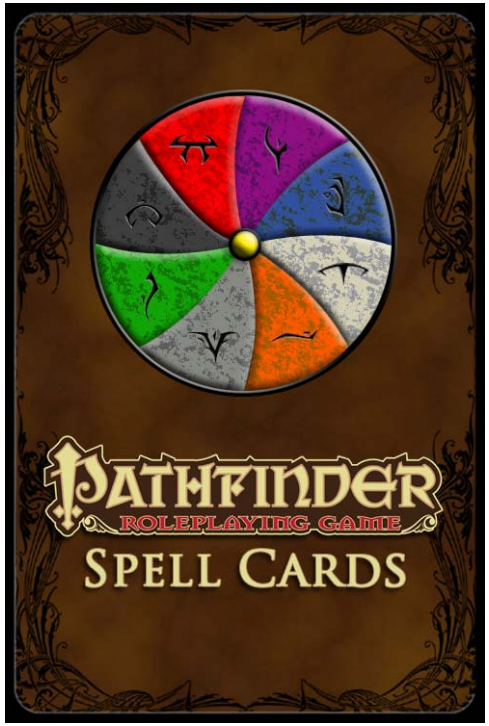
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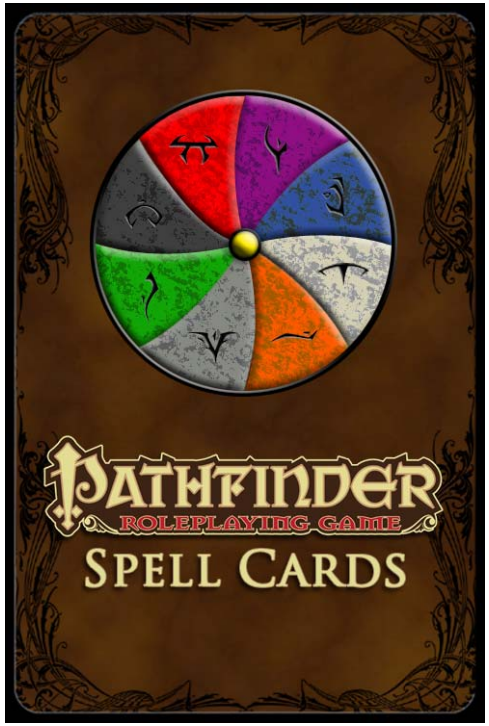
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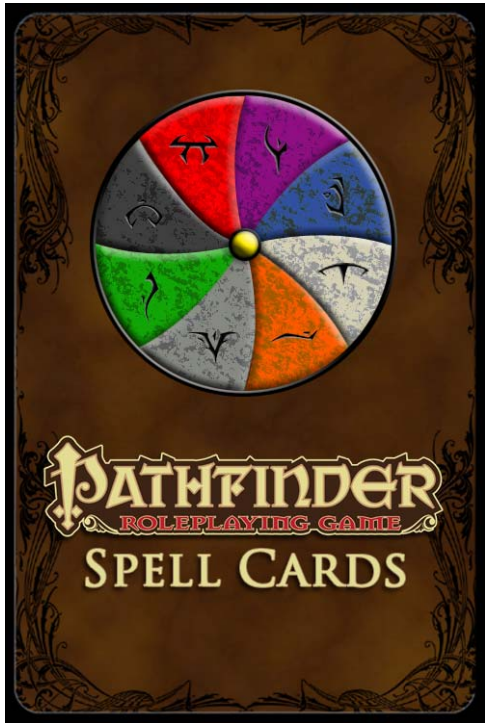
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Dancing Lights
Evocation [light]

V S

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Effect: Up to four lights, all within a 10-ft radius area
Duration: 1 minute (D)
Saving Throw: none
Spell Resistance: no

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

You can only have one *dancing lights* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a *permanency* spell.

Level Brd0, Sor0, Wiz0

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Daze
Enchantment (compulsion) [mind-affecting]

V S M

Casting Time: 1 standard action
Components: V, S, M (a pinch of wool or similar substance)
Range: close (25 ft + 5 ft/2levels)
Target: one humanoid creature of 4 HD or less
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A **dazed** subject is not **stunned**, so attackers get no special advantage against it. After a creature has been **dazed** by this spell, it is immune to the effects of this spell for 1 minute.

Level Brd0, Sor0, Wiz0

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Flare
Evocation [light]

V

Casting Time: 1 standard action
Components: V
Range: close (25 ft + 5 ft/2levels)
Effect: burst of light
Duration: instantaneous
Saving Throw: Fortitude negates
Spell Resistance: yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is **dazzled** for 1 minute unless it makes a successful **Fortitude** save. Sightless creatures, as well as creatures already **dazzled**, are not affected by *flare*.

Level Brd0, Dru0, Sor0, Wiz0

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Ghost Sound
Illusion (figment)

V S M

Casting Time: 1 standard action
Components: V, S, M (a bit of wool or a small lump of wax)
Range: close (25 ft + 5 ft/2levels)
Effect: illusory sounds
Duration: 1 round/level (D)
Saving Throw: Will disbelief
Spell Resistance: no

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a *ghost sound* receives a **Will** save to disbelieve.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Level Brd0, Sor0, Wiz0

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Know Direction
Divination

V S

Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: instantaneous

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Level Brd0, Dru0

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Light
Evocation [light]

V M DF

Casting Time: 1 standard action
Components: V, M/DF (a firefly)
Range: touch
Target: object touched
Duration: 10 min/level
Saving Throw: none
Spell Resistance: no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one *light* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through *permanency* or a similar effect), it does not count against this limit. *Light* can be used to counter or dispel any *darkness* spell of equal or lower spell level.

Level Brd0, Cle0, Dru0, Sor0, Wiz0

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Lullaby
Enchantment (compulsion) [mind-affecting]

V S

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Area: living creatures within a 10-ft radius burst
Duration: concentration + 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: yes

Any creature within the area that fails a **Will** save becomes drowsy and inattentive, taking a –5 penalty on **Perception** checks and a –2 penalty on **Will** saves against sleep effects while the *lullaby* is in effect. *Lullaby* lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

Level Brd0

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Mage Hand
Transmutation

V S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one nonmagical, unattended object weighing up to 5 lbs.
Duration: concentration
Saving Throw: none
Spell Resistance: no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Level Brd0, Sor0, Wiz0

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Mending
Transmutation

V S

Casting Time: 10 minutes
Components: V, S
Range: 10 ft
Target: one object of up to 1 lb/level
Duration: instantaneous
Saving Throw: Will negates (harmless, object)
Spell Resistance: yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the **broken** condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Level Brd0, Cle0, Dru0, Sor0, Wiz0

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Message
Transmutation [language-dependent]

V S F

Casting Time: 1 standard action
Components: V, S, F (a piece of copper wire)
Range: medium (100 ft + 10 ft/level)
Targets: one creature/level
Duration: 10 min/level
Saving Throw: none
Spell Resistance: no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 **Perception** check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Level Brd0, Sor0, Wiz0

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Open/Close
Transmutation

V S F

Casting Time: 1 standard action
Components: V, S, F (a brass key)
Range: close (25 ft + 5 ft/2levels)
Target: object weighing up to 30 lbs. or portal that can be opened or closed
Duration: instantaneous
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Level Brd0, Sor0, Wiz0

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Prestidigitation
Universal

V S

Casting Time: 1 standard action
Components: V, S
Range: 10 ft
Target, Effect, or Area: see text
Duration: 1 hour
Saving Throw: see text
Spell Resistance: no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A *prestidigitation* can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Level Brd0, Sor0, Wiz0

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Read Magic
Divination

V S F

Casting Time: 1 standard action
Components: V, S, F (a clear crystal or mineral prism)
Range: personal
Target: you
Duration: 10 min/level

You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding* with a DC 13 **Spellcraft** check, a *greater glyph of warding* with a DC 16 **Spellcraft** check, or any *symbol* spell with a **Spellcraft** check (DC 10 + spell level).

Read magic can be made permanent with a *permanency* spell.

Level Brd0, Cle0, Dru0, Pal1, Ran1, Sor0, Wiz0

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Resistance
Abjuration

V S M DF

Casting Time: 1 standard action
Components: V, S, M/DF (a minature cloak)
Range: touch
Target: creature touched
Duration: 1 minute
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a *permanency* spell.

Level Brd0, Cle0, Dru0, Pal1, Sor0, Wiz0

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Summon Instrument
Conjuration (summoning)

V S

Casting Time: 1 round
Components: V, S
Range: 0 ft
Effect: one summoned handheld musical instrument
Duration: 1 min/level (D)
Saving Throw: none
Spell Resistance: no

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands. The summoned instrument disappears at the end of this spell.

Level Brd0

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Alarm
Abjuration

V S F DF

Casting Time: 1 standard action
Components: V, S, F/DF (a tiny bell and a piece of very fine silver wire)
Range: close (25 ft + 5 ft/2levels)
Area: 20 ft radius emanation centered on a point in space
Duration: 2hrs/level (D)
Saving Throw: none
Spell Resistance: no

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm. *Alarm* can be made permanent with a *permanency* spell.

Level Brd1, Ran1, Sor1, Wiz1

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Animate Rope
Transmutation

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Target: one rope-like object, length up to 50 ft + 5 ft/level; see text
Duration: 1 round/level
Saving Throw: none
Spell Resistance: no

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 **Strength** check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a **Reflex** saving throw to become **entangled**. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An **entangled** creature can slip free with a DC 20 **Escape Artist** check.

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

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

Level Brd1, Sor1, Wiz1

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Cause Fear
Necromancy [fear, mind-affecting]

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one living creature with 5 or fewer HD
Duration: 1d4 rounds or 1 round; see text
Saving Throw: Will partial
Spell Resistance: yes

The affected creature becomes **frightened**. If the subject succeeds on a **Will** save, it is **shaken** for 1 round. Creatures with 6 or more HD are immune to this effect. *Cause fear* counters and dispels *remove fear*.

Level Brd1, Cle1, Sor1, Wiz1

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Charm Person
Enchantment (charm) [mind-affecting]

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one humanoid creature
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed **Charisma** check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Level Brd1, Sor1, Wiz1

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Comprehend Languages
Divination

Casting Time: 1 standard action
Components: V, S, M/DF (a pinch of soot and salt)
Range: personal
Target: you
Duration: 10 min/level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a *permanency* spell.

Level Brd1, Cle1, Sor1, Wiz1

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Lesser Confusion
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Target: one living creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: yes

This spell causes a single creature to become **confused** for 1 round. Roll on the following table at the start of the affected creature's turn to see what it does in that round.

d%	Behavior
01–25	Act normally
26–50	Do nothing but babble incoherently
51–75	Deal 1d8 points of damage + **Str** modifier to self with item in hand
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Level Brd1

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Cure Light Wounds
Conjuration (healing)

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a **Will** save to take half damage.

Level Brd1, Cle1, Dru1, Pal1, Ran2

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Detect Secret Doors
Divination

Casting Time: 1 standard action
Components: V, S
Range: 60 ft
Area: cone-shaped emanation
Duration: concentration, up to 1 min/level (D)
Saving Throw: none
Spell Resistance: no

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to *detect secret doors* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Level Brd1, Sor1, Wiz1

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Disguise Self
Illusion (glamer)

Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 10 min/level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the **Disguise** check. A creature that interacts with the glamer gets a **Will** save to recognize it as an illusion.

Level Brd1, Sor1, Wiz1

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Erase
Transmutation

V S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one scroll or two pages
Duration: instantaneous
Saving Throw: see text
Spell Resistance: no

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%.

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. A natural 1 is always a failure on this check. If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Level Brd1, Sor1, Wiz1

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Expeditious Retreat
Transmutation

V S

Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1 min/level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the **Acrobatics** skill).

Level Brd1, Sor1, Wiz1

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Feather Fall
Transmutation

V

Casting Time: 1 immediate action
Components: V
Range: close (25 ft + 5 ft/2levels)
Target: one Medium or smaller free-falling object or creature/level, no two of which may be more than 20 ft apart
Duration: until landing or 1 round/level
Saving Throw: Will negates (harmless) or Will negates (object)
Spell Resistance: yes (object)

The affected creatures or objects fall slowly. *Feather fall* instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Level Brd1, Sor1, Wiz1

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Grease
Conjuration (creation)

V S M

Casting Time: 1 standard action
Components: V, S, M (butter)
Range: close (25 ft + 5 ft/2level)
Target: one object or 10-ft square
Duration: 1 min/level (D)
Saving Throw: yes
Spell Resistance: no

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful **Reflex** save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 **Acrobatics** check. Failure means it can't move that round (and must then make a **Reflex** save or fall), while failure by 5 or more means it falls (see the **Acrobatics** skill for details). Creatures that do not move on their turn do not need to make this check and are not considered **flat-footed**.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a **Reflex** saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on **Escape Artist** checks and combat maneuver checks made to escape a grapple, and to their **CMD** to avoid being **grappled**.

Level Brd1, Sor1, Wiz1

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Hideous Laughter
Enchantment (compulsion) [mind-affecting]

V S M

Casting Time: 1 standard action
Components: V, S, M (tiny fruit tarts and a feather)
Range: close (25 ft + 5 ft/2levels)
Target: one creature; see text
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling **prone**. The subject can take no actions while laughing, but is not considered **helpless**. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration.

A creature with an **Intelligence** score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Level Brd1, Sor2, Wiz2

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Hypnotism
Enchantment (compulsion) [mind-affecting]

V S

Casting Time: 1 round
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Area: several living creatures, no two of which may be more than 30 ft apart
Duration: 2d4 rounds (D)
Saving Throw: Will negates
Spell Resistance: yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be **fascinated**.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of –2.

While the subject is **fascinated** by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

Level Brd1, Sor1, Wiz1

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Magic Aura
Illusion (glamer)

V S F

Casting Time: 1 standard action
Components: V, S, F (a small square of silk that must be passed over the object that receives the aura)
Range: touch
Target: one touched object weighing up to 5 lbs/level
Duration: 1 day/level (D)
Saving Throw: none; see text
Spell Resistance: no

You alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a **Will** save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Level Brd1, Sor1, Wiz1

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Magic Mouth
Illusion (glamer)

V S M

Casting Time: 1 standard action
Components: V, S, M (a small bit of honeycomb and jade dust worth 10 gp)
Range: close (25 ft + 5 ft/2levels)
Target: one creature or object
Duration: permanent until discharged
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. *Magic mouth* can also be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a *magic mouth* to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Magic mouth can be made permanent with a *permanency* spell.

Level Brd1, Sor2, Wiz2

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Obscure Object
Abjuration

V S M DF

Casting Time: 1 standard action
Components: V, S, M/DF (chameleon skin)
Range: touch
Target: one object touched of up to 100 lbs/level
Duration: 8 hours (D)
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

This spell hides an object from location by divination (scrying) effects, such as the *scrying* spell or a *crystal ball*. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Level Brd1, Cle3, Sor2, Wiz2

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Remove Fear
Abjuration

V S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Targets: one creature plus one additional creature per four levels, no two of which can be more than 30 ft apart
Duration: 10 minutes; see text
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels *cause fear*.

Level Brd1, Cle1

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Silent Image
Illusion (figment)

V S F

Casting Time: 1 standard action
Components: V, S, F (a bit of fleece)
Range: long (400 ft + 40 ft/level)
Effect: visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration: concentration
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Level Brd1, Sor1, Wiz1

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Sleep
Enchantment (compulsion) [mind-affecting]

V S M

Casting Time: 1 round
Components: V, S, M (fine sand, rose petals, or a live cricket)
Range: medium (100 ft + 10 ft/level)
Area: one or more living creatures within a 10 ft radius burst
Duration: 1 min/level
Saving Throw: Will negates
Spell Resistance: yes

A *sleep* spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are **helpless**. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Sleep* does not target **unconscious** creatures, constructs, or undead creatures.

Level Brd1, Sor1, Wiz1

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Summon Monster I
Conjuration (summoning) [see text]

V S F DF

Casting Time: 1 round
Components: V, S, F/DF (a tiny bag and a small candle)
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st level list in Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Level Brd1, Cle1, Sor1, Wiz1

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Undetectable Alignment
Abjuration

V S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one creature or object
Duration: 24 hours
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

Level Brd1, Cle2, Pal2

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Unseen Servant
Conjuration (creation)

V S M

Casting Time: 1 standard action
Components: V, S, M (a piece of string and a bit of wool)
Range: close (25 ft + 5 ft/2levels)
Effect: one invisible, mindless, shapeless servant
Duration: 1 hour/level
Saving Throw: none
Spell Resistance: no

An *unseen servant* is an **invisible**, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective **Strength** score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Level Brd1, Sor1, Wiz1

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Ventriloquism
Illusion (figment)

V F

Casting Time: 1 standard action
Components: V, F (parchment rolled into a cone)
Range: close (25 ft + 5 ft/2levels)
Effect: intelligible sound, usually speech
Duration: 1 min/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Level Brd1, Sor1, Wiz1

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Alter Self

Transmutation (polymorph)

V S M

Casting Time: 1 standard action
Components: V, S, M (a piece of the creature whose form you plan to assume)
Range: personal
Target: you
Duration: 1 min/level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your **Dexterity**.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your **Strength**.

Level Brd2, Sor2, Wiz2

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Animal Messenger

Enchantment (compulsion) [mind-affecting]

V S M

Casting Time: 1 minute
Components: V, S, M (a morsel of food the animal likes)
Range: close (25 ft + 5 ft/2levels)
Target: one Tiny animal
Duration: 1 day/level
Saving Throw: none; see text
Spell Resistance: yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

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

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he doesn't know, for example).

Level Brd2, Dru2, Ran1

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Animal Trance

Enchantment (compulsion) [mind-affecting, sonic]

V S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Targets: animals or magical beasts with Intelligence 1 or 2
Duration: concentration
Saving Throw: Will negates
Spell Resistance: yes

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an **Intelligence** score of 1 or 2 can be **fascinated** by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

Level Brd2, Dru2

Caedwyr Publishing OGL1.0a Illustration - M. Hayes

Blindness/Deafness

Necromancy

V

Casting Time: 1 standard action
Components: V
Range: medium (100 ft + 10 ft/level)
Target: one living creature
Duration: permanent (D)
Saving Throw: Fortitude negates
Spell Resistance: yes

You call upon the powers of unlife to render the subject **blinded** or **deafened**, as you choose.

Level Brd2, Cle3, Sor2, Wiz2

Caedwyr Publishing OGL 1.0a Illustration - Rembrandt Harmenszoon van Rijn

Blur

Illusion (glamer)

V

Casting Time: 1 standard action
Components: V
Range: touch
Target: creature touched
Duration: 1 min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance).

A *see invisibility* spell does not counteract the blur effect, but a *true seeing* spell does.

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Level Brd2, Sor2, Wiz2

Caedwyr Publishing OGL 1.0a Illustration - Henri Fantin-Latour

Calm Emotions

Enchantment (compulsion) [mind-affecting]

V S DF

Casting Time: 1 standard action
Components: V, S, DF
Range: medium (100 ft + 10 ft/level)
Area: creatures in a 20-ft radius spread
Duration: concentration, up to 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: yes

This spell calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless*, *good hope*, and *rage*, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the **confused** condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the *calm emotions* spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Level Brd2, Cle2

Caedwyr Publishing OGL1.0a Illustration - Gustave Moreau

Cat's Grace

Transmutation

V S M

Casting Time: 1 standard action
Components: V, S, M (pinch of cat fur)
Range: touch
Target: creature touched
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to **Dexterity**, adding the usual benefits to AC, **Reflex** saves, and other uses of the **Dexterity** modifier.

Level Brd2, Dru2, Ran2, Sor2, Wiz2

Caedwyr Publishing OGL 1.0a Illustration - Franz Marc

Cure Moderate Wounds

Conjuration (healing)

V S

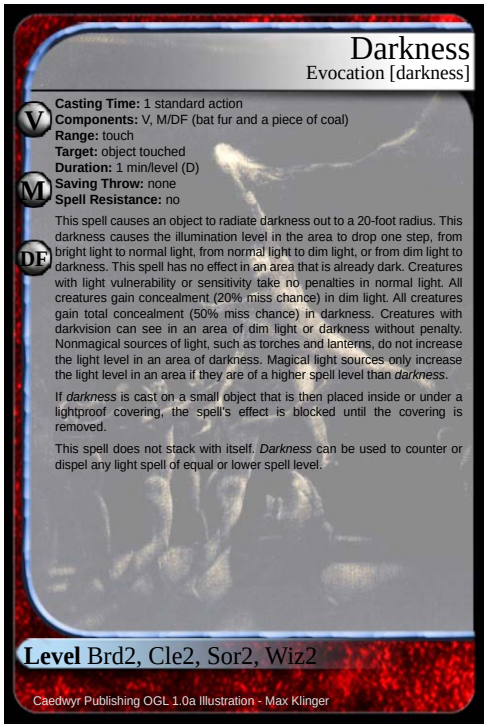
Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a **Will** save to take half damage.

Level Brd2, Cle2, Dru3, Pal3, Ran3

Caedwyr Publishing OGL 1.0a Illustration - Jean Delville

Darkness
Evocation [darkness]



V, M, DF

Casting Time: 1 standard action
Components: V, M/DF (bat fur and a piece of coal)
Range: touch
Target: object touched
Duration: 1 min/level (D)
Saving Throw: none
Spell Resistance: no

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than *darkness*.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. *Darkness* can be used to counter or dispel any light spell of equal or lower spell level.

Level Brd2, Cle2, Sor2, Wiz2

Caedwyr Publishing OGL 1.0a Illustration - Max Klinger

Daze Monster
Enchantment (compulsion) [mind-affecting]

V, S, M

Casting Time: 1 standard action
Components: V, S, M (a pinch of wool or similar substance)
Range: medium (100 ft + 10 ft/level)
Target: one living creature of 6 HD or less
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: yes

This spell clouds the mind of a living creature with 6 or fewer Hit Dice so that it takes no actions. Living creatures of 7 or more HD are not affected. A **dazed** subject is not **stunned**, so attackers get no special advantage against it. After a creature has been **dazed** by this spell, it is immune to the effects of this spell for 1 minute.

Level Brd2, Sor2, Wiz2

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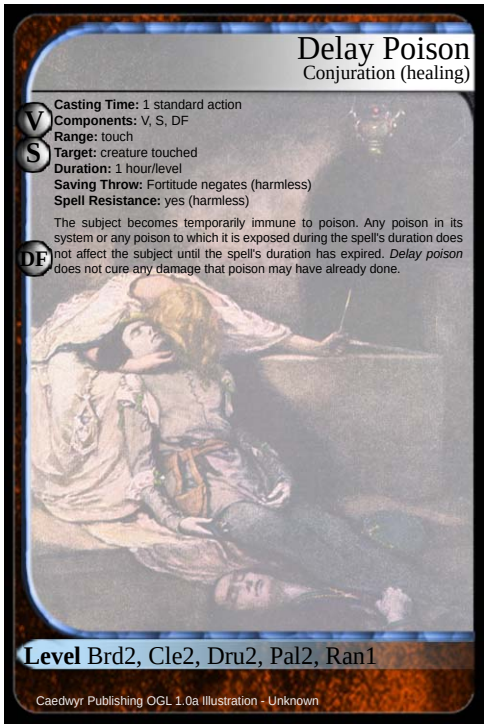
Delay Poison
Conjuration (healing)



V, S, DF

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature touched
Duration: 1 hour/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: yes (harmless)

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

Level Brd2, Cle2, Dru2, Pal2, Ran1

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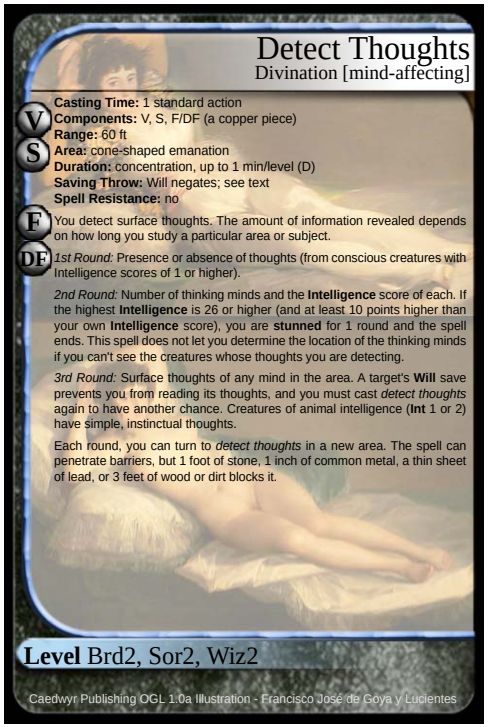
Detect Thoughts
Divination [mind-affecting]



V, S, F, DF

Casting Time: 1 standard action
Components: V, S, F/DF (a copper piece)
Range: 60 ft
Area: cone-shaped emanation
Duration: concentration, up to 1 min/level (D)
Saving Throw: Will negates; see text
Spell Resistance: no

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

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

2nd Round: Number of thinking minds and the **Intelligence** score of each. If the highest **Intelligence** is 26 or higher (and at least 10 points higher than your own **Intelligence** score), you are **stunned** for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

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

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

Level Brd2, Sor2, Wiz2

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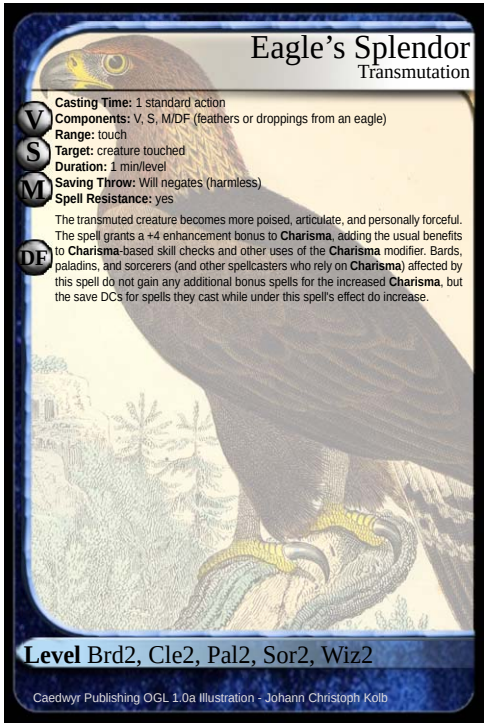
Eagle's Splendor
Transmutation



V, S, M, DF

Casting Time: 1 standard action
Components: V, S, M/DF (feathers or droppings from an eagle)
Range: touch
Target: creature touched
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to **Charisma**, adding the usual benefits to **Charisma**-based skill checks and other uses of the **Charisma** modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on **Charisma**) affected by this spell do not gain any additional bonus spells for the increased **Charisma**, but the save DCs for spells they cast while under this spell's effect do increase.

Level Brd2, Cle2, Pal2, Sor2, Wiz2

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Fox's Cunning
Transmutation

V, S, M, DF

Casting Time: 1 standard action
Components: V, S, M/DF (hairs or dung from a fox)
Range: touch
Target: creature touched
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

The target becomes smarter. The spell grants a +4 enhancement bonus to **Intelligence**, adding the usual benefits to **Intelligence**-based skill checks and other uses of the **Intelligence** modifier. Wizards (and other spellcasters who rely on **Intelligence**) affected by this spell do not gain any additional bonus spells for the increased **Intelligence**, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

Level Brd2, Sor2, Wiz2

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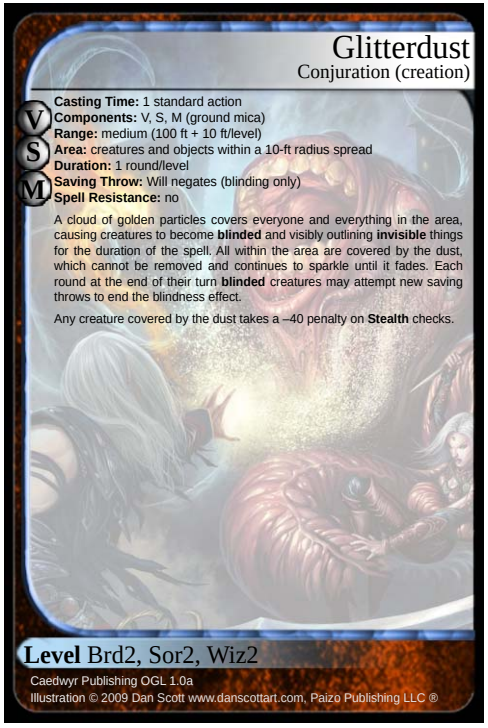
Glitterdust
Conjuration (creation)



V, S, M

Casting Time: 1 standard action
Components: V, S, M (ground mica)
Range: medium (100 ft + 10 ft/level)
Area: creatures and objects within a 10-ft radius spread
Duration: 1 round/level
Saving Throw: Will negates (blinding only)
Spell Resistance: no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become **blinded** and visibly outlining **invisible** things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn **blinded** creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a –40 penalty on **Stealth** checks.

Level Brd2, Sor2, Wiz2

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Heroism
Enchantment (compulsion) [mind-affecting]

V, S

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: 10 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Level Brd2, Sor3, Wiz3

Caedwyr Publishing OGL1.0a Illustration - Katsushika Hokusai

Hold Person

Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S, F/DF (a small, straight piece of iron)
Range: medium (100 ft + 10 ft/level)
Target: one humanoid creature
Duration: 1 round/level (D); see text
Saving Throw: Will negates; see text
Spell Resistance: yes

The subject becomes **paralyzed** and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is **paralyzed** cannot flap its wings and falls. A swimmer can't swim and may drown.

Level Brd2, Sor3, Wiz3

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Hypnotic Pattern

Illusion (pattern) [mind-affecting]

Casting Time: 1 standard action
Components: V (bard only), S, M, (a stick of incense or a crystal root); see text
Range: medium (100 ft + 10 ft/level)
Effect: colorful lights in a 10-ft radius spread
Duration: Concentration + 2 rounds
Saving Throw: Will negates
Spell Resistance: yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become **fascinated** by the pattern of colors. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform as a verbal component.

Level Brd2, Sor2, Wiz2

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Invisibility

Illusion (glamer)

Casting Time: 1 standard action
Components: V, S, M/DF (an eyelash encased in gum arabic)
Range: personal or touch
Target: you or a creature or object weighing no more than 100 lbs/level
Duration: 1 min/level (D)
Saving Throw: Will negates (harmless) or Will negates (harmless, object)
Spell Resistance: yes (harmless) or yes (harmless, object)

The creature or object touched becomes **invisible**. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see **invisible** things or you employ magic to do so.

Items dropped or put down by an **invisible** creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes **invisible**, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary **invisible** creature has a +40 bonus on its **Stealth** checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the **invisible** character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an **invisible** being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Level Brd2, Sor2, Wiz2

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Locate Object

Divination

Casting Time: 1 standard action
Components: V, S, F/DF (a forked twig)
Range: long (400 ft + 40 ft/level)
Area: circle, centered on you, with a radius of 400 ft + 40 ft/level
Duration: 1 min/level
Saving Throw: none
Spell Resistance: no

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. *Polymorph any object* and *nondetection* fool it.

Level Brd2, Cle3, Sor2, Wiz2

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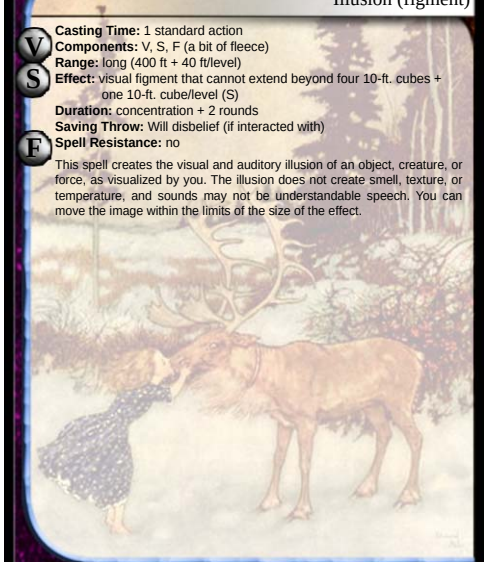
Minor Image

Illusion (figment)

Casting Time: 1 standard action
Components: V, S, F (a bit of fleece)
Range: long (400 ft + 40 ft/level)
Effect: visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration: concentration + 2 rounds
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

This spell creates the visual and auditory illusion of an object, creature, or force, as visualized by you. The illusion does not create smell, texture, or temperature, and sounds may not be understandable speech. You can move the image within the limits of the size of the effect.



Level Brd2, Sor2, Wiz2

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Mirror Image

Illusion (figment)

Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1min/level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When *mirror image* is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Level Brd2, Sor2, Wiz2

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Misdirection

Illusion (glamer)

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one creature or object, up to a 10-ft cube in size
Duration: 1 hour/level
Saving Throw: none or Will negates; see text
Spell Resistance: no

By means of this spell, you misdirect the information from divination spells that reveal auras (*detect evil*, *detect magic*, *discern lies*, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object. Neither the subject nor the other object gets a saving throw against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a **Will** save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (*augury*, *detect thoughts*, *clairaudience / clairvoyance*, and the like).

Level Brd2, Sor2, Wiz2

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Pyrotechnics

Transmutation

Casting Time: 1 standard action
Components: V, S, M (one fire source)
Range: long (400 ft + 40 ft/level)
Target: one fire source, up to a 20-ft cube
Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text
Saving Throw: Will negates or Fortitude negates; see text
Spell Resistance: yes or no; see text

Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become **blinded** for 1d4+1 rounds (**Will** negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to **Strength** and **Dexterity** (**Fortitude** negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

Level Brd2, Sor2, Wiz2

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Rage
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Targets: one willing living creature per three levels, no two of which may be more than 30 ft apart
Duration: concentration + 1 round/level (D)
Saving Throw: none
Spell Resistance: yes

Each affected creature gains a +2 morale bonus to **Strength** and **Constitution**, a +1 morale bonus on **Will** saves, and a –2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't **fatigued** at the end of the rage.

Level Brd2, Sor3, Wiz3

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Scare
Necromancy [fear, mind-affecting]

Casting Time: 1 standard action
Components: V, S, M (a bone from an undead creature)
Range: medium (100 ft + 10 ft/level)
Targets: one living creature per three levels with 5 or fewer HD, no two of which can be more than 30 ft apart
Duration: 1 round/level or 1 round; see text
Saving Throw: Will partial
Spell Resistance: yes

All affected creatures become **frightened**. If a subject succeeds on a **Will** save, it is **shaken** for 1 round. Creatures with 6 or more HD are immune to this effect. *Scare* counters and dispels *remove fear*.

Level Brd2, Sor2, Wiz2

Caedwyr Publishing OGL 1.0a Illustration - Katsushika Hokusai

Shatter
Evocation [sonic]

Casting Time: 1 standard action
Components: V, S, M/DF (a chip of mica)
Range: close (25 ft + 5 ft/2levels)
Area or Target: 5-ft radius spread; or one solid object or one crystalline creature
Duration: instantaneous
Saving Throw: Will negates (object); Will negates (object) or Fortitude half; see text
Spell Resistance: yes

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such unattended objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a **Fortitude** save for half damage.

Level Brd2, Cle2, Sor2, Wiz2

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Silence
Illusion (glamer)

Casting Time: 1 round
Components: V, S
Range: long (400 ft + 40 ft/level)
Area: 20-ft radius emanation centered on a creature, object, or point in space
Duration: 1 round/level (D)
Saving Throw: Will negates; see text or none (object)
Spell Resistance: yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a **Will** save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a *silence* spell are immune to sonic or language-based attacks, spells, and effects.

Level Brd2, Cle2

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Sound Burst
Evocation [sonic]

Casting Time: 1 standard action
Components: V, S, F/DF (a musical instrument)
Range: close (25 ft + 5 ft/2levels)
Area: 10-ft radius spread
Duration: instantaneous
Saving Throw: Fortitude partial
Spell Resistance: yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a **Fortitude** save to avoid being **stunned** for 1 round. Creatures that cannot hear are not **stunned** but are still damaged.

Level Brd2, Cle2

Caedwyr Publishing OGL 1.0a Illustration - Evelyn de Morgan

Suggestion
Enchantment (compulsion) [language-dependent, mind-affecting]

Casting Time: 1 standard action
Components: V, M (a snake's tongue and a honeycomb)
Range: close (25 ft + 5 ft/2levels)
Target: one living creature
Duration: 1 hour/level or until completed
Saving Throw: Will negates
Spell Resistance: yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as –1 or –2).

Level Brd2, Sor3, Wiz3

Caedwyr Publishing OGL1.0a Illustration - Jan Vermeer

Summon Monster II
Conjuration (summoning) [see text]

Casting Time: 1 round
Components: V, S, F/DF (a tiny bag and a small candle)
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 2nd level list or 1d3 creatures of the same kind from the 1st level list in Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Level Brd2, Cle2, Sor2, Wiz2

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Summon Swarm
Conjuration (summoning)

Casting Time: 1 round
Components: V, S, M/DF (a sqaure of red cloth)
Range: close (25 ft + 5 ft/2levels)
Effect: one swarm of bats, rats, or spiders
Duration: concentration + 2 rounds
Saving Throw: none
Spell Resistance: no

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

Level Brd2, Dru2, Sor2, Wiz2

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Tongues
Divination

Casting Time: 1 standard action
Components: V, M/DF (a clay model of a ziggurat)
Range: touch
Target: creature touched
Duration: 10 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: no

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a *permanency* spell.

Level Brd2, Cle4, Sor3, Wiz3

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Whispering Wind
Transmutation [air]

Casting Time: 1 standard action
Components: V, S
Range: 1 mile/level
Area: 10-ft radius spread
Duration: no more than 1 hour/level or until discharged (destination is reached)
Saving Throw: none
Spell Resistance: no

You send a message or sound on the wind to a designated spot. The *whispering wind* travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A *whispering wind* is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the *whispering wind* seem to be a faint stirring of the air. You can likewise cause the *whispering wind* to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, *whispering wind* cannot speak verbal components, use command words, or activate magical effects.

Level Brd2, Sor2, Wiz2

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Charm Monster
Enchantment (charm) [mind-affecting]

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one living creature
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: yes

This charm makes a living creature of any size regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed creature as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed **Charisma** check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed monster breaks the spell. You must speak the creature's language to communicate your commands, or else be good at pantomiming.

Level Brd3, Sor4, Wiz4

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Clairaudience/Clairvoyance
Divination (scrying)

Casting Time: 10 minutes
Components: V, S, F/DF (a small horn or a glass eye)
Range: long (400 ft + 40 ft/level)
Effect: magical sensor
Duration: 1 min/level (D)
Saving Throw: none
Spell Resistance: no

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. *Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

Level Brd3, Sor3, Wiz3

Caedwyr Publishing OGL 1.0a Illustration - Andō Hiroshige

Confusion
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S, M/DF (three nutshells)
Range: medium (100 ft + 10 ft/level)
Targets: all creatures in a 15-ft radius burst
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d%	Behavior
01–25	Act normally
26–50	Do nothing but babble incoherently
51–75	Deal 1d8 points of damage + **Str** modifier to self with item in hand
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Level Brd3, Sor4, Wiz4

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Crushing Despair
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S, M (a vial of tears)
Range: 30 ft
Area: cone-shaped burst
Duration: 1 min/level
Saving Throw: Will negates
Spell Resistance: yes

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels *good hope*.

Level Brd3, Sor4, Wiz4

Caedwyr Publishing OGL1.0a Illustration - Evelyn de Morgan

Cure Serious Wounds
Conjuration (healing)

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 3d8 points of damage + 1 point per caster level (maximum +15). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a **Will** save to take half damage.

Level Brd3, Cle3, Dru4, Pal4, Ran4

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Daylight
Evocation [light]

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: object touched
Duration: 10 min/level (D)
Saving Throw: none
Spell Resistance: no

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

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

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

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

Level Brd3, Cle3, Dru3, Pal3, Sor3, Wiz3

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Deep Slumber

Enchantment (compulsion) [mind-affecting]

Casting Time: 1 round
Components: V, S, M (fine sand, rose petals, or a live cricket)
Range: close (25 ft + 5 ft/2levels)
Area: one or more living creatures within a 10ft radius burst
Duration: 1 min/level
Saving Throw: Will negates
Spell Resistance: yes

A *deep slumber* spell causes a magical slumber to come upon 10 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are **helpless**. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). *Deep slumber* does not target **unconscious** creatures, constructs, or undead creatures.

Level Brd3, Sor3, Wiz3

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Displacement

Illusion (glamer)

Casting Time: 1 standard action
Components: V, M (a small loop of leather)
Range: touch
Effect: creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location and negates the miss chance.

Level Brd3, Sor3, Wiz3

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Fear

Necromancy [fear, mind-affecting]

Casting Time: 1 standard action
Components: V, S, M (the heart of a hen or a white feather)
Range: 30 ft
Area: cone-shaped burst
Duration: 1 round/level or 1 round; see text
Saving Throw: Will partial
Spell Resistance: yes

An invisible cone of terror causes each living creature in the area to become **panicked** unless it succeeds on a **Will** save. If cornered, a **panicked** creature begins cowering. If the **Will** save succeeds, the creature is **shaken** for 1 round.

Level Brd3, Sor4, Wiz4

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Gaseous Form

Transmutation

Casting Time: 1 standard action
Components: S, M/DF (a bit of gauze and a wisp of smoke)
Range: touch
Target: willing corporeal creature touched
Duration: 2 min/level (D)
Saving Throw: none
Spell Resistance: no

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, **Dexterity**, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats **Silent Spell**, **Still Spell**, and **Eschew Materials**. The subject also loses supernatural abilities while in *gaseous form*. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all **Fly** skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Level Brd3, Sor3, Wiz3

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Lesser Geas

Enchantment (compulsion) [language-dependent, mind-affecting]

Casting Time: 1 round
Components: V
Range: close (25 ft + 5 ft/2levels)
Target: one living creature with 7 HD or less
Duration: 1 day/level or until discharged (D)
Saving Throw: Will negates
Spell Resistance: yes

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer HD and be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the lesser geas for 24 hours, it takes a –2 penalty to each of its ability scores. Each day, another –2 penalty accumulates, up to a total of –8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *lesser geas*.

A *lesser geas* (and all ability score penalties) can be ended by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect a *lesser geas*.

Level Brd3, Sor4, Wiz4

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Glibness

Transmutation

Casting Time: 1 standard action
Components: S
Range: personal
Target: you
Duration: 10 min/level (D)

Your speech becomes fluent and more believable, causing those who hear you to believe every word you say. You gain a +20 bonus on **Bluff** checks made to convince another of the truth of your words. This bonus doesn't apply to other uses of the **Bluff** skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.

If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

Level Brd3

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Good Hope

Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Targets: one living creature/level, no two of which may be more than 30 ft apart
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Good hope counters and dispels *crushing despair*.

Level Brd3

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Haste

Transmutation

Casting Time: 1 standard action
Components: V, S, M (a shaving of licorice root)
Range: close (25 ft + 5 ft/2levels)
Targets: one creature/level, no two of which can be more than 30ft apart
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and **Reflex** saves. Any condition that makes you lose your **Dexterity** bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.

Level Brd3, Sor3, Wiz3

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Illusory Script
Illusion (phantasm) [mind-affecting]

V S M

Casting Time: 1 minute per page
Components: V, S, M (lead-based ink worth 50 gp)
Range: touch
Target: one touched object weighing no more than 10 lbs.
Duration: one day/level (D)
Saving Throw: Will negates; see text
Spell Resistance: yes

You write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting can read the writing; it's unintelligible to any other character.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a *suggestion* implanted in the script by you at the time the *illusory script* spell was cast. The *suggestion* lasts only 30 minutes. Typical *suggestions* include "Close the book and leave," "Forget the existence of this note," and so forth. If successfully dispelled by *dispel magic*, the *illusory script* and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* or *comprehend languages* spell.

Level Brd3, Sor3, Wiz3

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Major Image
Illusion (figment)

V S F

Casting Time: 1 standard action
Components: V, S, F (a bit of fleece)
Range: long (400 ft + 40 ft/level)
Effect: visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration: concentration + 3 rounds
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

This spell creates the visual, auditory, olfactory, and thermal illusion of an object, creature, or force, as visualized by you. The illusion does not create texture. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Level Brd3, Sor3, Wiz3

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Phantom Steed
Conjuration (creation)

V S

Casting Time: 10 minutes
Components: V, S
Range: 0 ft
Effect: one quasi-real, horselike creature
Duration: 1 hour/level (D)
Saving Throw: none
Spell Resistance: no

You conjure a Large, quasi-real, horselike creature (the exact coloration can be customized as you wish). It can be ridden only by you or by the one person for whom you specifically created the mount. A *phantom steed* has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount is AC 18 (–1 size, +4 natural armor, +5 **Dexterity**) and 7 hit points + 1 hit point per caster level. If it loses all its hit points, the *phantom steed* disappears. A *phantom steed* has a speed of 20 feet per two caster levels, to a maximum of 100 feet at 10th level. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th Level: The mount can use *water walk* at will (as the spell, no action required to activate this ability).

12th Level: The mount can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

14th Level: The mount can fly at its speed with a bonus on **Fly** skill checks equal to your caster level.

Level Brd3, Sor3, Wiz3

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Remove Curse
Abjuration

V S

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature or object touched
Duration: instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means that the curse is removed. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels *bestow curse*.

Level Brd3, Cle3, Pal3, Sor4, Wiz4

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Sculpt Sound
Transmutation

V S

Casting Time: 1 standard action
Components: V, S
Range: close (25ft + 5 ft/2levels)
Targets: one creature or object/level, no two of which can be more than 30 ft apart
Duration: 1 hour/level (D)
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

You can change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it. You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

Level Brd3

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Secret Page
Transmutation

V S M

Casting Time: 10 minutes
Components: V, S, M (powdered herring scales and a vial of will-o'-wisp essence)
Range: touch
Target: page touched, up to 3 ft² in size
Duration: permanent
Saving Throw: none
Spell Resistance: no

Secret page alters the contents of a page so that it appears to be something entirely different. The text of a spell can be changed to show another spell of equal or lower level known by the caster. This spell cannot be used to change a spell contained on a scroll, but it can be used to hide a scroll. *Explosive runes* or *sepia snake sigil* can be cast upon the *secret page*.

A *comprehend languages* spell alone cannot reveal a *secret page*'s contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page and return it to its *secret page* form at will. You can also remove the spell by double repetition of the special word. A *detect magic* spell reveals dim magic on the page in question but does not reveal its true contents. *True seeing* reveals the presence of the hidden material but does not reveal the contents unless cast in combination with *comprehend languages*. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

Level Brd3, Sor3, Wiz3

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See Invisibility
Divination

V S M

Casting Time: 1 standard action
Components: V, S, M (talc and powdered silver)
Range: personal
Target: you
Duration: 10 min/level

You can see any objects or beings that are **invisible** within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, **invisible**, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a *permanency* spell.

Level Brd3, Sor2, Wiz2

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Sepia Snake Sigil
Conjuration (creation) [force]

V S M

Casting Time: 10 minutes
Components: V, S, M (powdered amber worth 500gp and a snake scale)
Range: touch
Target: one touched book or written work
Duration: permanent or until discharged; until released or 1d4 days + 1 day/level; see text
Saving Throw: Reflex negates
Spell Resistance: no

You cause a small symbol to appear in the text of a written work. The text containing the symbol must be at least 25 words long. When anyone reads the text containing the symbol, the *sepia snake sigil* springs into being, transforming into a large sepia serpent that strikes at the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the *sepia snake* dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + 1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a **dying** subject does not lose hit points or become **stable** until the spell ends.

The hidden sigil cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical.

A *dispel magic* can remove the sigil. An *erase* spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as *secret page*.

Level Brd3, Sor3, Wiz3

Caedwyr Publishing OGL 1.0a Illustration - Evelyn de Morgan

Slow
Transmutation

Casting Time: 1 standard action
Components: V, S, M (a drop of molasses)
Range: close (25 ft + 5 ft/2levels)
Targets: one creature/level, no two of which can be more than 30 ft apart
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are **staggered** and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and **Reflex** saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.

Level Brd3, Sor3, Wiz3

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Speak with Animals
Divination

Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1 min/level

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Level Brd3, Dru1, Ran1

Caedwyr Publishing OGL 1.0a Illustration - Gustave Moreau

Summon Monster III
Conjuration (summoning) [see text]

Casting Time: 1 round
Components: V, S, F/DF (a tiny bag and a small candle)
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 3rd level list, 1d3 creatures of the same kind from the 2nd level list, or 1d4+1 creatures of the same kind from a lower level list in Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Level Brd3, Cle3, Sor3, Wiz3

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Tiny Hut
Evocation [force]

Casting Time: 1 standard action
Components: V, S, M (a small crystal bead)
Range: 20 ft
Effect: 20-ft radius sphere centered on your location
Duration: 2 hours/level (D)
Saving Throw: none
Spell Resistance: no

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

Level Brd3, Sor3, Wiz3

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Break Enchantment
Abjuration

Casting Time: 1 minute
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Targets: up to one creature per level, all within 30 ft of each other
Duration: instantaneous
Saving Throw: see text
Spell Resistance: no

This spell frees victims from enchantments, transmutations, and curses. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

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

If the effect comes from a permanent magic item, *break enchantment* does not remove the curse from the item, but it does free the victim from the item's effects.

Level Brd4, Cle5, Pal4, Sor5, Wiz5

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Cure Critical Wounds
Conjuration (healing)

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: instantaneous
Saving Throw: Will half (harmless); see text
Spell Resistance: yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 4d8 points of damage + 1 point per caster level (maximum +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a **Will** save to take half damage.

Level Brd4, Cle4, Dru5

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Detect Scrying
Divination

Casting Time: 1 standard action
Components: V, S, M (a piece of mirror and a minature brass hearing trumpet)
Range: 40 ft
Area: 40-ft radius emanation centered on you
Duration: 24 hours
Saving Throw: none
Spell Resistance: no

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his direction and distance from you.

Level Brd4, Sor4, Wiz4

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Dimension Door
Conjuration (teleportation)

Casting Time: 1 standard action
Components: V
Range: long (400 ft + 40 ft/level)
Target: you and touched objects or other touched willing creatures
Duration: instantaneous
Saving Throw: none and Will negates (object)
Spell Resistance: no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Level Brd4, Sor4, Wiz4

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Freedom of Movement
Abjuration

Casting Time: 1 standard action
Components: V, S, M (a leather strip bound to the target), DF
Range: personal or touch
Target: you or creature touched
Duration: 10 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and **Escape Artist** checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, grant water breathing.

Level Brd4, Cle4, Dru4, Ran4

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Hallucinatory Terrain
Illusion (glamer)

Casting Time: 10 minutes
Components: V, S, M (a stone, a twig, and a green leaf)
Range: long (400 ft + 40 ft/level)
Area: one 30-ft cube/level (S)
Duration: 2 hours/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Level Brd4, Sor4, Wiz4

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Hold Monster
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)
Range: medium (100 ft + 10 ft/level)
Target: one living creature
Duration: 1 round/level (D); see text
Saving Throw: Will negates; see text
Spell Resistance: yes

The subject becomes **paralyzed** and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is **paralyzed** cannot flap its wings and falls. A swimmer can't swim and may drown.

Level Brd4, Sor5, Wiz5

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Greater Invisibility
Illusion (glamer)

Casting Time: 1 standard action
Components: V, S
Range: personal or touch
Target: you or creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The creature touched becomes **invisible**. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see **invisible** things or you employ magic to do so.

Items dropped or put down by an **invisible** creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes **invisible**, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary **invisible** creature has a +40 bonus on its **Stealth** checks. This bonus is reduced to +20 if the creature is moving.

Level Brd4, Sor4, Wiz4

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Locate Creature
Divination

Casting Time: 1 standard action
Components: V, S, M (fur from a bloodhound)
Range: long (400 ft + 40 ft/level)
Area: circle, centered on you, with a radius of 400 ft + 40 ft/level
Duration: 10 min/level
Saving Throw: none
Spell Resistance: no

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *nondetection*, and polymorph spells.

Level Brd4, Sor4, Wiz4

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Modify Memory
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 round; see text
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one living creature
Duration: permanent
Saving Throw: Will negates
Spell Resistance: yes

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

* Eliminate all memory of an event the subject actually experienced. This spell cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells.
* Allow the subject to recall with perfect clarity an event it actually experienced.
* Change the details of an event the subject actually experienced.
* Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

Level Brd4

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Neutralize Poison
Conjuration (healing)

Casting Time: 1 standard action
Components: V, S, M/DF (charcoal)
Range: touch
Target: creature or object of up to 1 ft³/level touched
Duration: instantaneous or 10 min/level; see text
Saving Throw: Will negates (harmless, object)
Spell Resistance: yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a **Will** save to negate the effect.

Level Brd4, Cle4, Dru3, Pal4, Ran3

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Rainbow Pattern
Illusion (pattern) [mind-affecting]

Casting Time: 1 standard action
Components: V (bard only), S, M (a piece of phosphor), F (a crystal prism); see text
Range: medium (100 ft + 10 ft/level)
Effect: colorful lights with a 20-ft radius spread
Duration: Concentration + 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: yes

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. *Rainbow pattern* fascinates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its saves is **fascinated** by the pattern.

With a simple gesture (a free action), you can make the *rainbow pattern* move up to 30 feet per round (moving its effective point of origin). All **fascinated** creatures follow the moving rainbow of light, trying to remain within the effect. **Fascinated** creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each **fascinated** creature gets a second save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

Level Brd4, Sor4, Wiz4

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Illustration - Jean Ignace Isidore Gérard (JJ Grandville)

Repel Vermin
Abjuration

V S

Casting Time: 1 standard action
Components: V, S, DF
Range: 10 ft
Area: 10-ft radius emanation centered on you
Duration: 10 min/level (D)
Saving Throw: none or Will negates; see text
Spell Resistance: yes

An invisible barrier holds back vermin. A vermin with HD of less than one-third your level cannot penetrate the barrier.

DF

A vermin with HD of one-third your level or more can penetrate the barrier if it succeeds on a **Will** save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Level Brd4, Cle4, Dru4, Ran3

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Secure Shelter
Conjuration (creation)

V S M

Casting Time: 10 minutes
Components: V, S, M (a chip of stone, sand, a drop of water, and a wood splinter)
Range: close (25 ft + 5 ft/2levels)
Effect: 20-ft square structure
Duration: 2 hours/level (D)
Saving Throw: none
Spell Resistance: no

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being secured with *arcane lock* and the latter by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter.

The *secure shelter* contains crude furnishings—eight bunks, a trestle table, eight stools, and a writing desk.

Level Brd4, Sor4, Wiz4

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Shout
Evocation [sonic]

V

Casting Time: 1 standard action
Components: V
Range: 30 ft
Area: cone-shaped burst
Duration: instantaneous
Saving Throw: Fortitude partial or Reflex negates (object); see text
Spell Resistance: yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is **deafened** for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a **Fortitude** save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful **Reflex** save. A *shout* spell cannot penetrate a *silence* spell.

Level Brd1, Sor1, Wiz1

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Speak with Plants
Divination

V S

Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1 min/level

You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you.

Level Brd4, Dru3, Ran2

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Summon Monster IV
Conjuration (summoning) [see text]

V S F DF

Casting Time: 1 round
Components: V, S, F/DF (a tiny bag and a small candle)
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 4th level list, 1d3 creatures of the same kind from the 3rd level list, or 1d4+1 creatures of the same kind from a lower level list in Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Level Brd4, Cle4, Sor4, Wiz4

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Zone of Silence
Illusion (glamer)

V S

Casting Time: 1 round
Components: V, S
Range: personal
Area: 5-ft radius emanation centered on you
Duration: 1 hour/level (D)

By casting *zone of silence*, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful DC 20 **Linguistics** check to read lips can still reveal what's said inside a *zone of silence*.

Level Brd4

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Mass Cure Light Wounds
Conjuration (healing)

V S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one creature/level, no two of which can be more than 30 ft apart
Duration: instantaneous
Saving Throw: Will half (harmless) or Will half; see text
Spell Resistance: yes (harmless) or yes; see text

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other *cure* spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a **Will** save for half damage.

Level Brd6, Cle6, Dru7

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Dream
Illusion (phantasm) [mind-affecting]

V S

Casting Time: 1 minute
Components: V, S
Range: unlimited
Target: one living creature touched
Duration: see text
Saving Throw: none
Spell Resistance: yes

You, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

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

Creatures who don't sleep or don't dream cannot be contacted by this spell. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

Level Brd5, Sor5, Wiz5

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False Vision
Illusion (glamer)

Casting Time: 1 standard action
Components: V, S, M (crushed jade worth 250gp)
Range: touch
Area: 40-ft radius emanation
Duration: 1 hour/level (D)
Saving Throw: none
Spell Resistance: no

This spell creates a subtle illusion, causing any divination (scrying) spell used to view anything within the area of this spell to instead receive a false image, as defined by you at the time of casting. This spell may create the illusion of an object, creature, or force as visualized by you and includes visual, auditory, olfactory, and thermal characteristics. The illusion does not create texture. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Level Brd5, Sor5, Wiz5

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Greater Heroism
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

Level Brd5, Sor6, Wiz6

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Mind Fog
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Effect: fog spreads in a 20-ft radius, 20 ft high
Duration: 30 minutes and 2d6 rounds; see text
Saving Throw: Will negates
Spell Resistance: yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a –10 penalty on **Wisdom** checks and **Will** saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

Level Brd5, Sor5, Wiz5

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Mirage Arcana
Illusion (glamer)

Casting Time: 1 standard action
Components: V, S
Range: long (400 ft + 40 ft/level)
Area: one 20-ft cube/level (S)
Duration: concentration + 1 hour/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

You make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. *Mirage arcana* can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Level Brd5, Sor5, Wiz5

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Mislead
Illusion (figment, glamer)

Casting Time: 1 standard action
Components: S
Range: close (25 ft + 5 ft/2levels)
Target/Effect: you/one illusory double
Duration: 1 round/level (D) and concentration + 3 rounds; see text
Saving Throw: none or Will disbelief (if interacted with); see text
Spell Resistance: no

You become **invisible** (as *greater invisibility*, a glamer), and at the same time, an illusory double of you (a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double can consist of visual, auditory, olfactory, and thermal components, as visualized by you. The illusion does not create texture. The illusory double disappears when struck by an opponent unless you cause the illusion to react appropriately.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The *greater invisibility* lasts for 1 round per level, regardless of concentration.

Level Brd5, Sor6, Wiz6

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Persistent Image
Illusion (figment)

Casting Time: 1 standard action
Components: V, S, F (a bit of fleece)
Range: long (400 ft + 40 ft/level)
Effect: visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration: 1 min/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

This spell creates the visual, auditory, olfactory, and thermal illusion of an object, creature, or force, as visualized by you. The illusion does not create texture. The figment follows a script determined by you and follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Level Brd5, Sor5, Wiz5

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Seeming
Illusion (glamer)

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Targets: one creature per two levels, no two of which can be more than 30 ft apart
Duration: 12 hours (D)
Saving Throw: Will negates or Will disbelief (if interacted with)
Spell Resistance: yes or no; see text

You make the targets —including clothing, armor, weapons, and equipment—look different. You can make the targets seem 1 foot shorter or taller, thin, fat, or in between. You cannot change the targets creature type (although they can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or make the targets look like an entirely different person or gender. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making **Will** saves or with spell resistance.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the targets or their equipment. If you use this spell to create a disguise, the subject gets a +10 bonus on the **Disguise** check. A creature that interacts with the glamer gets a **Will** save to recognize it as an illusion.

Level Brd5, Sor5, Wiz5

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Shadow Evocation
Illusion (shadow)

Casting Time: 1 standard action
Components: V, S
Range: see text
Effect: see text
Duration: see text
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a **Will** save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a *shadow evocation*, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *shadow evocation*'s level (5th) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their **Will** saves against this spell.

Level Brd5, Sor5, Wiz5

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Song of Discord

Enchantment (compulsion) [mind-affecting, sonic]

V S

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Area: creatures within a 20-ft radius spread
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: yes

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen **unconscious**.

Level Brd5

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Mass Suggestion

Enchantment (compulsion) [language-dependent, mind-affecting]

V M

Casting Time: 1 standard action
Components: V, M (a snake's tongue and a honeycomb)
Range: medium (100 ft + 10 ft/level)
Targets: one creature/level, no two of which can be more than 30 ft apart
Duration: 1 hour/level or until completed
Saving Throw: Will negates
Spell Resistance: yes

You influence the actions of the target creatures by suggesting a course of activity (limited to a sentence or two). The *mass suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creatures to do some obviously harmful act automatically negates the effect of the spell. The same *mass suggestion* applies to all of the targeted creatures.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subjects finishes what they were asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *mass suggestion* causes the save to be made with a penalty (such as –1 or –2).

Level Brd5, Sor6, Wiz6

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Summon Monster V

Conjuration (summoning) [see text]

V S F DF

Casting Time: 1 round
Components: V, S, F/DF (a tiny bag and a small candle)
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 5th level list, 1d3 creatures of the same kind from the 4th level list, or 1d4+1 creatures of the same kind from a lower level list in Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Level Brd5, Cle5, Sor5, Wiz5

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Analyze Dweomer

Divination

V S F

Casting Time: 1 standard action
Components: V, S, F (a ruby and gold lens worth 1,500gp)
Range: close (25 ft + 5 ft/2levels)
Targets: one object or creature per caster level
Duration: 1 round/level (D)
Saving Throw: none or Will negates, see text
Spell Resistance: no

You can observe magical auras. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a **Will** save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

Level Brd6, Sor6, Wiz6

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Animate Objects

Transmutation

V S

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Targets: one Small object per caster level; see text
Duration: 1 round/level
Saving Throw: none
Spell Resistance: no

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or a corresponding number of larger objects as follows: A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot affect objects carried or worn by a creature.

Animate objects can be made permanent with a *permanency* spell.

Level Brd6, Cle6

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Mass Cat's Grace

Transmutation

V S M

Casting Time: 1 standard action
Components: V, S, M (pinch of cat fur)
Range: close (25ft + 5 ft/2levels)
Targets: one creature/level, no two of which can be more than 30 ft apart
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

The transmuted creatures become more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to **Dexterity**, adding the usual benefits to AC, **Reflex** saves, and other uses of the **Dexterity** modifier.

Level Brd6, Dru6, Sor6, Wiz6

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Mass Charm Monster

Enchantment (charm) [mind-affecting]

V

Casting Time: 1 standard action
Components: V
Range: close (25 ft + 5 ft/2levels)
Targets: one or more creatures, no two of which can be more than 30 ft apart
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: yes

This charm makes living creatures of any size regard you as their trusted friend and ally (treat the targets' attitude as friendly). The spell affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you must choose a creature with too many HD to affect. If a creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control a charmed creature as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give a subject orders, but you must win an opposed **Charisma** check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens a charmed monster breaks the spell on that monster. You must speak the creature's language to communicate your commands, or else be good at pantomiming.

Level Brd6, Sor8, Wiz8

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Mass Cure Moderate Wounds

Conjuration (healing)

V S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one creature/level, no two of which can be more than 30 ft apart
Duration: instantaneous
Saving Throw: Will half (harmless) or Will half; see text
Spell Resistance: yes (harmless) or yes; see text

You channel positive energy to cure 2d8 points of damage + 1 point per caster level (maximum +30) on each selected creature. Like other *cure* spells, *mass cure moderate wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a **Will** save for half damage.

Level Brd6, Cle6, Dru7

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Mass Eagle's Splendor
Transmutation

V S M DF

Casting Time: 1 standard action
Components: V, S, M/DF (feathers or droppings from an eagle)
Range: close (25 ft + 5 ft/2levels)
Target: One creature/level, no two of which can be more than 30 ft apart
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

The transmuted creatures become more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to **Charisma**, adding the usual benefits to **Charisma**-based skill checks and other uses of the **Charisma** modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on **Charisma**) affected by this spell do not gain any additional bonus spells for the increased **Charisma**, but the save DCs for spells they cast while under this spell's effect do increase.

Level Brd6, Cle6, Sor6, Wiz6

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Eyebite
Necromancy

V S

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one living creature
Duration: 1round/level
Saving Throw: Fortitude negates
Spell Resistance: yes

Each round, you can target a single living creature, striking it with waves of power. Depending on the target's HD, this attack has as many as three effects.

HD	Effect
10 or more	**Sickened**
5–9	**Panicked**, **sickened**
4 or less	Comatose, **panicked**, **sickened**

The effects are cumulative and concurrent.

Sickened: Sudden pain and fever sweeps over the subject's body. A creature affected by this spell remains **sickened** for 10 minutes per caster level. The effects cannot be negated by a *remove disease* or *heal* spell, but a *remove curse* is effective.

Panicked: The subject becomes **panicked** for 1d4 rounds. Even after the panic ends, the creature remains **shaken** for 10 minutes per caster level, and it automatically becomes **panicked** again if it comes within sight of you during that time. This is a fear effect.

Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a *sleep* effect, and thus elves are not immune to it.

You must spend a swift action each round after the first to target a foe.

Level Brd6, Sor6, Wiz6

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Find the Path
Divination

V S F

Casting Time: 3 rounds
Components: V, S, F (a set of divination counters)
Range: personal or touch
Target: you or creature touched
Duration: 10 min/level
Saving Throw: none or Will negates (harmless)
Spell Resistance: no or yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round, specifying the destination as "outside the maze." This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians) who might take action to oppose the caster as he follows the path revealed by this spell.

Level Brd6, Cle6, Dru6

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Mass Fox's Cunning
Transmutation

V S M DF

Casting Time: 1 standard action
Components: V, S, M/DF (hairs or dung from a fox)
Range: close (25 ft + 5 ft/2levels)
Target: one creature/level, no two of which can be more than 30ft apart
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes

The target(s) becomes smarter. The spell grants a +4 enhancement bonus to **Intelligence**, adding the usual benefits to **Intelligence**-based skill checks and other uses of the **Intelligence** modifier. Wizards (and other spellcasters who rely on **Intelligence**) affected by this spell do not gain any additional bonus spells for the increased **Intelligence**, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

Level Brd6, Sor6, Wiz6

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Heroes' Feast
Conjuration (creation)

V S DF

Casting Time: 10 minutes
Components: V, S, DF
Range: close (25 ft + 5 ft/2levels)
Effect: feast for one creature/level
Duration: 1 hour plus 12 hours; see text
Saving Throw: none
Spell Resistance: no

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of both *neutralize poison* and *remove disease*, and gains 1d8 temporary hit points + 1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food grants each creature that partakes a +1 morale bonus on attack rolls and **Will** saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Level Brd6, Cle6

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Irresistibile Dance
Enchantment (compulsion) [mind-affecting]

V

Casting Time: 1 standard action
Components: V
Range: touch
Target: living creature touched
Duration: 1d4 + 1 rounds
Saving Throw: Will partial
Spell Resistance: yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a –4 penalty to Armor Class and a –10 penalty on **Reflex** saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful **Will** save reduces the duration of this effect to 1 round.

Level Brd6, Sor8, Wiz8

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Permanent Image
Illusion (figment)

V S F

Casting Time: 1 standard action
Components: V, S, F (a bit of fleece)
Range: long (400 ft + 40 ft/level)
Effect: figment that cannot extend beyond a 20-ft cube + one 10-ft cube/level (S)
Duration: permanent (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

This spell creates a permanent visual, auditory, olfactory, and thermal illusion of an object, creature, or force, as visualized by you. The illusion does not create texture. While concentrating, you can move the image within the range, but it is static while you are not concentrating.

Level Brd6, Sor6, Wiz6

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Programmed Image
Illusion (figment)

V S M

Casting Time: 1 standard action
Components: V, S, M (fleece and jade worth 25gp)
Range: long (400 ft + 40 ft/level)
Effect: visual figment that cannot extend beyond a 20-ft cube + one 10-ft. cube/level (S)
Duration: permanent until triggered, then 1 round/level
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

This spell creates a figment of an object, creature, or force, as visualized by you that activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech. You can move the image within the limits of the size of the effect.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment, level, Hit Dice, or class except by external garb. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a *programmed image* to respond to triggers as far as 90 feet away. Regardless of range, the *programmed image* can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Level Brd6, Sor6, Wiz6

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Project Image
Illusion (shadow)

Casting Time: 1 standard action
Components: V, S, M (a small replica of you worth 5gp)
Range: medium (100 ft + 10 ft/level)
Effect: one shadow duplicate
Duration: 1 round/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered **blinded** and **deafened**.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their **Will** save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

Level Brd6, Sor7, Wiz7

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Greater Shout
Evocation [sonic]

Casting Time: 1 standard action
Components: V, S, F (a metal or ivory horn)
Range: 60 ft
Area: cone-shaped burst
Duration: instantaneous
Saving Throw: Fortitude partial or Reflex negates (object); see text
Spell Resistance: yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is **stunned** for 1 round, **deafened** for 4d6 rounds, and takes 10d6 points of sonic damage. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 20d6). An affected creature is allowed a **Fortitude** save to negates the stunning and halve both the damage and the duration of the deafness. A creature holding vulnerable objects can attempt a **Reflex** save to negate the damage to those objects. A *greater shout* spell cannot penetrate a *silence* spell.

Level Brd6, Sor8, Wiz8

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Summon Monster VI
Conjuration (summoning) [see text]

Casting Time: 1 round
Components: V, S, F/DF (a tiny bag and a small candle)
Range: close (25 ft + 5 ft/2levels)
Effect: one summoned creature
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 6th level list, 1d3 creatures of the same kind from the 5th level list, or 1d4+1 creatures of the same kind from a lower level list in Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Level Brd6, Cle6, Sor6, Wiz6

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Sympathetic Vibration
Evocation [sonic]

Casting Time: 10 minutes
Components: V, S, F (a tuning fork)
Range: touch
Target: one freestanding structure
Duration: up to 1 round/level
Saving Throw: none; see text
Spell Resistance: yes

By attuning yourself to a freestanding structure, you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure, bypassing hardness. You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round per level. If the spell is cast upon a target that is not freestanding, the surrounding stone dissipates the effect and no damage occurs.

Sympathetic vibration cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.

Level Brd6

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Veil
Illusion (glamer)

Casting Time: 1 standard action
Components: V, S
Range: long (400 ft + 40 ft/level)
Targets: one or more creatures, no two of which can be more than 30 ft apart
Duration: concentration + 1 hour/level (D)
Saving Throw: Will negates; see text
Spell Resistance: yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a **Disguise** check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making **Will** saves or with spell resistance. Those who interact with the subjects can attempt **Will** disbelief saves to see through the glamer, but spell resistance doesn't help.

Level Brd6, Sor6, Wiz6

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Detect Magic
Divination

Casting Time: 1 standard action
Components: V, S
Range: 60 ft
Area: cone-shaped emanation
Duration: concentration, up to 1 min/level (D)
Saving Throw: none
Spell Resistance: no

Lingering Auras

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 × 10 minutes
Overwhelming	1d6 days

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make **Knowledge (arcana)** skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties by making a **Spellcraft** check (DC 15 + item's caster level, takes 3 rounds per item to be identified and you must be able to thoroughly examine the object.) You can only attempt to ascertain the properties of an individual item once per day. Additional attempts on the same day reveal the same result.

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

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

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

Detect magic can be made permanent with a *permanency* spell.

Detect Magic

Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (diety level)
Magic item (caster level)	5th or lower	6th-11th	12-20th	21st+ (artifact)

Level Brd0, Cle0, Dru0, Sor0, Wiz0

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Identify
Divination

Casting Time: 1 standard action
Components: V, S, M (wine stirred with an owl's feather)
Range: 60 ft
Area: cone-shaped emanation
Duration: 3 rounds/level (D)
Saving Throw: none
Spell Resistance: no

Lingering Auras

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 × 10 minutes
Overwhelming	1d6 days

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.
2nd Round: Number of different magical auras and the power of the most potent aura
3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make **Knowledge (arcana)** skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15+ 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties by making a **Spellcraft** check (DC 15 + item's caster level, takes 3 rounds per item to be identified and you must be able to thoroughly examine the object.) You can only attempt to ascertain the properties of an individual item once per day. Additional attempts on the same day reveal the same result. On magic items in your possession, *identify* gives you a +10 enhancement bonus on **Spellcraft** checks made to idenfity the properties and command words. This spell does not allow you to identify artifacts.

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

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *identify* indicates the stronger of the two.
Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *identify* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

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

Identify can be made permanent with a *permanency* spell.

Aura Power

Spell/Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Level Brd1, Sor1, Wiz1

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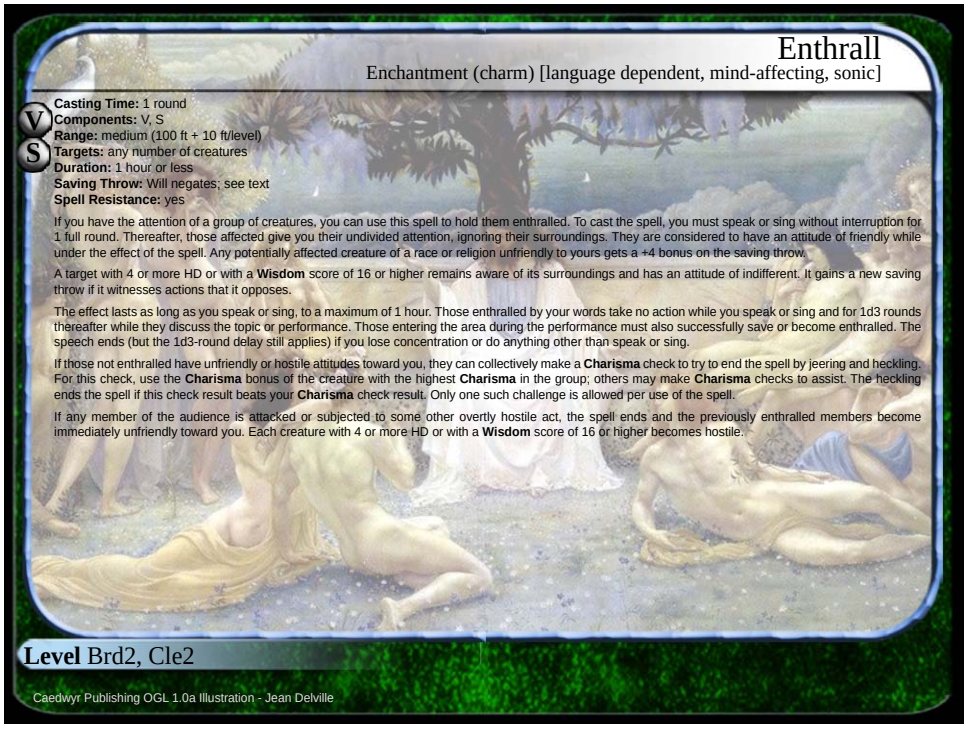
Enthrall
Enchantment (charm) [language dependent, mind-affecting, sonic]
V
S
Casting Time: 1 round
Components: V, S
Range: medium (100 ft + 10 ft/level)
Targets: any number of creatures
Duration: 1 hour or less
Saving Throw: Will negates; see text
Spell Resistance: yes
If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.
A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.
The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.
If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.
If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.
Level Brd2, Cle2
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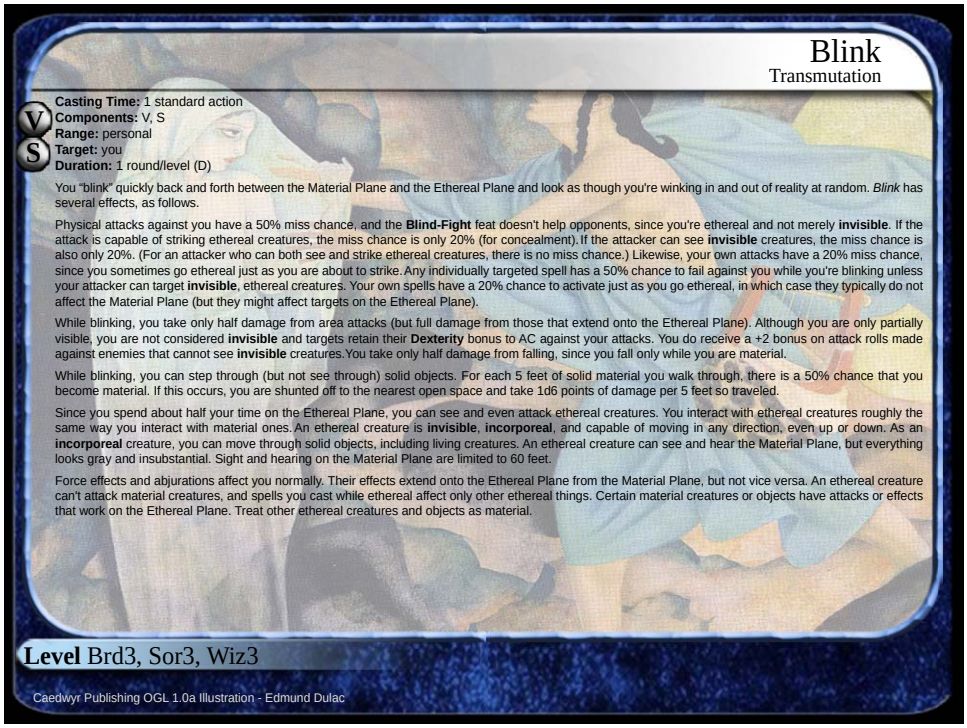
Blink
Transmutation
V
S
Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1 round/level (D)
You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. Blink has several effects, as follows.
Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike. Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane).
While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures. You take only half damage from falling, since you fall only while you are material.
While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.
Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.
Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.
Level Brd3, Sor3, Wiz3
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Dispel Magic
Abjuration

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Target or Area: one spellcaster, creature, or object; or a 20-ft radius burst
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

You can use *dispel magic* to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel magic*. *Dispel magic* can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

You choose to use *dispel magic* in one of two ways: a targeted dispel or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the *dispel magic* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with the highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel magic*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check with a +4 bonus to counter the other spellcaster's spell.

Level Brd3, Cle3, Dru4, Sor3, Wiz3

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Invisibility Sphere
Illusion (glamer)

Casting Time: 1 standard action
Components: V, S, M/DF (an eyelash encased in gum arabic)
Range: personal or touch
Target: you or a creature or object weighing no more than 100 lbs/level
Duration: 1 min/level (D)
Saving Throw: Will negates (harmless) or Will negates (harmless, object)
Spell Resistance: yes (harmless) or yes (harmless, object)

All creatures within 10 feet of the recipient creature or object touched at the time the spell is cast become **invisible**. The center of the effect is mobile with the recipient. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become **invisible**. If the recipient is a creature carrying gear, that vanishes, too. Those affected by this spell can see each other and themselves as if unaffected by the spell. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see **invisible** things or you employ magic to do so.

Items dropped or put down by an **invisible** creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes **invisible**, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary **invisible** creature has a +40 bonus on its **Stealth** checks. This bonus is reduced to +20 if the creature is moving. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the **invisible** character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an **invisible** being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Level Brd3, Sor3, Wiz3

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Scrying

Divination (scrying)

Casting Time: 1 hour
Components: V, S, M/DF (a pool of water), F (a silver mirror worth 1,000gp)
Range: see text
Effect: magical sensor
Duration: 1 min/level
Saving Throw: Will negates
Spell Resistance: yes

You can observe a creature at any distance. If the subject succeeds on a **Will** save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its **Will** save.

Knowledge	Will Save Modifier	Connection	Will Save Modifier
None*	+10	Likeness or picture	–2
Secondhand (you have heard of the subject)	+5	Possession or garment	–4
Firsthand (you have met the subject)	+0	Body part, lock of hair, bit of nail, etc.	–10
Familiar (you know the subject well)	–5		

*You must have some sort of connection (see below) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. Additionally, all of the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Level Brd3, Cle5, Dru4, Sor4, Wiz4

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Dominate Person

Enchantment (compulsion) [mind-affecting]

Casting Time: 1 round
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one humanoid
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a **Sense Motive** check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the **Sense Motive** skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

Level Brd4, Sor5, Wiz5

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Legend Lore
Divination

Casting Time: see text
Components: V, S, M (incense worth 250gp), F (four pieces of ivory worth 50gp each)
Range: personal
Target: you
Duration: see text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 × 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *legend lore* result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Level Brd4, Sor6, Wiz6

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Greater Dispel Magic
Abjuration

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Target or Area: one spellcaster, creature, or object; or a 20-ft radius burst
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

You can use *greater dispel magic* to end multiple ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *greater dispel magic*. *Greater dispel magic* can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *greater dispel magic* can take effect.

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: One object, creature, or spell is the target of the *greater dispel magic* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with the highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

Greater dispel magic allows you to dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells. Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC. You automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel magic* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the dispel check to end the effect, but only within the overlapping area.

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

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: When *greater dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *greater dispel magic* may not work; you must make a dispel check with a +4 bonus to counter the other spellcaster's spell.

Level Brd5, Cle6, Dru6, Sor6, Wiz6

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Shadow Conjuration

Illusion (shadow)

Casting Time: 1 standard action
Components: V, S
Range: see text
Effect: see text
Duration: see text
Saving Throw: Will disbelief (if interacted with); varies; see text
Spell Resistance: yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjuration* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

*Shadow conjuration*s are only one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjuration*s to be real are affected by them at full strength. Any creature that interacts with the spell can make a **Will** save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a **Will** save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow conjuration*'s level (4th) rather than the spell's normal level. In addition, any effect created by *shadow conjuration* allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large.

A creature that succeeds on its save sees the *shadow conjuration*s as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their **Will** saves against this spell.

Level Brd4, Sor4, Wiz4

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Nightmare

Illusion (phantasm) [mind-affecting, evil]

Casting Time: 10 minutes
Components: V, S
Range: unlimited
Target: one living creature
Duration: instantaneous
Saving Throw: Will negates; see text
Spell Resistance: yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject **fatigued** and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on your knowledge the subject and the physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier	Connection	Will Save Modifier
None*	+10	Likeness or picture	–2
Secondhand (you have heard of the subject)	+5	Possession or garment	–4
Firsthand (you have met the subject)	+0	Body part, lock of hair, bit of nail, etc.	–10
Familiar (you know the subject well)	–5		

*You must have some sort of connection to a creature of which you have no knowledge.

Dispel evil cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be **stunned** for 10 minutes per caster level of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail **Reflex** and **Will** saving throws, for example.)

Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

Level Brd5, Sor5, Wiz5

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Shadow Walk

Illusion (shadow)

Casting Time: 1 standard action
Components: V, S
Range: touch
Targets: up to one touched creature/level
Duration: 1 hour/level (D)
Saving Throw: Will negates
Spell Resistance: yes

To use the *shadow walk* spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 × 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 × 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a **Will** saving throw, negating the effect if successful.

Level Brd5, Sor6, Wiz6

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Geas/Quest

Enchantment (compulsion) [language-dependent, mind-affecting]

Casting Time: 10 minutes
Components: V
Range: close (25 ft + 5 ft/2levels)
Target: one living creature
Duration: 1 day/level or until discharged (D); see text
Saving Throw: none
Spell Resistance: yes

A *geas/quest* spell places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must be able to understand you. While a *geas/quest* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The *geased* creature must follow the given instructions until the *geas/quest* is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the *geas/quest* for 24 hours, it takes a –3 penalty to each of its ability scores. Each day, another –3 penalty accumulates, up to a total of –12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *geas/quest*.

A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level. *Break enchantment* does not end a *geas/quest*, but *limited wish*, *miracle*, and *wish* do.

Bards, sorcerers, and wizards usually refer to this spell as *geas*, while clerics call the same spell *quest*.

Level Brd6, Cle6, Sor6, Wiz6

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Greater Scrying

Divination (scrying)

Casting Time: 1 standard action
Components: V, S
Range: see text
Effect: magical sensor
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: yes

You can observe a creature at any distance. If the subject succeeds on a **Will** save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its **Will** save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–5

Connection	Will Save Modifier
Likeness or picture	–2
Possession or garment	–4
Body part, lock of hair, bit of nail, etc.	–10

*You must have some sort of connection (see below) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Level Brd6, Cle7, Dru7, Sor7, Wiz7

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Summon Monster Summoning Chart (Table 10-1)

Conjuration (summoning) [see text]

V S DF

1st Level	Subtype	2nd Level	Subtype	3rd Level	Subtype	4th Level	Subtype	5th Level	Subtype
Dire rat*	—	Ant, giant (worker)*	—	Ant, giant (soldier)*	—	Ant, giant (drone)*	—	Ankylosaurus*	—
Dolphin*	—	Elemental (Small)	Elemental	Ape*	—	Bison*	—	Babau (demon)	Chaotic, Evil
Eagle*	—	Giant centipede*	—	Aurochs*	—	Deinonychus*	—	Bearded devil	Evil, Lawful
Fire beetle*	—	Giant frog*	—	Boar*	—	Dire ape*	—	Bralani azata	Chaotic, Good
Poisonous frog*	—	Giant spider*	—	Cheetah*	—	Dire boar*	—	Dire lion*	—
Pony (horse)*	—	Goblin dog*	—	Constrictor snake*	—	Dire wolf*	—	Dolphin (orca)*	—
Riding dog*	—	Horse*	—	Crocodile*	—	Elemental (Med.)	Elemental	Elemental (Large)	Elemental
Viper (snake)*	—	Hyena*	—	Dire bat*	—	Giant scorpion*	—	Giant moray eel	—
		Lemure (devil)	Evil, Lawful	Dretch (demon)	Chaotic, Evil	Giant wasp*	—	Kyton	Evil, Lawful
		Squid*	—	Electric Eel*	—	Grizzly bear*	—	Salamander	Evil
		Octopus*	—	Giant lizard*	—	Hell hound	Evil, Lawful	Woolly rhinoceros*	—
		Wolf*	—	Lantern archon	Good, Lawful	Hound archon	Good, Lawful	Xill	Evil, Lawful
				Leopard (cat)*	—	Lion*	—		
				Shark*	—	Mephit (any)	Elemental		
				Wolverine*	—	Pteranodon*	—		
						Rhinoceros*	—		

6th Level	Subtype	7th Level	Subtype	8th Level	Subtype	9th Level	Subtype
Dire bear*	—	Bebelith	Chaotic, Evil	Barbed devil	Evil, Lawful	Astral deva (angel)	Good
Dire tiger*	—	Bone devil	Evil, Lawful	Elemental (Elder)	Elemental	Ghaele azata	Chaotic, Good
Elasmosaurus*	—	Brachiosaurus*	—	Hezrou (demon)	Chaotic, Evil	Glabrezu (demon)	Chaotic, Evil
Elemental (Huge)	Elemental	Dire crocodile*	—			Ice devil	Evil, Lawful
Elephant*	—	Dire shark*	—			Nalfeshnee (demon)	Chaotic, Evil
Erinyes (devil)	Evil, Lawful	Elemental (Gre.)	Elemental			Trumpet archon	Good, Lawful
Giant octopus*	—	Giant squid*	—				
Invisible stalker	Air	Mastadon*	—				
Lillend azata	Chaotic, Good	Roc*	—				
Shadow demon	Chaotic, Evil	Tyrannosaurus*	—				
Succubus (demon)	Chaotic, Evil	Vrock (demon)	Chaotic, Evil				
Triceratops*	—						

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Level Brd 1-6, Cle 1-9, Sor 1-9, Wiz 1-9

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John Curley – *www.johncurleyphotography.com – (Scintillating Pattern)*
František Fuka – *www.fuxoft.cz – (Dancing Lights)*

Hugovk – *(Acid Fog)*
Betsy Jean – *www.etsy.com/shop/betsyjean79 – (Shrink Item)*
Evan Leeson – *www.ecstaticist.com – (Acid Splash)*
Natashalatrasha – *(Confusion-Lesser)*
Trey Ratcliff – *www.stuckincustoms.com – (Antiplant Shell, Arcane Sight, Arcane Sight-Greater)*
Nic Stage – *amnesisobjects.blogspot.com – (Symbol of Fear)*
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redheadstock – *redheadstock.deviantart.com – (Arcane Mark)*
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Trine – *www.trine-thegame.com – (Detect Magic)*

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***John James Audubon (1785-1851)** – (Owl's Wisdom-Mass)*
***Wright Barker (1864-1941)** – (Hold Monster-Mass)*
***William Blake (1757-1827)** – (Cloak of Chaos, Gate, Gentle Repose, Globe of Invulnerability, Sanctuary, Sunburst, Symbol of Sleep)*
***Arnold Böcklin (1827-1901)** – (Deathwatch, Hide from Animals, Invisibility-Mass, Invisibility, Meld Into Stone, Secure Shelter, Spectral Hand)*
***Giotto di Bondone (1267-1337)** – (Create Water)*
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***John Constable (1776-1837)** – (Control Weather, Displacement, See Invisibility)*
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***José Villegas Cordero (1844-1921)** – (Contingency)*
***Jean Désiré Gustave Courbet (1819-1877)** – (Detect Animals or Plants)*
***Walter Crane (1845-1915)** – (Mind Fog, Secret Chest)*
***Ferdinand Victor Eugène Delacroix (1798-1863)** – (Waves of Fatigue)*
***Jean Delville (1867-1953)** – (Cure Moderate Wounds, Detect Law, Enthrall, Ethereal Jaunt, Explosive Runes, Freedom of Movement, Hold Person-Mass, Inflict Serious Wounds-Mass, Magic Circle Against Goods, Restoration, Sequester, Shield of Law, Spell Immunity-Greater, Time Stop, Wood Shape)*
***Lucien Lévy-Dhurmer (1865-1953)** – (Repel Wood)*

Paul Gustave Doré (1832-1883) – *(Hold Person, True Ressurection)*
Dosso Dossi (1490-1542) – *(Permenancy)*
Herbert James Draper (1863-1920) – *(Stabilize)*
Edmund Dulac (1882-1953) – *(Blink, Elemental Body II, Magic Jar, Minor Image, Shield Other, Sympathy)*
Pavel Nikolayevich Filonov (1883-1941) – *(Color Spray, Prismatic Wall)*
Melozzo da Forlì (1438-1494) – *(Summon Instrument)*
Frater Francke (1380-1440) – *(Wall of Stone)*
Caspar David Friedrich (1774-1840) – *(Blight, Hallow, Obscuring Mist, Prismatic Sphere)*
Johann Heinrich Füssli (1741-1825) – *(Align Weapon, Daze Monster, Scrying-Greater, Silence, Trap the Soul)*
Eugène Henri Paul Gauguin (1848-1903) – *(Detect Snares and Pits)*
Jean Ignace Isidore Gérard (JJ Grandville) (1803-1847) – *(Rainbow Pattern)*
Jean-Léon Gérôme (1824-1904) – *(Simulacrum, Stone to Flesh)*
Giorgione (1477-1510) – *(Clone)*
Warwick Goble (1862-1943) – *(Feather Fall, Fly, Water Walk)*
Sigismund Christian Hubert Goetze (1866-1939) – *(Cure Moderate Wounds-Mass)*
Vincent Willem van Gogh (1853-1890) – *(Disguise Self, Shadow Walk)*
Francisco José de Goya y Lucientes (1746-1828) – *(Detect Thoughts, Flare, Giant Form II, Misdirection, Planar Ally, Shades, Shillelagh)*
El Greco (1541-1614) – *(Consecrete, Remove Blindness/Deafness, Zone of Truth)*
Mathis Gothart Grünewald (1470-1528) – *(Guidance, Holy Word, Protection from Good)*
Dudley Hardy (1866-1922) – *(Elemental Body I)*
Kawase Hasui (1883-1957) – *(Ice Storm)*
M. Hayes – *(Animal Trance)*
Martin Johnson Heade (1819-1904) – *(Silent Image)*
***Bernard Higham* (1817-1919) –** *(Web)*
Robert Alexander Hillingford (1825-1904) – *(Restoration-Greater)*
Andō Hiroshige (1797-1858) – *(Claraudience/Clairvoyance)*
Ferdinand Hodler (1853 –1918) – *(Persistent Image, Tree Shape)*
Katsushika Hokusai (1760-1849) – *(Blasphemy, Cause Fear, Heroism, Scare)*
Edward Robert Hughes (1851-1914) – *(Antimagic Field, Bless Weapon)*
Simon David Hutchinson – *(Planar Binding-Lesser)*
Louis Janmot (1814-1892) – *(Ressurection)*
Geertgen tot Sint Jans (1460-1488) – *(Ray of Exhaustion)*
Frans Francken der Jüngere (1581-1642) – *(Summon Monster Summoning Chart (Table 10-1))*
Wassily Kandinsky (1866-1944) – *(Confusion, Nightmare, Weird)*
Angelica Katharina Kauffmann (1741-1807) – *(Dictum)*
Ferdinand Keller (1842-1922) – *(Antipathy)*
Ferdinand van Kessel (1648-1696) – *(Heroes' Feast)*
Max Klinger (1857-1920) – *(Darkness, Inflict Moderate Wounds)*
Johann Christoph Kolb (1680-1743) – *(Eagle's Splendor)*
Johann Peter Krafft (1780-1856) – *(Halt Undead)*
Toyohara Kunichika (1835-1900) – *(Beast Shape III)*
Utagawa Kunisada (1786-1865) – *(Gaseous Form)*
Utagawa Kuniyoshi (1797-1861) – *(Bane, Banishment, Bear's Endurance, Break Enchantment, Call Lightning, Detect Undead, Endure Elements, Flame Strike, Floating Disk, Freedom, Geas-Lesser, Ghost Sound, Nondetection, Phantasmal Killer, Plant Shape I, Polymorph-Greater, Protection from Energy, Resist Energy, Shatter, Shield, Summon Monster II, Summon Monster IV, Sunbeam, True Seeing, Unholy Aura, Unholy Blight, Whirlwind, Zone of Silence)*
Giovanni Lanfranco (1582-1647) – *(Cure Light Wounds)*
Lascaux Cave Paintings (15,000 BCE) – *(Bull's Strength-Mass)*
Henri Fantin-Latour (1836-1904) – *(Blur)*
Edmund Blair Leighton (1853-1922) – *(Message)*
Frederic Leighton (1830-1896) – *(Virtue)*
Hans Leu the Elder (1460-1510) – *(Lullaby)*
Lorenzo Lotto (1480-1556) – *(Cure Critical Wounds-Mass)*
Daniel Maclise (1806-1870) – *(Protection from Chaos)*

Jacek Malczewski (1854-1929) – *(Slay Living, Status)*
Jan Mandyn (1500-1559) – *(Legend Lore)*
Andrea Mantegna (1431-1506) – *(Mnemonic Enhancer)*
Franz Marc (1880-1916) – *(Cat's Grace, Cat's Grace-Mass, Fox's Cunning, Fox's Cunning-Mass, Shadow Conjuration, Shadow Evocation-Greater)*
John Martin (1789-1854) – *(Destruction)*
Girolamo Francesco Maria Mazzola (Parmigianino) (1503-1540) – *(Polymorph)*
Adolph Friedrich Erdmann von Menzel (1815-1905) – *(Veil)*
Michelangelo (1475-1564) – *(Inflict Light Wounds, Mass, Reverse Gravity)*
Claude Monet (1840-1926) – *(Obscure Object)*
Gustave Moreau (1826-1898) – *(Bestow Curse, Calm Emotions, Daze, Discern Lies, Heroism-Greater, Hypnotism, Invisibility Purge, Pass Without Trace, Speak with Animals, Suggestion-Mass, Unseen Servant, Waves of Exhaustion)*
Evelyn de Morgan (1855-1919) – *(Control Winds, Crushing Despair, Detect Poison, Diminish Plants, Dispel Good, Eagle's Splendor-Mass, Elemental Swarm, Globe of Invulnerability-Lesser, Neutralize Poison, Prismatic Spray, Protection from Evil, Remove Curse, Rope Trick, Sepia Snake Sigil, Shield of Faith, Sound Burst, Teleport, Teleport Object, Tree Stride, Vision)*
Alphonse Maria Mucha (1860-1939) – *(Dimensional Lock, Mage's Lucubration)*
Edvard Munch (1863-1944) – *(Fear)*
Caspar Netscher (1639-1684) – *(Poison)*
Kay Nielsen (1886-1957) – *(Illusory Wall, Protection from Spells)*
Ida Rentoul Outhwaite (1888-1960) – *(Resilient Sphere, Summon Nature's Ally III)*
Maxfield Parrish (1870-1966) – *(Dream, Enlarge Person-Mass, Stoneskin)*
Edward John Poynter (1836-1919) – *(Power Word Stun)*
Gaetano Previati (1852-1920) – *(Detect Good, Temporal Stasis)*
Pierre-Paul Prud'hon (1758-1823) – *(Mark of Justice)*
Witold Pruszkowski (1846-1896) – *(Dimensional Anchor)*
Raffaello Sanzio da Urbino (Raphael) (1483-1520) – *(Passwall, Protection from Arrows, Spell Immunity, True Strike)*
José de Ribera (1591-1652) – *(False Life, Inflict Light Wounds)*
Rembrandt Harmenszoon van Rijn (1606-1669) – *(Atonement, Blindness/Deafness, Erase, Raise Dead, Secret Page, Sending, Teleport-Greater)*
Salvator Rosa (1615-1673) – *(Detect Evil)*
Dante Gabriel Rossetti (1828-1882) – *(Acid Arrow, Bless Water)*
Henri Rousseau (1844-1910) – *(Calm Animals)*
Peter Paul Rubens (1577-1640) – *(Create Food and Water, Magic Stone, Magic Vestment, Magic Weapon-Greater, Touch of Idiocy)*
John Singer Sargent (1856-1925) – *(Spike Stones)*
Friedrich Wilhelm Schadow (1789-1862) – *(Charm Monster-Mass)*
Egon Schiele (1890-1918) – *(Enervation)*
Carl Friedrich Schinkel (1781-1841) – *(Deeper Darkness, Order's Wrath)*
Carlos Schwabe (1866-1926) – *(Regenerate, Sculpt Sound, Symbol of Pain, Transmute Mud to Rock)*
Charles Spencelayh (1865-1958) – *(Mending)*
Spettro84 – *(Mage's Faithful Hound)*
Carl Spitzweg (1808-1885) – *(Analyze Dweomer, Command, Dispel Evil, Doom, Hold Animal, Scrying, Stone Tell)*
John Roddam Spencer Stanhope (1829-1908) – *(Cure Light Wounds-Mass)*
Virginia Frances Sterrett (1900-1931) – *(Wall of Iron)*
Wilhelm I Steuerwaldt (1791-1863) – *(Hold Portal)*
Sebastian Stoskopff (1597-1657) – *(Goodberry)*
Franz von Stuck (1863-1928) – *(Blade Barrier)*
William Holmes Sullivan (1870-1908) – *(Reduce Person-Mass)*
Arthur Fitzwilliam Tait (1819-1905) – *(Snare)*
Henry Herbert La Thangue (1859 - 1929) – *(Plant Growth)*
Tintoretto (1518-1594) – *(Cure Serious Wounds-Mass)*
James Jacques Joseph Tissot (1836-1902) – *(Astral Projection, Death Ward)*
Jan Toorop (1858-1928) – *(Transmute Metal to Wood)*
Joseph Mallord William Turner (1775-1851) – *(Daylight, Death Knell, Solid Fog, Tiny Hut)*

Unknown – *(Animal Messenger, Baleful Polymorph, Bear's Endurance-Mass, Beast Shape I, Beast Shape II, Bull's Strength, Circle of Death, Cone of Cold, Delay Poison, Demand, Divination, Fire Storm, Fog Cloud, Glyph of Warding-Greater, Gust of Wind, Hallucinatory Terrain, Inflict Critical Wounds, Instant Summons, Invisibility Sphere, Greater Invisibility, Mislead, Phantom Steed, Power Word Kill, Reduce Person, Remove Paralysis, Seeming, Sleep, Song of Discord, Stinking Cloud, Summon Swarm, Tongues)*
Felix Vallotton (1865-1925) – *(Air Walk, Undeath to Death)*
Viktor Mikhailovich Vasnetsov (1848-1926) – *(Detect Scrying, Dominate Animal, Geas/Quest, Heal Mount, Heal-Mass, Holy Smite, Inflict Critical Wounds-Mass, Overland Flight, Shapechange, Symbol of Death)*
Jan Vermeer (1632-1675) – *(Discern Location, Fabricate, Suggestion)*
Leonardo da Vinci (1452-1519) – *(Charm Animal)*
John Cimon Warburg (1867-1931) – *(Transport via Plants)*
John William Waterhouse (1849-1917) – *(Alter Self, Charm Person, Curse Water, Mage's Disjunction, Magic Circle Against Evil)*
John Reinhard Weguelin (1849-1927) – *(Commune)*
Albert Welti (1862-1912) – *(Wind Walk)*
James Abbott McNeill Whistler (1834-1903) – *(Pyrotechnics)*
Hugh William Williams (1773-1829) – *(Protection from Law)*
Philips Wouwerman (1619-1668) – *(Mount)*
Francisco de Zurbarán (1598-1664) – *(Holy Aura)*