PATHFINDER
ROLEPLAYING GAME
SPELL CARDS
SORCERER

Pathfinder Spell Cards – Sorcerer 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.

Sorcerer Spells

0-Level Sorcerer Spells (Cantrips)

Abjuration

Resistance: Subject gains +1 on saving throws.

Conjuration

Acid Splash: Orb deals 1d3 acid damage.

Divination

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

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

Read Magic: Read scrolls and spellbooks.

Enchantment

Daze: A single humanoid creature with 4 HD or less loses its next action.

Evocation

Dancing Lights: Creates torches or other lights.

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

Light: Object shines like a torch.

Ray of Frost: Ray deals 1d3 cold damage.

Illusion

Ghost Sound: Figment sounds.

Necromancy

Bleed: Cause a stabilized creature to resume dying.

Disrupt Undead: Deals 1d6 damage to one undead.

Touch of Fatigue: Touch attack fatigues target.

Transmutation

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.

Universal

Arcane Mark: Inscribes a personal rune on an object or creature (visible or invisible).

Prestidigitation: Performs minor tricks.

1st-Level Sorcerer Spells

Abjuration

Alarm: Wards an area for 2 hours/level.

Endure Elements: Exist comfortably in hot or cold regions.

Hold Portal: Holds door shut.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, plus additional protection against selected alignment.

Shield: Invisible disc gives +4 to AC, blocks *magic missiles*.

Conjuration

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

Mage Armor: Gives subject +4 armor bonus.

Mount: Summons riding horse for 2 hours/level.

Obscuring Mist: Fog surrounds you.

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

Unseen Servant: Invisible force obeys your commands.

Divination

Comprehend Languages: You understand all spoken and written languages.

Detect Secret Doors: Reveals hidden doors within 60 ft.

Detect Undead: Reveals undead within 60 ft.

Identify: Gives +10 bonus to identify magic items.

True Strike: +20 on your next attack roll.

Enchantment

Charm Person: Makes one person your friend.

Hypnotism: Fascinates 2d4 HD of creatures.

Sleep: Puts 4 HD of creatures into magical slumber.

Evocation

Burning Hands: 1d4/level fire damage (max 5d4).

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lbs./level.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

Illusion

Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.

Disguise Self: Changes your appearance.

Magic Aura: Alters object's magic aura.

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 min./level.

Necromancy

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

Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.

Ray of Enfeeblement: Ray causes 1d6 Str penalty + 1 per 2 levels.

Transmutation

Animate Rope: Makes a rope move at your command.

Enlarge Person: Humanoid creature doubles in size.

Erase: Mundane or magical writing vanishes.

Expeditious Retreat: Your base speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly.

Jump: Subject gets bonus on Acrobatics checks.

Magic Weapon: Weapon gains +1 bonus.

Reduce Person: Humanoid creature halves in size.

2nd-Level Sorcerer Spells

Abjuration

Arcane Lock^M: Magically locks a portal or chest.

Obscure Object: Masks object against scrying.

Protection from Arrows: Subject gains DR 10/magic against ranged attacks.

Resist Energy: Ignores first 10 (or more) points of damage per attack from specified energy type.

Conjuration

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.

Fog Cloud: Fog obscures vision.

Glitterdust: Blinds creatures, outlines invisible creatures.

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

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

Web: Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement.

Divination

Detect Thoughts: Allows "listening" to surface thoughts.

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

See Invisibility: Reveals invisible creatures or objects.

Enchantment

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

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

Touch of Idiocy: Subject takes 1d6 penalty to Int, Wis, and Cha.

Evocation

Continual Flame[M]: Makes a permanent, heatless light.

Darkness: 20-ft. radius of supernatural shadow.

Flaming Sphere: Rolling ball of fire deals 3d6 fire damage.

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

Scorching Ray: Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).

Shatter: Sonic energy damages objects or crystalline creatures.

Illusion

Blur: Attacks miss subject 20% of the time.

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

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

Magic Mouth[M]: Object speaks once when triggered.

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

Mirror Image: Creates decoy duplicates of you.

Misdirection: Misleads divinations for 1 creature or object.

Phantom Trap[M]: Makes item seem trapped.

Necromancy

Blindness/Deafness: Makes subject blinded or deafened.

Command Undead: Undead creature obeys your commands.

False Life: Gain 1d10 temporary hp + 1/level (max +10).

Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened.

Scare: Frightens creatures of less than 6 HD.

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

Transmutation

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

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

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

Darkvision: See 60 ft. in total darkness.

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

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

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction.

Make Whole: Repairs an object.

Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.

Pyrotechnics: Turns fire into blinding light or thick smoke.

Rope Trick: As many as eight creatures hide in extradimensional space.

Spider Climb: Grants ability to walk on walls and ceilings.

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

3rd-Level Sorcerer Spells

Abjuration

Dispel Magic: Cancels one magical spell or effect.

Explosive Runes: Deals 6d6 damage when read.

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

Nondetection^M: Hides subject from divination, scrying.

Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.

Conjuration

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

Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.

Sleet Storm: Hampers vision and movement.

Stinking Cloud: Nauseating vapors, 1 round/level.

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

Divination

Arcane Sight: Magical auras become visible to you.

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

Tongues: Speak and understand any language.

Enchantment

Deep Slumber: Puts 10 HD of creatures to sleep.

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

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

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

Suggestion: Compels a subject to follow stated course of action.

Evocation

Daylight: 60-ft. radius of bright light.

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

Lightning Bolt: Electricity deals 1d6/level damage.

Tiny Hut: Creates shelter for 10 creatures.

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

Illusion

Displacement: Attacks miss subject 50% of the time.

Illusory Script^M: Only select creatures can read text.

Invisibility Sphere: Makes everyone within 10 ft. invisible.

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

Necromancy

Gentle Repose: Preserves one corpse.

Halt Undead: Immobilizes undead for 1 round/level.

Ray of Exhaustion: Ray makes subject exhausted.

Vampiric Touch: Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.

Transmutation

Beast Shape I: You take the form and some of the powers of a Small or Medium animal.

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

Flame Arrow: Arrows deal +1d6 fire damage.

Fly: Subject flies at speed of 60 ft.

Gaseous Form: Subject becomes insubstantial and can fly slowly.

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

Keen Edge: Doubles normal weapon's threat range.

Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).

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

Shrink Item: Object shrinks to one-sixteenth size.

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

Water Breathing: Subjects can breathe underwater.

4th-Level Sorcerer Spells

Abjuration

Dimensional Anchor: Bars extradimensional movement.

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

Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.

Remove Curse: Frees object or person from curse.

Stoneskin[M]: Grants DR 10/adamantine.

Conjuration

Black Tentacles: Tentacles grapple all creatures within a 20-ft. spread.

Dimension Door: Teleports you a short distance.

Minor Creation: Creates one cloth or wood object.

Secure Shelter: Creates sturdy cottage.

Solid Fog: Blocks vision and slows movement.

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

Divination

Arcane Eye: Invisible floating eye moves 30 ft./round.

Detect Scrying: Alerts you to magical eavesdropping

Locate Creature: Indicates direction to familiar creature.

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

Enchantment

Charm Monster: Makes monster believe it is your ally.

Confusion: Subjects behave oddly for 1 round/level.

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

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

Evocation

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

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

Resilient Sphere: Force globe protects but traps one subject.

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

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

Wall of Ice: *Ice plane* creates wall or *hemisphere* creates dome.

Illusion

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

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

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

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Rainbow Pattern: Lights fascinate 24 HD of creatures.

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

Necromancy

Animate Dead^M: Creates undead skeletons and zombies out of corpses.

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

Contagion: Infects subject with chosen disease.

Enervation: Subject gains 1d4 negative levels.

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

Transmutation

Beast Shape II: You take the form and some of the powers of a Tiny or Large animal.

Elemental Body I: Turns you into a Small elemental.

Enlarge Person, Mass: 1 humanoid creature/level doubles in size.

Reduce Person, Mass: As *reduce person*, but affects 1 humanoid creature/level.

Stone Shape: Sculpts stone into any shape.

5th-Level Sorcerer Spells

Abjuration

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

Dismissal: Forces a creature to return to its native plane.

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.

Conjuration

Cloudkill: Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.

Mage's Faithful Hound: Phantom dog can guard a location and attack intruders.

Major Creation: As *minor creation,* plus stone and metal.

Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.

Secret Chest^F: Hides expensive chest on Ethereal Plane; you retrieve it at will.

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

Teleport: Instantly transports you as far as 100 miles per level.

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

Divination

Contact Other Plane: Lets you ask question of extraplanar entity.

Prying Eyes: 1d4 + 1/level floating eyes scout for you.

Telepathic Bond: Link lets allies communicate.

Enchantment

Dominate Person: Controls humanoid telepathically.

Feeblemind: Subject's Int and Cha drop to 1.

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

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

Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.

Evocation

Cone of Cold: 1d6/level cold damage.

Interposing Hand: Hand provides cover against 1 opponent.

Sending: Delivers short message anywhere, instantly.

Wall of Force: Wall is immune to damage.

Illusion

Dream: Sends message to anyone sleeping.

False Vision^M: Fools scrying with an illusion.

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

Nightmare: Sends vision dealing 1d10 damage, fatigue.

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

Seeming: Changes appearance of 1 person per 2 levels.

Shadow Evocation: Mimics evocation below 5th level, but only 20% real.

Necromancy

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Magic Jar^F: Enables possession of another creature.

Symbol of Pain^M: Triggered rune wracks creatures with pain.

Waves of Fatigue: Several targets become fatigued.

Transmutation

Animal Growth: One animal doubles in size.

Baleful Polymorph: Turns subject into harmless animal.

Beast Shape III: You take the form of a Diminutive or Huge animal, or Small or Medium magical beast.

Elemental Body II: Turns you into a Medium elemental.

Fabricate^M: Transforms raw materials into finished items.

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Passwall: Creates passage through wood or stone wall.

Plant Shape I: Turns you into a Small or Medium plant.

Polymorph: Gives one willing subject a new form.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

Universal

Permanency[M]: Makes certain spells permanent.

6th-Level Sorcerer Spells

Abjuration

Antimagic Field: Negates magic within 10 ft.

Dispel Magic, Greater: As *dispel magic*, but with multiple targets.

Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.

Guards and Wards: Array of magic effects protect area.

Repulsion[F]: Creatures can't approach you.

Conjuration

Acid Fog: Fog deals acid damage.

Planar Binding: As *lesser planar binding,* but up to 12 HD.

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

Wall of Iron[M]: 30 hp/four levels; can topple onto foes.

Divination

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

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

True Seeing[M]: Lets you see all things as they really are.

Enchantment

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

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

Suggestion, Mass: As *suggestion,* affects 1 subject/level.

Symbol of Persuasion[M]: Triggered rune charms creatures.

Evocation

Chain Lightning: 1d6/level damage and 1 secondary bolt/level.

Contingency[F]: Sets trigger condition for another spell.

Forceful Hand: Hand pushes creatures away.

Freezing Sphere: Freezes water or deals cold damage.

Illusion

Mislead: Turns you invisible and creates illusory double.

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

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

Shadow Walk: Step into shadow to travel rapidly.

Veil: Changes appearance of a group of creatures.

Necromancy

Circle of Death[M]: Kills 1d4/level HD of creatures.

Create Undead[M]: Raises ghouls, ghasts, mummies, or mohrgs from physical remains.

Eyebite: Target becomes panicked, sickened, and comatose.

Symbol of Fear[M]: Triggered rune panics nearby creatures.

Undeath to Death[M]: Destroys 1d4/level HD of undead (max. 20d4).

Transmutation

Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.

Beast Shape IV: You take the form of a Diminutive to Huge animal or a Tiny to Large magical beast.

Bull's Strength, Mass: As *bull's strength*, affects 1 subject per level.

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

Control Water: Raises or lowers bodies of water.

Disintegrate: Reduces one creature or object to dust.

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

Elemental Body III: Turns you into a Large elemental.

Flesh to Stone: Turns subject creature into statue.

Form of the Dragon I: Turns you into a Medium dragon.

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

Move Earth: Digs trenches and builds hills.

Owl's Wisdom, Mass: As *owl's wisdom*, affects 1 subject/level.

Plant Shape II: Turns you into a Large plant creature.

Stone to Flesh: Restores petrified creature.

Transformation[M]: You gain combat bonuses.

7th-Level Sorcerer Spells

Abjuration

Banishment: Banishes 2 HD/level of extraplanar creatures.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Spell Turning[M]: Reflect 1d4+6 spell levels back at caster.

Conjuration

Instant Summons[M]: Prepared object appears in your hand.

Mage's Magnificent Mansion[F]: Door leads to extradimensional mansion.

Phase Door: Creates an invisible passage through a barrier.

Plane Shift[F]: As many as eight subjects travel to another plane.

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

Teleport, Greater: As *teleport,* but no range limit and no off-target arrival.

Teleport Object: As *teleport,* but affects a touched object.

Divination

Arcane Sight, Greater: As *arcane sight,* but also reveals magic effects on creatures and objects.

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

Vision[M]: As *legend lore,* but quicker.

Enchantment

Hold Person, Mass: As *hold person,* but all within 30 ft.

Insanity: Subject suffers continuous *confusion.*

Power Word Blind: Blinds creature with 200 hp or less.

Symbol of Stunning[M]: Triggered rune stuns creatures.

Evocation

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for up to 5 rounds.

Forcecage[M]: Cube or cage of force imprisons all inside.

Grasping Hand: Hand provides cover, pushes, or grapples.

Mage's Sword[F]: Floating magic blade strikes opponents.

Prismatic Spray: Rays hit subjects with variety of effects.

Illusion

Invisibility, Mass: As *invisibility,* but affects all in range.

Project Image: Illusory double can talk and cast spells.

Shadow Conjuration, Greater: As *shadow conjuration,* but up to 6th level and 60% real.

Simulacrum^M: Creates partially real double of a creature.

Necromancy

Control Undead: Undead don't attack you while under your command.

Finger of Death: Deals 10 damage/level to one subject.

Symbol of Weakness^M: Triggered rune weakens creatures.

Waves of Exhaustion: Several targets become exhausted.

Transmutation

Control Weather: Changes weather in local area.

Elemental Body IV: Turns you into a Huge elemental.

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

Form of the Dragon II: Turns you into a Large dragon.

Giant Form I: Turns you into a Large giant.

Plant Shape III: Turns you into a Huge plant.

Polymorph, Greater: Gives one willing subject a new, more powerful form.

Reverse Gravity: Objects and creatures fall upward.

Statue: Subject can become a statue at will.

Universal

Limited Wish^M: Alters reality (within limits).

8th-Level Sorcerer Spells

Abjuration

Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.

Mind Blank: Subject is protected from mental/emotional magic and scrying.

Prismatic Wall: Wall's colors have array of effects.

Protection from Spells^{MF}: Confers +8 resistance bonus.

Conjuration

Incendiary Cloud: Cloud deals 6d6 fire damage/round.

Maze: Traps subject in extradimensional maze.

Planar Binding, Greater: As *lesser planar binding,* but up to 18 HD.

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

Trap the Soul^M: Imprisons subject within gem.

Divination

Discern Location: Reveals exact location of creature or object.

Moment of Prescience: You gain +1/level insight bonus on single attack roll, check, or save.

Prying Eyes, Greater: As *prying eyes*, but eyes have *true seeing*.

Enchantment

Antipathy: Object or location affected by spell repels certain creatures.

Binding^M: Utilizes an array of techniques to imprison a creature.

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

Demand: As *sending,* plus you can send *suggestion.*

Irresistible Dance: Forces subject to dance.

Power Word Stun: Stuns creature with 150 hp or less.

Symbol of Insanity^M: Triggered rune renders nearby creatures insane.

Sympathy^M: Object or location attracts certain creatures.

Evocation

Clenched Fist: Large hand provides cover, pushes, or attacks your foes.

Polar Ray: Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity drain.

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

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Telekinetic Sphere: As *resilient sphere,* but you move the sphere telekinetically.

Illusion

Scintillating Pattern: Twisting colors *confuse,* stun, or render unconscious.

Screen: Illusion hides area from vision and scrying.

Shadow Evocation, Greater: As *shadow evocation,* but up to 7th level and 60% real.

Necromancy

Clone^MF: Duplicate awakens when original dies.

Create Greater Undead^M: Creates shadows, wraiths, spectres, or devourers.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Symbol of Death^M: Triggered rune kills nearby creatures.

Transmutation

Form of the Dragon III: Turns you into a Huge dragon.

Giant Form II: Turns you into a Huge giant.

Iron Body: Your body becomes living iron.

Polymorph Any Object: Changes a subject into anything else.

Temporal Stasis^M: Puts subject into suspended animation.

9th-Level Sorcerer Spells

Abjuration

Freedom: Releases creature from *imprisonment*.

Imprisonment: Entombs subject beneath the earth.

Mage's Disjunction: Dispels magic, disenchants magic items.

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Conjuration

Gate^M: Connects two planes for travel or summoning.

Refuge^M: Alters item to transport its possessor to your abode.

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

Teleportation Circle^M: Teleports creatures inside circle.

Divination

Foresight: "Sixth sense" warns of impending danger.

Enchantment

Dominate Monster: As *dominate person,* but any creature.

Hold Monster, Mass: As *hold monster,* but all within 30 ft.

Power Word Kill: Kills one creature with 100 hp or less.

Evocation

Crushing Hand: Large hand provides cover, pushes, or crushes your foes.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Illusion

Shades: As *shadow conjuration*, but up to 8th level and 80% real.

Weird: As *phantasmal killer,* but affects all within 30 ft.

Necromancy

Astral Projection^M: Projects you and companions onto Astral Plane.

Energy Drain: Subject gains 2d4 negative levels.

Soul Bind^F: Traps newly dead soul to prevent *resurrection*.

Wail of the Banshee: Deals 10 damage/level to 1 creature/level.

Transmutation

Etherealness: Travel to Ethereal Plane with companions.

Shapechange^F: Transforms you into certain creatures, and lets you change forms once per round.

Time Stop: You act freely for 1d4+1 rounds.

Universal

Wish[M]: As *limited wish,* but with fewer limits.

Sorcerer Bloodline Bonus Spells

Aberrant

enlarge person (3rd), *see invisibility* (5th), *tongues* (7th), *black tentacles* (9th), *feeblemind* (11th), *veil* (13th), *plane shift* (15th), *mind blank* (17th), *shapechange* (19th)

Abyssal

cause fear (3rd), *bull's strength* (5th), *rage* (7th), *stoneskin* (9th), *dismissal* (11th), *transformation* (13th), *greater teleport* (15th), *unholy aura* (17th), *summon monster IX* (19th)

Arcane

identify (3rd), *invisibility* (5th), *dispel magic* (7th), *dimension door* (9th), *overland flight* (11th), *true seeing* (13th), *greater teleport* (15th), *power word stun* (17th), *wish* (19th)

Celestial

bless (3rd), *resist energy* (5th), *magic circle against evil* (7th), *remove curse* (9th), *flame strike* (11th), *greater dispel magic* (13th), *banishment* (15th), *sunburst* (17th), *gate* (19th)

Destined

alarm (3rd), *blur* (5th), *protection from energy* (7th), *freedom of movement* (9th), *break enchantment* (11th), *mislead* (13th), *spell turning* (15th), *moment of prescience* (17th), *foresight* (19th)

Draconic

mage armor (3rd), *resist energy* (5th), *fly* (7th), *fear* (9th), *spell resistance* (11th), *form of the dragon I* (13th), *form of the dragon II* (15th), *form of the dragon III* (17th), *wish* (19th)

Elemental

*burning hands** (3rd), *scorching ray** (5th), *protection from energy* (7th), *elemental body I* (9th), *elemental body II* (11th), *elemental body III* (13th), *elemental body IV* (15th), *summon monster VIII* (elementals only) (17th), *elemental swarm* (19th)

*These spells always deal a type of damage determined by your element. In addition, the subtype of these spells changes to match the energy type of your element.

Fey

entangle (3rd), *hideous laughter* (5th), *deep slumber* (7th), *poison* (9th), *tree stride* (11th), *mislead* (13th), *phase door* (15th), *irresistible dance* (17th), *shapechange* (19th)

Infernal

protection from good (3rd), *scorching ray* (5th), *suggestion* (7th), *charm monster* (9th), *dominate person* (11th), *planar binding* (devils and creatures with the fiendish template only) (13th), *greater teleport* (15th), *power word stun* (17th), *meteor swarm* (19th)

Undead

chill touch (3rd), *false life* (5th), *vampiric touch* (7th), *animate dead* (9th), *waves of fatigue* (11th), *undeath to death* (13th), *finger of death* (15th), *horrid wilting* (17th), *energy drain* (19th)

PATHFINDER
ROLEPLAYING GAME
SPELL CARDS

Resistance
Abjuration

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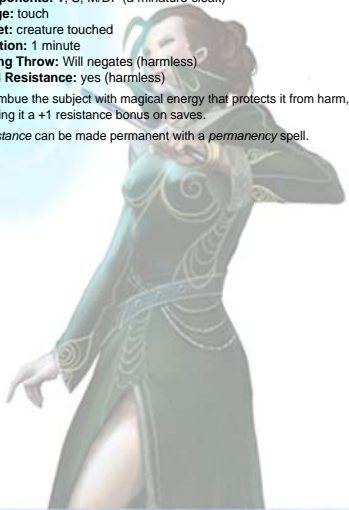
Level Brd0, Cle0, Dru0, Pal1, Sor0, Wiz0

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Acid Splash
Conjuration (creation) [acid]

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Effect: one missile of acid
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

Level Sor0, Wiz0

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Detect Poison
Divination

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target or Area: one creature, one object, or a 5-ft cube
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 **Wisdom** check. A character with the **Craft (alchemy)** skill may try a DC 20 **Craft (alchemy)** check if the **Wisdom** check fails, or may try the **Craft (alchemy)** check prior to the **Wisdom** check. 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 Cle0, Dru0, Pal1, Ran1, Sor0, Wiz0

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Read Magic
Divination

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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Daze
Enchantment (compulsion) [mind-affecting]

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 **dazed** by this spell, it is immune to the effects of this spell for 1 minute.

Level Brd0, Sor0, Wiz0

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Dancing Lights
Evocation [light]

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)
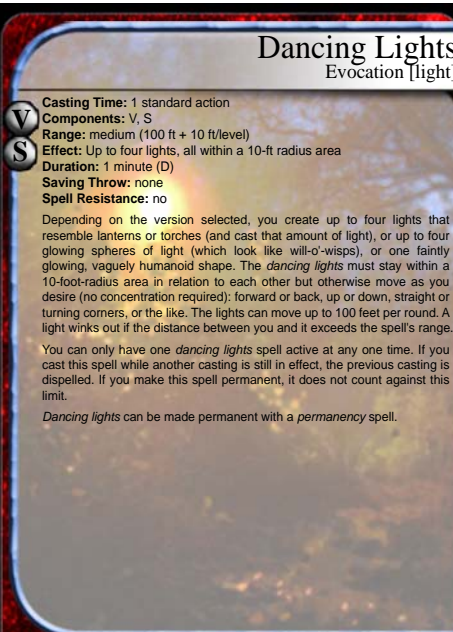**Saving Throw:** none
Spell Resistance: no

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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Flare
Evocation [light]

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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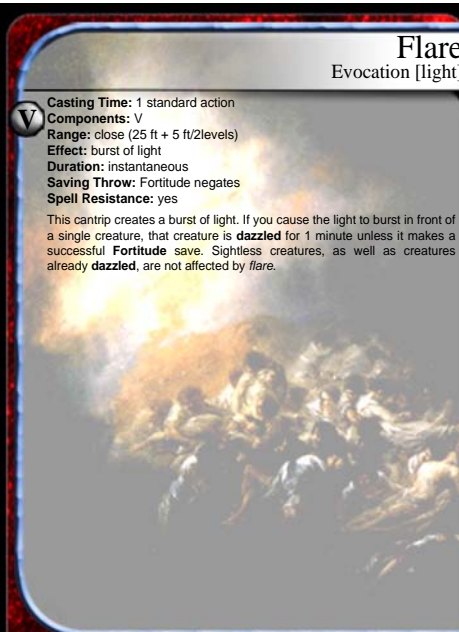

Light
Evocation [light]

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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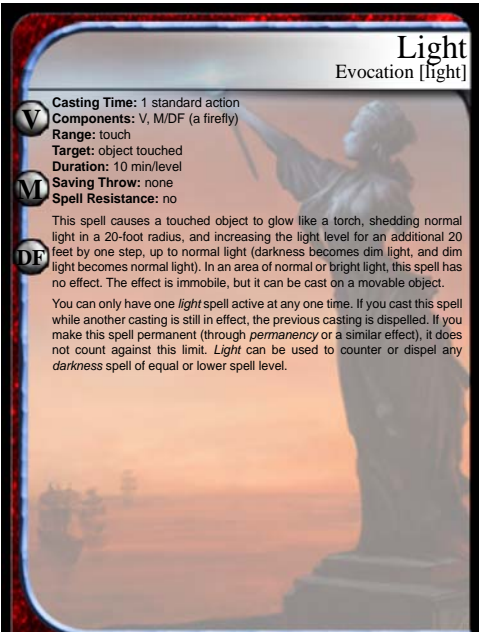
Ray of Frost
Evocation [cold]

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Effect: ray
Duration: instantaneous
Saving Throw: none
Spell Resistance: yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Level Sor0, Wiz0

Ghost Sound
Illusion (figment)

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

Bleed
Necromancy

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

You cause a living creature that is below 0 hit points but stabilized to resume **dying**. Upon casting this spell, you target a living creature that has −1 or fewer hit points. That creature begins **dying**, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is **dying** to take 1 point of damage.

Level Cle0, Sor0, Wiz0

Disrupt Undead
Necromancy

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Effect: ray
Duration: instantaneous
Saving Throw: none
Spell Resistance: yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Level Sor0, Wiz0

Touch of Fatigue
Necromancy

Casting Time: 1 standard action
Components: V, S, M (a drop of sweat)
Range: touch
Target: creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately **fatigued** for the spell's duration.

This spell has no effect on a creature that is already **fatigued**. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Level Sor0, Wiz0

Mage Hand
Transmutation

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

Mending
Transmutation

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

Message
Transmutation [language-dependent]

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

Open/Close
Transmutation

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

Arcane Mark
Universal

Casting Time: 1 standard action
Components: V, S
Range: touch
Effect: one personal rune or mark, all of which must fit within 1 ft²
Duration: permanent
Saving Throw: none
Spell Resistance: no

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See invisibility, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).
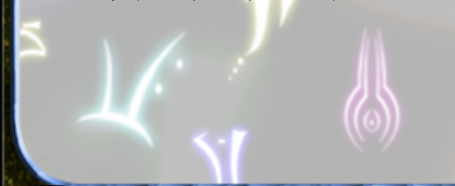
Level Sor0, Wiz0

Prestidigitation
Universal

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

Alarm
Abjuration

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

Endure Elements
Abjuration

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make **Fortitude** saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Level Cle1, Dru1, Pal1, Ran1, Sor1, Wiz1

Hold Portal
Abjuration

Casting Time: 1 standard action
Components: V
Range: medium (100 ft + 10 ft/level)
Target: one portal, up to 20 ft²/level
Duration: 1 min/level (D)
Saving Throw: none
Spell Resistance: no

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

Add 5 to the normal DC for forcing open a portal affected by this spell.

Level Sor1, Wiz1

Protection from Chaos
Abjuration [lawful]

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature touched
Duration: 1 min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: no; see text

This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by chaotic creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by chaotic creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by chaotic summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not chaotic are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Level Cle1, Pal1, Sor1, Wiz1

Protection from Evil
Abjuration [good]

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature touched
Duration: 1 min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Level Cle1, Pal1, Sor1, Wiz1

Protection from Good
Abjuration [evil]

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature touched
Duration: 1 min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: no; see text

This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by good creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by good creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by good summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not good are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Level Cle1, Sor1, Wiz1

Protection from Law
Abjuration [chaotic]

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: creature touched
Duration: 1 min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: no; see text

This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by lawful creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by lawful creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by lawful summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not lawful are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Level Cle1, Sor1, Wiz1

Shield
Abjuration [force]

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

Shield creates an invisible shield of force that hovers in front of you. It negates *magic missile* attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The *shield* has no armor check penalty or arcane spell failure chance.

Level Sor1, Wiz1

Grease
Conjuration (creation)

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

Mage Armor
Conjuration (creation) [force]

Casting Time: 1 standard action
Components: V, S, F (a piece of cured leather)
Range: touch
Target: creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: no

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Level Sor1, Wiz1

Mount
Conjuration (summoning)

Casting Time: 1 round
Components: V, S, M (a bit of horse hair)
Range: close (25 ft + 5 ft/2levels)
Effect: one mount
Duration: 2 hours/level
Saving Throw: none
Spell Resistance: no

You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Level Sor1, Wiz1

Obscuring Mist
Conjuration (creation)

Casting Time: 1 standard action
Components: V, S
Range: 20 ft
Effect: cloud spreads in 20-ft radius from you, 20 ft high
Duration: 1 min/level (D)
Saving Throw: none
Spell Resistance: no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Level Cle1, Dru1, Sor1, Wiz1

Summon Monster I
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 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

Unseen Servant
Conjuration (creation)

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

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

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

True Strike
Divination

Casting Time: 1 standard action
Components: V, F (small wooden replica of an archery target)
Range: personal
Target: you
Duration: see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Level Sor1, Wiz1

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

Hypnotism
Enchantment (compulsion) [mind-affecting]

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

Sleep
Enchantment (compulsion) [mind-affecting]

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

Burning Hands
Evocation [fire]

Casting Time: 1 standard action
Components: V, S
Range: 15 ft
Area: cone-shaped burst
Duration: instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Level Sor1, Wiz1

Floating Disk
Evocation [force]

Casting Time: 1 standard action
Components: V, S, M (a drop of mercury)
Range: close (25 ft + 5 ft/2levels)
Effect: 3-ft diameter disk of force
Duration: 1 hour/level
Saving Throw: none
Spell Resistance: no

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond its range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Level Sor1, Wiz1

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Magic Missile
Evocation [force]

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Targets: up to five creatures, no two of which can be more than 15 ft apart
Duration: instantaneous
Saving Throw: none
Spell Resistance: yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Level Sor1, Wiz1

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Shocking Grasp
Evocation [electricity]

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature or object touched
Duration: instantaneous
Saving Throw: none
Spell Resistance: yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

Level Sor1, Wiz1

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Color Spray
Illusion (pattern) [mind-affecting]

Casting Time: 1 standard action
Components: V, S, M (red, yellow, and blue powder or colored sand)
Range: 15 ft
Area: cone-shaped burst
Duration: instantaneous; see text
Saving Throw: Will negates
Spell Resistance: yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become **stunned**, perhaps also **blinded**, and possibly knocking them **unconscious**. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is **unconscious**, **blinded**, and **stunned** for 2d4 rounds, then **blinded** and **stunned** for 1d4 rounds, then **stunned** for 1 round. (Only living creatures are knocked **unconscious**.)

3 or 4 HD: The creature is **blinded** and **stunned** for 1d4 rounds, then **stunned** for 1 round.

5 or more HD: The creature is **stunned** for 1 round.

Sightless creatures are not affected by *color spray*.

Level 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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Magic Aura
Illusion (glamer)

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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Silent 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
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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Ventriloquism
Illusion (figment)

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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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

Chill Touch
Necromancy

Casting Time: 1 standard action
Components: V, S
Range: touch
Targets: creature or creatures touched (up to one/level)
Duration: instantaneous
Saving Throw: Fortitude partial or Will negates; see text
Spell Resistance: yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of **Strength** damage unless it makes a successful **Fortitude** saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful **Will** saving throw or flee as if **panicked** for 1d4 rounds + 1 round per caster level.

Level Sor1, Wiz1

Ray of Enfeeblement
Necromancy

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Effect: ray
Duration: 1 round/level
Saving Throw: Fortitude half
Spell Resistance: yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to **Strength** equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's **Strength** score cannot drop below 1. A successful **Fortitude** save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

Level Sor1, Wiz1

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

Enlarge Person
Transmutation

Casting Time: 1 round
Components: V, S, M (powdered iron)
Range: close (25 ft + 5 ft/2levels)
Target: one humanoid creature
Duration: 1 min/level (D)
Saving Throw: Fortitude negates
Spell Resistance: yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to **Strength**, a –2 size penalty to **Dexterity** (to a minimum of 1), and a –1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a **Strength** check (using its increased **Strength**) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see Table: Tiny and Large Weapon Damage). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels *reduce person*.

Enlarge person can be made permanent with a *permanency* spell.

Level Sor1, Wiz1

Erase
Transmutation

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

Expeditious Retreat
Transmutation

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

Feather Fall
Transmutation

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

Jump
Transmutation

Casting Time: 1 standard action
Components: V, S, M (a grasshopper's hind leg)
Range: touch
Target: creature touched
Duration: 1min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: yes

The subject gets a +10 enhancement bonus on **Acrobatics** checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Level Dru1, Ran1, Sor1, Wiz1

Magic Weapon
Transmutation

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

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Level Cle1, Pal1, Sor1, Wiz1

Reduce Person
Transmutation

Casting Time: 1 round
Components: V, S, M (a pinch of powdered iron)
Range: close (25 ft + 5 ft/2levels)
Target: one humanoid creature
Duration: 1 min/level (D)
Saving Throw: Fortitude negates
Spell Resistance: yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to **Dexterity**, a –2 size penalty to **Strength** (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack. *Reduce person* counters and dispels *enlarge person.*

Reduce person can be made permanent with a *permanency* spell.

Level Sor1, Wiz1

Arcane Lock
Abjuration

Casting Time: 1 standard action
Components: V, S, M (gold dust worth 25gp)
Range: touch
Target: door, chest, or portal touched, up to 30 ft²/level in size
Duration: permanent
Saving Throw: none
Spell Resistance: no

An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it. If the locked object has a lock, the DC to open that lock increases by 10 while it remains attached to the object. If the object does not have a lock, this spell creates one that can only be opened with a DC 20 **Disable Device** skill check. A door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. A *knock* spell does not remove an *arcane lock*; it only suppresses the effect for 10 minutes.

Level Sor2, Wiz2

Obscure Object
Abjuration

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

Protection from Arrows
Abjuration

Casting Time: 1 standard action
Components: V, S, F (a piece of tortoise shell or turtle shell)
Range: touch
Target: creature touched
Duration: 1 hour/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Level Sor2, Wiz2

Resist Energy
Abjuration

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

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the protection spell absorbs damage until its power is exhausted.

Level Cle2, Dru2, Pal2, Ran1, Sor2, Wiz2

Acid Arrow
Conjuration (creation) [acid]

Casting Time: 1 standard action
Components: V, S, M (rhubarb leaft and an adder's stomach), F (a dart)
Range: long (400 ft + 40 ft/level)
Effect: one arrow of acid
Duration: 1 round + 1 round per three levels
Saving Throw: none
Spell Resistance: no

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

Level Sor2, Wiz2

Fog Cloud
Conjuration (creation)

V **S**

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Effect: fog spreads in 20-ft radius, 20 ft high
Duration: 10 min/level
Saving Throw: none
Spell Resistance: no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

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

The spell does not function underwater.

Level Dru2, Sor2, Wiz2

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

Summon Monster II
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/2 levels)
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

Summon Swarm
Conjuration (summoning)

V **S** **M** **DF**

Casting Time: 1 round
Components: V, S, M/DF (a square 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

Web
Conjuration (creation)

V **S** **M**

Casting Time: 1 standard action
Components: V, S, M (spider web)
Range: medium (100 ft + 10 ft/level)
Effect: webs in a 20-ft radius spread
Duration: 10 min/level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: no

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a *web* become **grappled** by the sticky fibers. Attacking a creature in a *web* doesn't cause you to become **grappled**.

Anyone in the effect's area when the spell is cast must make a **Reflex** save. If this save succeeds, the creature is inside the *web* but is otherwise unaffected. If the save fails, the creature gains the **grappled** condition, but can break free by making a combat maneuver check or **Escape Artist** check as a standard action against the DC of this spell. The entire area of the *web* is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or **Escape Artist** check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become **grappled** in the first square of webbing that they enter.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web* spell are flammable. A *flaming* weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a *permanency* spell. A permanent *web* that is damaged (but not destroyed) regrows in 10 minutes.

Level Sor2, Wiz2

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

Locate Object
Divination

V **S** **F** **DF**

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

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

Daze Monster
Enchantment (compulsion) [mind-affecting]

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

Hideous Laughter
Enchantment (compulsion) [mind-affecting]

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

Touch of Idiocy
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: living creature touched
Duration: 10 min/level
Saving Throw: no
Spell Resistance: yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's **Intelligence**, **Wisdom**, and **Charisma** scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Level Sor2, Wiz2

Continual Flame
Evocation [light]

Casting Time: 1 standard action
Components: V, S, M (ruby dust worth 50gp)
Range: touch
Target: object touched
Effect: magical, heatless flame
Duration: permanent
Saving Throw: none
Spell Resistance: no

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

Light spells counter and dispel *darkness* spells of an equal or lower level.

Level Cle3, Sor2, Wiz2

Darkness
Evocation [darkness]

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

Flaming Sphere
Evocation [fire]

Casting Time: 1 standard action
Components: V, S, M/DF (tallow, brimstone, and powdered iron)
Range: medium (100 ft + 10 ft/level)
Effect: 5-ft diameter sphere
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful **Reflex** save negates that damage. A *flaming sphere* rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

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

Level Dru2, Sor2, Wiz2

Gust of Wind
Evocation [air]

Casting Time: 1 standard action
Components: V, S
Range: 60 ft
Effect: line-shaped gust of severe wind emanating out from you
Duration: 1 round
Saving Throw: Fortitude negates
**Spell Resistance:** yes

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a –4 penalty on **Fly** skill checks. Tiny or smaller flying creatures must make a DC 25 **Fly** skill check or be blown back 2d6 × 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 **Fly** skill check to move against the force of the wind.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet. Small creatures are knocked **prone** by the force of the wind. Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 **Strength** check. Large or larger creatures may move normally within a *gust of wind* effect. This spell can't move a creature beyond the limit of it's range. Any creature, regardless of size, takes a –4 penalty on ranged attacks and **Perception** checks in the area of a *gust of wind*.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a *permanency* spell.
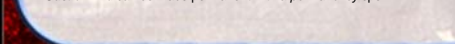
Level Dru2, Sor2, Wiz2

Scorching Ray
Evocation [fire]

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Effect: one or more rays
Duration: instantaneous
Saving Throw: none
Spell Resistance: yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.
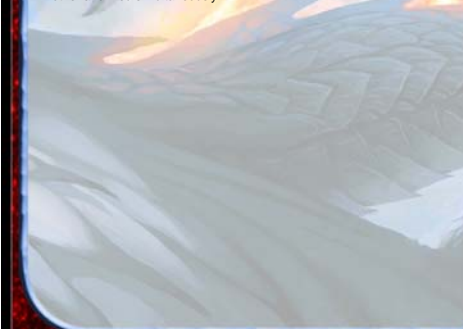
Level Sor2, Wiz2

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

Blur
Illusion (glamer)

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

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

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

Magic Mouth
Illusion (glamer)

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

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

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 images 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

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

Phantom Trap
Illusion (glamer)

Casting Time: 1 standard action
Components: V, S, M (special dust worth 50gp)
Range: touch
Target: object touched
Duration: permanent (D)
Saving Throw: none
Spell Resistance: no

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another *phantom trap* is active within 50 feet when the spell is cast, the casting fails.

Level Sor2, Wiz2

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Blindness/Deafness
Necromancy

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

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Command Undead
Necromancy

Casting Time: 1 standard action
Components: V, S, M (a shred of raw meat and a splinter of bone)
Range: close (25 ft + 5 ft/2levels)
Target: one undead creature
Duration: 1 day/level
Saving Throw: Will negates; see text
Spell Resistance: yes

This spell allows you a degree of control over an undead creature. If the subject is intelligent, it perceives your words and actions favorably (treat its attitude as friendly). It will not attack you while the spell lasts. You can 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 intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its **Intelligence**) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

Level Sor2, Wiz2

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False Life
Necromancy

Casting Time: 1 standard action
Components: V, S, M (a drop of blood)
Range: personal
Target: you
Duration: 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Level Sor2, Wiz2

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Ghoul Touch
Necromancy

Casting Time: 1 standard action
Components: V, S, M (cloth from a ghoul or earth from a ghoul's lair)
Range: touch
Target: living humanoid touched
Duration: 1d6+2 rounds
Saving Throw: Fortitude negates
Spell Resistance: yes

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

A **paralyzed** subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become **sickened** (Fortitude negates). A *neutralize poison* spell removes the effect from a *sickened* creature, and creatures immune to poison are unaffected by the stench.

Level Sor2, Wiz2

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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

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Spectral Hand
Necromancy

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Effect: one spectral hand
Duration: 1 min/level (D)
Saving Throw: none
Spell Resistance: no

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the *spectral hand*. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed **Reflex** save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your **Intelligence** modifier applies to the hand's AC as if it were the hand's **Dexterity** modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Level Sor2, Wiz2

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Alter Self
Transmutation (polymorph)

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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Bear's Endurance
Transmutation

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

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to **Constitution**, which adds the usual benefits to hit points, **Fortitude** saves, **Constitution** checks, and so forth. Hit points gained by a temporary increase in **Constitution** score are not temporary hit points. They go away when the subject's **Constitution** drops back to normal. They are not lost first as temporary hit points are.

Level Cle2, Dru2, Ran2, Sor2, Wiz2

Bull's Strength
Transmutation

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

The subject becomes stronger. The spell grants a +4 enhancement bonus to **Strength**, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the **Strength** modifier.

Level Cle2, Dru2, Pal2, Sor2, Wiz2

Cat's Grace
Transmutation

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.
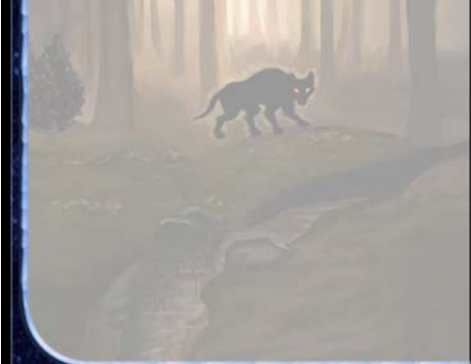
Level Brd2, Dru2, Ran2, Sor2, Wiz2

Darkvision
Transmutation

Casting Time: 1 standard action
Components: V, S, M (either a pinch of dried carrot or an agate)
Range: touch
Target: creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

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

Level Ran3, Sor2, Wiz2

Eagle's Splendor
Transmutation

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.
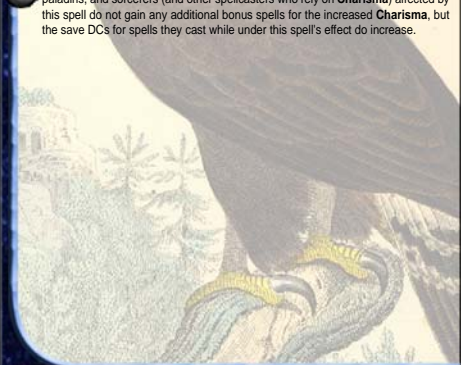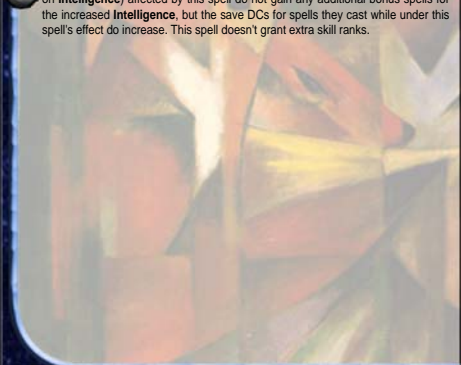
Level Brd2, Cle2, Pal2, Sor2, Wiz2

Fox's Cunning
Transmutation

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

Knock
Transmutation

Casting Time: 1 standard action
Components: V
Range: medium (100 ft + 10 ft/level)
Target: one door, box, or chest with an area of up to 10 ft²/level
Duration: instantaneous; see text
Saving Throw: none
Spell Resistance: no

Knock opens stuck, barred, or locked doors, as well as those subject to *hold portal* or *arcane lock*. When you complete the casting of this spell, make a caster level check against the DC of the lock with a +10 bonus. If successful, *knock* opens up to two means of closure. This spell opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold something shut). If used to open an *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each casting can undo as many as two means of preventing access.
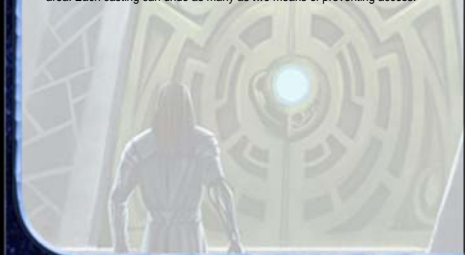
Level Sor2, Wiz2

Levitate
Transmutation

Casting Time: 1 standard action
Components: V, S, F (a leather loop or golden wire bent into a cup shape)
Range: personal or close (25 ft + 5 ft/2levels)
Target: you or one willing creature or one object (total weight up to 100 lbs/level)
Duration: 1min/level (D)
Saving Throw: none
Spell Resistance: no

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a −1 penalty on attack rolls, the second −2, and so on, to a maximum penalty of −5. A full round spent stabilizing allows the creature to begin again at −1.

Level Sor2, Wiz2

Make Whole
Transmutation

Casting Time: 10 minutes
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one object of up to 10 ft³/level or one construct creature of any size
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. When cast on a construct creature, *make whole* repairs 1d6 points of damage per level (maximum 5d6).

Make whole can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When *make whole* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance. 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 Cle2, Sor2, Wiz2

Owl's Wisdom
Transmutation

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

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to **Wisdom**, adding the usual benefit to **Wisdom**-related skills. Clerics, druids, and rangers (and other **Wisdom**-based spellcasters) who receive *owl's wisdom* do not gain any additional bonus spells for the increased **Wisdom**, but the save DCs for their spells increase.

Level Cle2, Dru2, Pal2, Ran2, Sor2, Wiz2

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

Rope Trick
Transmutation

Casting Time: 1 standard action
Components: V, S, M (powdered corn and a twisted loop of parchment)
Range: touch
Target: one touched piece of rope from 5 ft to 30 ft long
Duration: 1 hour/level (D)
Saving Throw: none
Spell Resistance: no

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the usual multiverse of extradimensional spaces. Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). The rope cannot be removed or hidden. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. The window is **invisible**, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Level Sor2, Wiz2

Spider Climb
Transmutation

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

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands or free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on **Climb** skill checks; furthermore, it need not make **Climb** checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its **Dexterity** bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Level Dru2, Sor2, Wiz2

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

Explosive Runes
Abjuration [force]

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: one touched object weighing no more than 10 lbs.
Duration: permanent until discharged (D)
Saving Throw: see text
Spell Resistance: yes

You trace mystic runes upon a book, map, scroll, or similar object bearing written information. The *explosive runes* detonate when read, dealing 6d6 points of force damage. Anyone next to the *explosive runes* (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the *explosive runes* is entitled to a **Reflex** save for half damage. The object on which the *explosive runes* were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the *explosive runes*. Likewise, you can remove the *explosive runes* whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or erase the *explosive runes* and failing to do so triggers the explosion.

Magic traps such as *explosive runes* are hard to detect and disable. A character with the trapfinding class feature (only) can use **Disable Device** to thwart *explosive runes*. The DC to find magic traps using **Perception** and to disable them is 25 + spell level, or 28 for *explosive runes*.

Level Sor3, Wiz3

Nondetection
Abjuration

Casting Time: 1 standard action
Components: V, S, M (diamond dust worth 50gp)
Range: touch
Target: creature or object touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance, locate object,* and *detect* spells. *Nondetection* also prevents location by such magic items as *crystal balls.* If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection.* If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Level Ran4, Sor3, Wiz3

Protection from Energy
Abjuration

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

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) *resist energy*. If a character is warded by *protection from energy* and *resist energy*, the protection spell absorbs damage until its power is exhausted.

Level Cle3, Dru3, Ran2, Sor3, Wiz3

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Phantom Steed
Conjuration (creation)

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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Sepia Snake Sigil
Conjuration (creation) [force]

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

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Sleet Storm
Conjuration (creation) [cold]

Casting Time: 1 standard action
Components: V, S, M/DF (dust and water)
Range: long (400 ft + 40 ft/level)
Area: cylinder (40-ft radius, 20-ft high)
Duration: 1 round/level
Saving Throw: none
Spell Resistance: no

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 **Acrobatics** check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the **Acrobatics** skill for details).

The sleet extinguishes torches and small fires.

Level Dru3, Sor3, Wiz3

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Stinking Cloud
Conjuration (creation)

Casting Time: 1 standard action
Components: V, S, M (a rotten egg or cabbage leaves)
Range: medium (100 ft + 10 ft/level)
Effect: cloud spreads in a 20-ft radius, 20 ft high
Duration: 1 round/level
Saving Throw: Fortitude negates; see text
Spell Resistance: no

Stinking cloud creates a bank of nauseating fog that billows out from the point you designate. Living creatures in the cloud become **nauseated**. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each **nauseated** character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

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

The spell does not function underwater.

Stinking cloud can be made permanent with a *permanency* spell. A permanent *stinking cloud* dispersed by wind reforms in 10 minutes.

Level Sor3, Wiz3

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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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Arcane Sight
Divination

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

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. If the items or creatures bearing the auras are in line of sight, you can make **Spellcraft** skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

As with *detect magic*, you can use this spell to identify the properties of magic items, but not artifacts.

Arcane sight can be made permanent with a *permanency* spell.

Level Sor3, Wiz3

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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

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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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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Heroism
Enchantment (compulsion) [mind-affecting]

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

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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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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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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

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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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Fireball
Evocation [fire]

Casting Time: 1 standard action
Components: V, S, M (a ball of bat guano and sulfur)
Range: long (400 ft + 40 ft/level)
Area: 20-ft radius spread
Duration: instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

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

Level Sor3, Wiz3

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Lightning Bolt
Evocation [electricity]

Casting Time: 1 standard action
Components: V, S, M (fur and a glass rod)
Range: 120 ft
Area: 120-ft line
Duration: instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

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

Level Sor3, Wiz3

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

Wind Wall
Evocation [air]

Casting Time: 1 standard action
Components: V, S, M/DF (a tiny fan and an exotic feather)
Range: medium (100 ft + 10 ft/level)
Effect: wall up to 10 ft/level long and 5 ft/level high (S)
Duration: 1 round/level
Saving Throw: none; see text
Spell Resistance: yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A **Reflex** save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in *gaseous form* cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *wind walls* to enclose specific points.

Level Cle3, Dru3, Ran2, Sor3, Wiz3

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

Illusory Script
Illusion (phantasm) [mind-affecting]

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

Major 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 + 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

Gentle Repose
Necromancy

Casting Time: 1 standard action
Components: V, S, M/DF (salt and a copper piece for each of the corpse's eyes)
Range: touch
Target: corpse touched
Duration: 1 day/level
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise dead*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant.

The spell also works on severed body parts and the like.

Level Cle2, Sor3, Wiz3

Halt Undead
Necromancy

Casting Time: 1 standard action
Components: V, S, M (a pinch of sulfur and powdered garlic)
Range: medium (100 ft + 10 ft/level)
Targets: up to three undead creatures, no two of which can be more than 30 ft apart
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: yes

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it freezes the undead creature in place, aware but paralyzed and unable to move or act for the duration of the spell. Each round on its turn, an intelligent undead creature affected by *halt undead* 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. The effect is broken if the *halted* creatures are attacked or take damage.

Level Sor3, Wiz3

Ray of Exhaustion
Necromancy

Casting Time: 1 standard action
Components: V, S, M (a drop of sweat)
Range: close (25 ft + 5 ft/2levels)
Effect: ray
Duration: 1 min/level
Saving Throw: Fortitude partial; see text
Spell Resistance: yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately **exhausted** for the spell's duration. A successful **Fortitude** save means the creature is only **fatigued**.

A character that is already **fatigued** instead becomes **exhausted**.

This spell has no effect on a creature that is already **exhausted**. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Level Sor3, Wiz3

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Vampiric Touch
Necromancy

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: living creature touched
Duration: instantaneous/1 hour; see text
Saving Throw: none
Spell Resistance: yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's **Constitution** score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

Level Sor3, Wiz3

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Beast Shape I
Transmutation (polymorph)

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 animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent.

Small animal: If the form you take is that of a Small animal, you gain a +2 size bonus to your **Dexterity** and a +1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 size bonus to your **Strength** and a +2 natural armor bonus.

Level Sor3, Wiz3

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Flame Arrow
Transmutation [fire]

Casting Time: 1 standard action
Components: V, S, M (a drop of oil and a small piece of flint)
Range: close (25 ft + 5 ft/2levels)
Target: fifty projectiles, all of which must be together at the time of casting
Duration: 10 min/level
Saving Throw: none
Spell Resistance: no

This spell allows you to turn ammunition (such as arrows, crossbow bolts, shuriken, and sling stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Level Sor3, Wiz3

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Fly
Transmutation

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

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on **Fly** skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

Level Sor3, Wiz3

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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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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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Keen Edge
Transmutation

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Targets: one weapon or 50 projectiles, all of which must be together at the time of casting
Duration: 10 min/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.

Multiple effects that increase a weapon's threat range (such as the *keen* special weapon property and the **Improved Critical** feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Level Sor3, Wiz3

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Greater Magic Weapon
Transmutation

Casting Time: 1 standard action
Components: V, S, M/DF (powdered lime and carbon)
Range: close (25 ft + 5 ft/2levels)
Target: one weapon or 50 projectiles (all of which must be together at the time of casting)
Duration: 1 hour/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: yes (harmless, object)

This spell gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

You can't cast this spell on a natural weapon, such as an unarmed strike. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Level Cle4, Pal3, Sor3, Wiz3

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Secret Page
Transmutation

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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Shrink Item
Transmutation

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: one touched object of up to 2 ft³/level
Duration: 1 day/level; see text
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a *shrink item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Shrink item can be made permanent with a *permanency* spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

Level Sor3, Wiz3

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Illustration - Betsy Jean www.etsy.com/shop/betsyjean79

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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Water Breathing
Transmutation

Casting Time: 1 standard action
Components: V, S, M/DF (short reed or piece of straw)
Range: touch
Target: living creatures touched
Duration: 2 hours/level; see text
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Level Cle3, Dru3, Sor3, Wiz3

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Dimensional Anchor
Abjuration

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Effect: ray
Duration: 1 min/level
Saving Throw: none
Spell Resistance: yes (object)

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

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

Level Cle4, Sor4, Wiz4

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Fire Trap
Abjuration [fire]

Casting Time: 10 minutes
Components: V, S, M (gold dust worth 25gp)
Range: touch
Target: object touched
Duration: permanent until discharged (D)
Saving Throw: Reflex half; see text
Spell Resistance: yes

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A *fire trap* spell can ward any object that can be opened and closed.

When casting *fire trap*, you select a point on the object as the spell's center. When someone other than you opens the object, a fiery explosion fills the area within a 5-foot radius around the spell's center. The flames deal 1d4 points of fire damage + 1 point per caster level (maximum +20). The item protected by the trap is not harmed by this explosion.

A fire-trapped item cannot have a second closure or warding spell placed on it. A *knock* spell does not bypass a *fire trap*. An unsuccessful *dispel magic* spell does not detonate the spell. Underwater, this ward deals half damage and creates a large cloud of steam.

You can use the fire-trapped object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a fire-trapped object to an individual usually involves setting a password that you can share with friends.

Magic traps such as *fire trap* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a fire trap and **Disable Device** to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid's *fire trap* or DC 29 for the arcane version).

Level Dru2, Sor4, Wiz4

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Lesser Globe of Invulnerability
Abjuration

Casting Time: 1 standard action
Components: V, S, M (a glass or crystal bead)
Range: 10 ft
Area: 10-ft radius spherical emanation, centered on you
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *lesser globe of invulnerability*. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. Any type of spell, however, can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *dispel magic* spell. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether *lesser globe of invulnerability* stops it.

Level Sor4, Wiz4

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Remove Curse
Abjuration

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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Stoneskin
Abjuration

Casting Time: 1 standard action
Components: V, S, M (granite and diamond dust worth 250gp)
Range: touch
Target: creature touched
Duration: 10 min/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Level Dru5, Sor4, Wiz4

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Black Tentacles
Conjuration (creation)

Casting Time: 1 standard action
Components: V, S, M (octopus or squid tentacle)
Range: medium (100 ft + 10 ft/level)
Area: 20-ft radius spread
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that *black tentacles* is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' **CMB**, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their **Strength** and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the **grappled** condition. **Grappled** opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The *black tentacles* spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that *black tentacles* succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The **CMD** of *black tentacles*, for the purposes of escaping the grapple, is equal to 10 + its **CMB**.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the *black tentacles* last.

Level 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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Minor Creation
Conjuration (creation)

Casting Time: 1 minute
Components: V, S, M (a tiny piece of matter of the same sort of item you plan to create with minor creation)
Range: 0 ft
Effect: unattended, nonmagical object of nonliving plant, up to 1 ft³/level
Duration: 1 hour/level (D)
Saving Throw: none
Spell Resistance: no

You create a nonmagical, unattended object of nonliving plant matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate **Craft** skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

Level Sor4, Wiz4

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Secure Shelter
Conjuration (creation)

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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Solid Fog
Conjuration (creation)

Casting Time: 1 standard action
Components: V, S, M (powdered peas and an animal hoof)
Range: medium (100 ft + 10 ft/level)
Effect: fog spreads in 20-ft radius, 20 ft high
Duration: 1 min/level
Saving Throw: none
Spell Resistance: no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

In addition to obscuring sight, the *solid fog* is so thick that it impedes movement. Creatures moving through a *solid fog* move at half their normal speed and take a –2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *solid fog* is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in *solid fog*. *Solid fog*, and effects that work like *solid fog*, do not stack with each other in terms of slowed movement and attack penalties.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a *permanency* spell. A permanent *solid fog* dispersed by wind reforms in 10 minutes.

The spell does not function underwater.

Level Sor4, Wiz4

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Summon Monster IV
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 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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Arcane Eye
Divination (scrying)

V **S** **M**

Casting Time: 10 minutes
Components: V, S, M (a bit of bat fur)
Range: unlimited
Effect: magical sensor
Duration: 1 min/level (D)
Saving Throw: none
Spell Resistance: no

You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* at any point you can see, but it can then travel outside your line of sight without hindrance. An *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use an *arcane eye*. If you do not concentrate, the eye is inert until you again concentrate.

Level Sor4, Wiz4

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Detect Scrying
Divination

V **S** **M**

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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Locate Creature
Divination

V **S** **M**

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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Charm Monster
Enchantment (charm) [mind-affecting]

V **S**

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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Confusion
Enchantment (compulsion) [mind-affecting]

V **S** **M** **DF**

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]

V **S** **M**

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

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

V

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

Caedwyr Publishing OGL1.0a Illustration - Utagawa Kuniyoshi

Fire Shield
Evocation [fire or cold]

V **S** **M**

Casting Time: 1 standard action
Components: V, S, M (phosphorus for the *warm shield*; a firefly or glowworm for the *chill shield*)
Range: personal
Target: you
Duration: 1 round/level (D)

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your *fire shield*.

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). This damage is either cold damage (if you choose a *chill shield*) or fire damage (if you choose a *warm shield*). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is blue or green if the *chill shield* is cast, violet or red if the *warm shield* is employed. The special powers of each version are as follows.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a **Reflex** save for half damage, you take no damage on a successful saving throw.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a **Reflex** save for half damage, you take no damage on a successful saving throw.

Level Sor4, Wiz4

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Ice Storm
Evocation [cold]

Casting Time: 1 standard action
Components: V, S, M/DF (dust and water)
Range: long (400 ft + 40 ft/level)
Area: cylinder (20-ft radius, 40 ft high)
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a –4 penalty on **Perception** skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

Level Dru4, Sor4, Wiz4

Resilient Sphere
Evocation [force]

Casting Time: 1 standard action
Components: V, S, F (a crystal sphere)
Range: close (25 ft + 5 ft/2levels)
Effect: 1-ft diameter/level sphere, centered around a creature
Duration: 1 min/level (D)
Saving Throw: Reflex negates
Spell Resistance: yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere functions as a *wall of force*, except that it can be negated by *dispel magic*. A subject inside the sphere can breathe normally. The sphere cannot be physically moved either by people outside it or by the struggles of those within.

Level Sor4, Wiz4

Shout
Evocation [sonic]

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

Wall of Fire
Evocation [fire]

Casting Time: 1 standard action
Components: V, S, M/DF (a piece of phosphor)
Range: medium (100 ft + 10 ft/level)
Effect: opaque sheet of flame up to 20 ft long/level or a ring of fire with a radius of up to 5 ft/2levels; either form 20 ft high
Duration: concentration + 1 round/level
Saving Throw: none
Spell Resistance: yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.)

Wall of fire can be made permanent with a *permanency* spell. A permanent *wall of fire* that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Level Dru5, Sor4, Wiz4

Wall of Ice
Evocation [cold]

Casting Time: 1 standard action
Components: V, S, M (a piece of quartz or rock crystal)
Range: medium (100 ft + 10 ft/level)
Effect: anchored plane of ice, up to one 10 ft²/level or hemisphere of ice with a radius of up to 3 ft +1 ft/level
Duration: 1min/level
Saving Throw: Reflex negates, see text
Spell Resistance: yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A *wall of ice* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a **Reflex** save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *wall of ice*, and it deals full damage to the wall. Suddenly melting a *wall of ice* creates a cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level. The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the **Strength** check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The *hemisphere* is as hard to break through as the *ice plane*, but it does not deal damage to those who go through a breach.

Level Sor4, Wiz4

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

Illusory Wall
Illusion (figment)

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Effect: image 1 ft by 10 ft by 10 ft
Duration: permanent
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: no

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear. Although the caster can see through his *illusory wall*, other creatures cannot, even if they succeed at their will save (but they do learn that it is not real).

Level Sor4, Wiz4

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

Phantasmal Killer
Illusion (phantasm) [fear, mind-affecting]

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Target: one living creature
Duration: instantaneous
Saving Throw: Will disbelief, then Fortitude partial; see text
Spell Resistance: yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a **Will** save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a **Fortitude** save or die from fear. Even if the **Fortitude** save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Level Sor4, Wiz4

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

Animate Dead
Necromancy [evil]

Casting Time: 1 standard action
Components: V, S, M (an onyx gem worth at least 25gp per HD of the undead)
Range: touch
Effect: one or more corpses touched
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

This spell turns corpses into undead skeletons or zombies that obey your spoken commands.

The undead can be made to follow you, or be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of *animate dead*. The *desecrate* spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the **Command Undead** feat do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.

Level Cle3, Sor4, Wiz4

Bestow Curse
Necromancy

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: creature touched
Duration: permanent
Saving Throw: Will negates
Spell Resistance: yes

You place a curse on the subject. Choose one of the following.

* –6 decrease to an ability score (minimum 1).
* –4 penalty on attack rolls, saves, ability checks, and skill checks.
* Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

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

Bestow curse counters *remove curse.*

Level Cle3, Sor4, Wiz4

Contagion
Necromancy [evil]

Casting Time: 1 standard action
Components: V, S
Range: touch
Target: living creature touched
Duration: instantaneous
Saving Throw: Fortitude negates
Spell Resistance: yes

The subject contracts one of the following diseases: **blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes,** or **slimy doom.** The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information see **Diseases.**

Level Cle3, Dru3, Sor4, Wiz4

Enervation
Necromancy

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Effect: ray of negative energy
Duration: instantaneous
Saving Throw: none
Spell Resistance: yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary **negative levels. Negative levels** stack.

For each **negative level** a creature has, it takes a cumulative –1 penalty on all ability checks, attack rolls, combat maneuver checks, **Combat Maneuver Defense,** saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each **negative level** it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting) for each **negative level** possessed. Spellcasters do not lose any prepared spells or slots as a result of **negative levels.** If a creature's **negative levels** equal or exceed its total Hit Dice, it dies.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, **negative levels** have a chance of becoming permanent, but the **negative levels** from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4 × 5 temporary hit points for 1 hour.

Level Sor4, Wiz4

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

Beast Shape II
Transmutation (polymorph)

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 Tiny to Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your **Dexterity,** a –2 penalty to your **Strength,** and a +1 natural armor bonus.

Small animal: If the form you take is that of a Small animal, you gain a +2 size bonus to your **Dexterity** and a +1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 size bonus to your **Strength** and a +2 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your **Strength,** a –2 penalty to your **Dexterity,** and a +4 natural armor bonus.

Level Sor4, Wiz4

Elemental Body I
Transmutation (polymorph)

Casting Time: 1 standard action
Components: V, S, M (the element you plan to assume)
Range: personal
Target: you
Duration: 1 min/level (D)

When you cast this spell, you can assume the form of a Small air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as vortex, whirlwind, use the size of the elemental you transform into to determine their effect.

Air elemental: If the form you take is that of an air elemental, you gain a +2 size bonus to your **Dexterity** and a +2 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of an earth elemental, you gain a +2 size bonus to your **Strength** and a +4 natural armor bonus. You also gain darkvision 60 feet, the push ability, and the ability to earth glide.

Fire elemental: If the form you take is that of a fire elemental, you gain a +2 size bonus to your **Dexterity** and a +2 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a water elemental, you gain a +2 size bonus to your **Constitution** and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Level Sor4, Wiz4

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Mass Enlarge Person
Transmutation

Casting Time: 1 round
Components: V, S, M (powdered iron)
Range: close (25 ft + 5 ft/2levels)
Target: One humanoid creature/level, no two of which can be more than 30 ft apart
Duration: 1 min/level (D)
Saving Throw: Fortitude negates
Spell Resistance: yes

This spell causes instant growth of one ore more humanoid creatures, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to **Strength**, a –2 size penalty to **Dexterity** (to a minimum of 1), and a –1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a **Strength** check (using its increased **Strength**) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see Table: Tiny and Large Weapon Damage). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Mass enlarge person counters and dispels *mass reduce person.*

Level Sor4, Wiz4

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Mass Reduce Person
Transmutation

Casting Time: 1 round
Components: V, S, M (a pinch of powdered iron)
Range: close (25 ft + 5 ft/2levels)
Target: one humanoid creature/level, no two of which can be more than 30 ft apart
Duration: 1 min/level (D)
Saving Throw: Fortitude negates
Spell Resistance: yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to **Dexterity**, a –2 size penalty to **Strength** (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack. *Mass reduce person* counters and dispels *mass enlarge person.*

Level Sor4, Wiz4

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Stone Shape
Transmutation [earth]

Casting Time: 1 standard action
Components: V, S, M/DF (soft clay)
Range: touch
Target: stone or stone object touched, up to 10 ft³ + 1 ft³/level
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Level Cle3, Dru3, Sor4, Wiz4

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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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Dismissal
Abjuration

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

This spell forces an extraplanar creature back to its proper plane if it fails a **Will** save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Level Cle4, Sor5, Wiz5

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Mage's Private Sanctum
Abjuration

Casting Time: 10 minutes
Components: V, S, M (a sheet of lead, a piece of glass, a wad of cotton, and powdered chrysolite)
Range: close (25 ft + 5 ft/2levels)
Area: 30-ft cube/level (S)
Duration: 24 hours (D)
Saving Throw: none
Spell Resistance: no

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to *detect thoughts*. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a *sending* or *message* spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

Mage's private sanctum can be made permanent with a *permanency* spell.

Level Brd1, Sor1, Wiz1

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Cloudkill
Conjuration (creation)

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Effect: cloud spreads in 20-ft radius, 20 ft high
Duration: 1 min/level
Saving Throw: Fortitude partial; see text
Spell Resistance: no

This spell generates a bank of yellowish green and poisonous fog that billows out from the point you designate. The *cloudkill* obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). The vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a **Fortitude** save (in which case it takes 1d4 points of **Constitution** damage on your turn each round while in the cloud).

A living creature with 6 or more HD takes 1d4 points of **Constitution** damage on your turn each round while in the cloud (a successful **Fortitude** save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

The *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

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

Level Sor5, Wiz5

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Mage's Faithful Hound
Conjuration (creation)

Casting Time: 1 standard action
Components: V, S, M (a tiny silver whistle, a piece of bone, and a thread)
Range: close (25 ft + 5 ft/2levels)
Effect: phantom watchdog
Duration: 1 hour/caster level or until discharged, then 1 round/caster level; see text
Saving Throw: none
Spell Resistance: no

You conjure up a phantom watchdog that is **invisible** to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees **invisible** and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an **invisible** creature (see *invisibility*).

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

Level Sor5, Wiz5

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Major Creation
Conjuration (creation)

Casting Time: 10 minutes
Components: V, S, M (a tiny piece of matter of the same sort of item you plan to create with major creation)
Range: close (25 ft + 5 ft/2levels)
Effect: unattended, nonmagical object of nonliving plant or mineral matter, up to 1 ft³/level
Duration: see text
Saving Throw: none
Spell Resistance: no

You create a nonmagical, unattended object of nonliving plant or mineral matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals	20 min./level
Gems	10 min./level
Rare metal*	1 round/level

* Includes adamantine, alchemical silver, and mithral. You can't use *major creation* to create a cold iron item.

Level Sor5, Wiz5

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Secret Chest
Conjuration (summoning)

Casting Time: 10 minutes
Components: V, S, F (the chest and its replica)
Range: see text
Target: one chest and up to 1 ft³ of goods/caster level
Duration: 60 days or until discharged
Saving Throw: none
Spell Resistance: no

You hide a chest on the Ethereal Plane for as long as 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail) so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, even with a *wish* spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

Level Sor5, Wiz5

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Summon Monster V
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 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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Wall of Stone
Conjuration (creation) [earth]

Casting Time: 1 standard action
Components: V, S, M/DF (a small block of granite)
Range: medium (100 ft + 10 ft/level)
Effect: stone wall whose area is up to one 5-ft square/level (S)
Duration: instantaneous
Saving Throw: see text
Spell Resistance: no

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the **Strength** check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful **Reflex** saves.

Level Cle5, Dru6, Sor5, Wiz5

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Telepathic Bond
Divination

Casting Time: 1 standard action
Components: V, S, M (two eggshells from two different creatures)
Range: close (25 ft + 5 ft/2levels)
Targets: you plus one willing creature per three levels, no two of which can be more than 30 ft apart
Duration: 10 min/level (D)
Saving Throw: none
Spell Resistance: no

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an **Intelligence** score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.

Level Sor5, Wiz5

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Feeblemind
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S, M (a handful of clay, crystal, or glass spheres)
Range: medium (100 ft + 10 ft/level)
Target: one creature
Duration: instantaneous
Saving Throw: Will negates; see text
Spell Resistance: yes

Target creature's **Intelligence** and **Charisma** scores each drop to 1. The affected creature is unable to use **Intelligence**- or **Charisma**-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a *heal, limited wish, miracle,* or *wish* spell is used to cancel the effect of the *feeblemind*. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a –4 penalty on its saving throw.

Level Sor5, Wiz5

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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

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

Cone of Cold
Evocation [cold]

Casting Time: 1 standard action
Components: V, S, M (a small crystal or glass cone)
Range: 60 ft
Area: cone-shaped burst
Duration: instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

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

Level Sor5, Wiz5

Interposing Hand
Evocation [force]

Casting Time: 1 standard action
Components: V, S, F (a soft glove)
Range: medium (100 ft + 10 ft/level)
Effect: 10-ft hand
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: yes

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent in spite of *darkness*, *invisibility*, *polymorphing*, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An *interposing hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and is AC 20 (–1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster.

Disintegrate or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

Level Sor5, Wiz5

Sending
Evocation

Casting Time: 10 minutes
Components: V, S, M/DF (fine copper wire)
Range: see text
Target: one creature
Duration: 1 round; see text
Saving Throw: none
Spell Resistance: no

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an **Intelligence** score as low as 1 can understand the *sending*, though the subject's ability to react is limited as normal by its **Intelligence**. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *sending* does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Level Cle4, Sor5, Wiz5

Wall of Force
Evocation [force]

Casting Time: 1 standard action
Components: V, S, M (powdered quartz)
Range: close (25 ft + 5 ft/2levels)
Effect: wall whose area is up to one 10-ft square/level
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

A *wall of force* creates an invisible wall of pure force. The wall cannot move and is not easily destroyed. A *wall of force* is immune to *dispel magic*, although a *mage's disjunction* can still dispel it. A *wall of force* can be damaged by spells as normal, except for *disintegrate*, which automatically destroys it. It can be damaged by weapons and supernatural abilities; but a *wall of force* has hardness 30 and a number of hit points equal to 20 per caster level. Contact with a *sphere of annihilation* or *rod of cancellation* instantly destroys a *wall of force*.

Breath weapons and spells cannot pass through a *wall of force* in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a *permanency* spell.

Level Sor5, Wiz5

Dream
Illusion (phantasm) [mind-affecting]

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

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

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

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

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

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

Blight
Necromancy

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: one plant or plant creature
Duration: instantaneous
Saving Throw: Fortitude half; see text
Spell Resistance: yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a **Fortitude** saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

Level Dru4, Sor5, Wiz5

Waves of Fatigue
Necromancy

Casting Time: 1 standard action
Components: V, S
Range: 30 ft
Area: cone-shaped burst
Duration: instantaneous
Saving Throw: no
Spell Resistance: yes

Waves of negative energy render all living creatures in the spell's area **fatigued**. This spell has no effect on a creature that is already **fatigued**.

Level Sor5, Wiz5

Animal Growth
Transmutation

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Target: one animal (Gargantuan or smaller)
Duration: 1 min/level
Saving Throw: Fortitude negates
Spell Resistance: yes

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to **Strength** and a +4 size bonus to **Constitution** (and thus an extra 2 hit points per HD), and imposes a –2 size penalty to **Dexterity**. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a **Strength** check (using its increased **Strength**) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by the animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command over an enlarged animal.

Multiple magical effects that increase size do not stack.

Level Dru5, Ran4, Sor5, Wiz5

Baleful Polymorph
Transmutation (polymorph)

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

Baleful polymorph changes the subject into a Small or smaller animal of no more than 1 HD. If the form you choose has any of the following abilities, it gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

Diminutive animal: If the form is that of a Diminutive animal, the subject gains a +6 size bonus to its **Dexterity**, a –4 penalty to its **Strength**, and a +1 natural armor bonus.

Tiny animal: If the form is that of a Tiny animal, the subject gains a +4 size bonus to its **Dexterity**, a –2 penalty to its **Strength**, and a +1 natural armor bonus.

Small animal: If the form is that of a Small animal, the subject gains a +2 size bonus to its **Dexterity** and a +1 natural armor bonus.

If the spell succeeds, the subject must also make a **Will** save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and **Intelligence**, **Wisdom**, and **Charisma** scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of *baleful polymorph*, and as long as *baleful polymorph* remains in effect, the target cannot use other polymorph spells or effects to assume a new form. **Incorporeal** or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Level Dru5, Sor5, Wiz5

Elemental Body II
Transmutation (polymorph)

Casting Time: 1 standard action
Components: V, S, M (the element you plan to assume)
Range: personal
Target: you
Duration: 1 min/level (D)

When you cast this spell, you can assume the form of a Small to Medium air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

Air elemental: If the form you take is that of an air elemental, you gain a +4 size bonus to your **Dexterity** and a +3 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of an earth elemental, you gain a +4 size bonus to your **Strength** and a +5 natural armor bonus. You also gain darkvision 60 feet, the push ability, and the ability to earth glide.

Fire elemental: If the form you take is that of a fire elemental, you gain a +4 size bonus to your **Dexterity** and a +3 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a water elemental, you gain a +4 size bonus to your **Constitution** and a +5 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Level Sor5, Wiz5

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Fabricate
Transmutation

Casting Time: see text
Components: V, S, M (the original material, which costs the same amount as the raw materials required to craft the item to be created)
Range: close (25 ft + 5 ft/2levels)
Target: up to 10 cu ft/level; see text
Duration: instantaneous
Saving Throw: none
Spell Resistance: none

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

You must make an appropriate **Craft** check to fabricate articles requiring a high degree of craftsmanship.

Casting requires 1 round per 10 cubic feet of material to be affected by the spell.

Level Sor5, Wiz5

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Overland Flight
Transmutation

Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The subject can fly at a speed of 40 feet (or 30 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using an *overland flight* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of an *overland flight* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on **Fly** skill checks equal to 1/2 your caster level. When using this spell for long-distance movement, you can hustle without taking non-lethal damage (a forced march still requires **Constitution** checks). This means you can cover 64 miles in an 8 hour period of flight (or 48 miles at a speed of 30 feet).

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *overland flight* spell is dispelled, but not if it is negated by an *antimagic field*.

Level Sor5, Wiz5

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Passwall
Transmutation

Casting Time: 1 standard action
Components: V, S, M (sesame seeds)
Range: touch
Effect: 5-ft-by-8-ft opening, 10 ft deep plus 5 ft deep per three additional levels
Duration: 1 hour/level (D)
Saving Throw: none
Spell Resistance: no

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* spells can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Level Sor5, Wiz5

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Plant Shape I
Transmutation (polymorph)

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 plant type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, constrict, grab, and poison. If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement. If the creature has vulnerability to an element, you gain that vulnerability.

Small plant: If the form you take is that of a Small plant, you gain a +2 size bonus to your **Constitution** and a +2 natural armor bonus.

Medium plant: If the form you take is that of a Medium plant, you gain a +2 size bonus to your **Strength**, a +2 enhancement bonus to your **Constitution**, and a +2 natural armor bonus.

Level Sor5, Wiz5

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Polymorph
Transmutation (polymorph)

Casting Time: 1 standard action
Components: V, S, M (a piece of the creature whose form you choose)
Range: touch
Target: living creature touched
Duration: 1 min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

This spell transforms a willing creature into an animal, elemental, or humanoid creature of your choosing; the spell has no effect on unwilling creatures, nor can the creature being targeted by this spell influence the new form assumed (apart from conveying its wishes, if any, to you verbally).

If you use this spell to cause the target to take on the form of an animal or magical beast, the spell functions as *beast shape II*. If the form is that of an elemental, the spell functions as *elemental body I*. If the form is that of a humanoid, the spell functions as *alter self*. The subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject.

Level Sor5, Wiz5

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Transmute Mud to Rock
Transmutation [earth]

Casting Time: 1 standard action
Components: V, S, M/DF (sand, lime, and water)
Range: medium (100 ft + 10 ft/level)
Area: up to two 10-ft cubes/level (S)
Duration: permanent
Saving Throw: see text
Spell Resistance: no

This spell permanently transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral).

Any creature in the mud is allowed a **Reflex** save to escape before the area is hardened to stone.

Transmute mud to rock counters and dispels *transmute rock to mud.*

Level Dru5, Sor5, Wiz5

Caedwyr Publishing OGL 1.0a Illustration - Carlos Schwabe

Transmute Rock to Mud
Transmutation [earth]

Casting Time: 1 standard action
Components: V, S, M/DF (clay and water)
Range: medium (100 ft + 10 ft/level)
Area: up to two 10-ft cubes/level (S)
Duration: permanent; see text
Saving Throw: see text
Spell Resistance: no

This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a –2 penalty on attack rolls and AC. Brush or similar material thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the targeted area, or half damage to those who succeed on **Reflex** saves.

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transmute rock to mud counters and dispels *transmute mud to rock.*

Level Dru5, Sor5, Wiz5

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Globe of Invulnerability
Abjuration

Casting Time: 1 standard action
Components: V, S, M (a glass or crystal bead)
Range: 10 ft
Area: 10-ft radius spherical emanation, centered on you
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: no

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 4th level or lower. The area or effect of any such spells does not include the area of the *globe of invulnerability*. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. Any type of spell, however, can be cast through or out of the magical globe. Spells of 5th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *dispel magic* spell. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether *globe of invulnerability* stops it.

Level Sor6, Wiz6

Repulsion
Abjuration

Casting Time: 1 standard action
Components: V, S, F/DF (a pair of canine statuettes worth 50 gp)
Range: up to 10 ft/level
Area: up to 10-ft radius/level emanation centered on you
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Level Cle7, Sor6, Wiz6

Acid Fog
Conjuration (creation) [acid]

Casting Time: 1 standard action
Components: V, S, M (powdered peas and an animal hoof)
Range: medium (100 ft + 10 ft/level)
Effect: fog spreads in 20-ft radius, 20 ft high
Duration: 1 round/level
Saving Throw: none
Spell Resistance: no

Acid fog creates a billowing mass of misty vapors. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

Creatures moving through an *acid fog* move at half their normal speed and take a −2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *acid fog* is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in *acid fog*. *Acid fog*, and effects that work like *acid fog*, do not stack with each other in terms of slowed movement and attack penalties.

In addition to slowing down creatures and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Level Sor6, Wiz6

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/level)
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

Wall of Iron
Conjuration (creation)

Casting Time: 1 standard action
Components: V, S, M (a small iron sheet plus gold dust worth 50 gp)
Range: medium (100 ft + 10 ft/level)
Effect: iron wall whose area is up to one 5-ft square/level; see text
Duration: instantaneous
Saving Throw: see text
Spell Resistance: no

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of iron* is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the **Strength** check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 **Strength** check to push the wall over. Creatures with room to flee the falling wall may do so by making successful **Reflex** saves. Any Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena. Iron created by this spell is not suitable for use in the creation of other objects and cannot be sold.

Level Sor6, Wiz6

Analyze Dweomer
Divination

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

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

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

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

Chain Lightning
Evocation [electricity]

Casting Time: 1 standard action
Components: V, S, F (a bit of fur, a piece of amber, glass, or a crystal rod; plus one silver pin per caster level)
Range: long (400 ft + 40 ft/level)
Targets: one primary target, plus one secondary target/level (each of which must be within 30 ft of the primary target)
Duration: instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

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

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a **Reflex** saving throw for half damage. The **Reflex** DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Level Sor6, Wiz6

Contingency
Evocation

Casting Time: at least 10 minutes; see text
Components: V, S, M (quicksilver and an eyelash of a spell-using creature), F (ivory statuette of you worth 1,500gp)
Range: personal
Target: you
Duration: 1 day/level (D) or until discharged

You can place another spell upon your person so that it comes into effect under some condition you dictate when casting *contingency*. The *contingency* spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead. You must pay any costs associated with the companion spell when you cast *contingency*.

The spell to be brought into effect by the *contingency* must be one that affects your person and be of a spell level no higher than one-third your caster level (rounded down, maximum 6th level).

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when triggered. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

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

Level Brd1, Sor1, Wiz1

Freezing Sphere
Evocation [cold]

Casting Time: 1 standard action
Components: V, S, F (a small crystal sphere)
Range: long (400 ft + 40 ft/level)
Target, Effect, or Area: see text
Duration: instantaneous or 1 round/level; see text
Saving Throw: Reflex half; see text
Spell Resistance: see text

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 40-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. A creature of the water subtype instead takes 1d8 points of cold damage per caster level (maximum 15d8) and is **staggered** for 1d4 rounds.

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches in a 40-foot radius. This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of a targeted body of water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 **Strength** check or a DC 25 **Escape Artist** check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the *freezing sphere* bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

Level Sor6, Wiz6

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

Permanent Image
Illusion (figment)

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

Programmed Image
Illusion (figment)

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

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

Circle of Death
Necromancy [death]

Casting Time: 1 standard action
Components: V, S, M (a crushed black pearl worth 500gp)
Range: medium (100 ft + 10 ft/level)
Area: several living creatures within a 40-ft radius burst
Duration: instantaneous
Saving Throw: Fortitude negates
Spell Resistance: yes

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

Level Sor6, Wiz6

Create Undead
Necromancy [evil]

Casting Time: 1 hour
Components: V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50gp per HD of the undead to be created)
Range: close (25 ft + 5 ft/2levels)
Target: one corpse
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

A much more potent spell than *animate dead*, this evil spell allows you to infuse a dead body with negative energy to create more powerful sorts of undead: ghouls, ghasts, mummies, and mohrgs. The type or types of undead you can create are based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Ghoul
12th–14th	Ghast
15th–17th	Mummy
18th or higher	Mohrg

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

Level Cle6, Sor6, Wiz6

Eyebite
Necromancy

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

Undeath to Death
Necromancy

Casting Time: 1 standard action
Components: V, S, M/DF (diamond powder worth 500gp)
Range: medium (100 ft + 10 ft/level)
Area: several undead creatures within a 40-ft radius burst
Duration: instantaneous
Saving Throw: Will negates
Spell Resistance: yes

Undeath to death harms undead creatures, destroying them instantly. The spell destroys 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and HD that are not sufficient to affect a creature are wasted.

Level Cle6, Sor6, Wiz6

Mass Bear's Endurance
Transmutation

Casting Time: 1 standard action
Components: V, S, M/DF (a few hairs or a pinch of dung from a bear)
Range: close (25 ft + 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 affected creatures gains greater vitality and stamina. The spell grants the subjects a +4 enhancement bonus to **Constitution**, which adds the usual benefits to hit points, **Fortitude** saves, **Constitution** checks, and so forth. Hit points gained by a temporary increase in **Constitution** score are not temporary hit points. They go away when the subjects' **Constitution** drops back to normal. They are not lost first as temporary hit points are.

Level Cle6, Dru6, Sor6, Wiz6

Mass Bull's Strength
Transmutation

Casting Time: 1 standard action
Components: V, S, M/DF (a few hairs, or a pinch of dung from a bull)
Range: close (25ft + 5 ft/2levels)
Targets: 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 (harmless)

The subjects becomes stronger. The spell grants a +4 enhancement bonus to **Strength**, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the **Strength** modifier.

Level Cle6, Dru6, Sor6, Wiz6

Mass Cat's Grace
Transmutation

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

Disintegrate
Transmutation

Casting Time: 1 standard action
Components: V, S, M/DF (a lodestone and a pinch of dust)
Range: medium (100 ft + 10 ft/level)
Effect: ray
Duration: instantaneous
Saving Throw: Fortitude partial (object)
Spell Resistance: yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *forceful hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

A creature or object that makes a successful **Fortitude** save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Level Sor6, Wiz6

Mass Eagle's Splendor
Transmutation

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

Elemental Body III
Transmutation (polymorph)

Casting Time: 1 standard action
Components: V, S, M (the element you plan to assume)
Range: personal
Target: you
Duration: 1 min/level (D)

When you cast this spell, you can assume the form of a Small to Large air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form.

Air elemental: If the form you take is that of an air elemental, you gain a +2 size bonus to your **Strength**, +4 size bonus to your **Dexterity** and a +4 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of an earth elemental, you gain a +6 size bonus to your **Strength**, a -2 penalty on your **Dexterity**, a +2 size bonus to your **Constitution**, and a +6 natural armor bonus. You also gain darkvision 60 feet, the push ability, and the ability to earth glide.

Fire elemental: If the form you take is that of a fire elemental, you gain a +4 size bonus to your **Dexterity**, a +2 size bonus to your **Constitution**, and a +4 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a water elemental, you gain a +2 size bonus to your **Strength**, a -2 penalty on your **Dexterity**, a +6 size bonus to your **Constitution** and a +6 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Level Sor6, Wiz6

Flesh to Stone
Transmutation

Casting Time: 1 standard action
Components: V, S, M (lime, water, and earth)
Range: medium (100 ft + 10 ft/level)
Target: one creature
Duration: instantaneous
Saving Throw: Fortitude negates
Spell Resistance: yes

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this spell.

Level Sor6, Wiz6

Form of the Dragon I
Transmutation (polymorph)

Casting Time: 1 standard action
Components: V, S, M (a scale of the dragon type you plan to assume)
Range: personal
Target: you
Duration: 1 min/level (D)
Saving Throw: see below
Spell Resistance: no

You become a Medium chromatic or metallic dragon. You gain a +4 size bonus to **Strength**, a +2 size bonus to **Constitution**, a +4 natural armor bonus, fly 60 feet (poor), darkvision 60 feet, a breath weapon, and resistance to one element. You also gain one bite (1d8), two claws (1d6), and two wing attacks (1d4). Your breath weapon and resistance depend on the type of dragon. You can only use the breath weapon once per casting of this spell. All breath weapons deal 6d8 points of damage and allow a **Reflex** save for half damage. In addition, some of the dragon types grant additional abilities, as noted below.

Black dragon: 60-foot line of acid, resist acid 20, swim 60 feet
Blue dragon: 60-foot line of electricity, resist electricity 20, burrow 20 feet
Green dragon: 30-foot cone of acid, resist acid 20, swim 40 feet
Red dragon: 30-foot cone of fire, resist fire 30, vulnerability to cold
White dragon: 30-foot cone of cold, resist cold 20, swim 60 feet, vulnerability to fire
Brass dragon: 60-foot line of fire, resist fire 20, burrow 30 feet, vulnerability to cold
Bronze dragon: 60-foot line of electricity, resist electricity 20, swim 60 feet
Copper dragon: 60-foot line of acid, resist acid 20, *spider climb* (always active)
Gold dragon: 30-foot cone of fire, resist fire 20, swim 60 feet
Silver dragon: 30-foot cone of cold, resist cold 30, vulnerability to fire

Level Sor6, Wiz6

Mass Fox's Cunning
Transmutation

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

Move Earth
Transmutation [earth]

Casting Time: see text
Components: V, S, M (clay, loam, sand, and an iron blade)
Range: long (400 ft + 40 ft/level)
Area: dirt in an area up to 750 ft² and up to 10 ft deep (S)
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

Move earth moves dirt (clay, loam, sand, and soil), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

In no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

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

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

This spell has no effect on earth creatures.

Level Dru6, Sor6, Wiz6

Mass Owl's Wisdom
Transmutation

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

The transmuted creatures become wiser. The spell grants a +4 enhancement bonus to **Wisdom**, adding the usual benefit to **Wisdom**-related skills. Clerics, druids, and rangers (and other **Wisdom**-based spellcasters) who receive *mass owl's wisdom* do not gain any additional bonus spells for the increased **Wisdom**, but the save DCs for their spells increase.

Level Cle6, Dru6, Sor6, Wiz6

Plant Shape II
Transmutation (polymorph)

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 to Large creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, constrict, grab, and poison. If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Small plant: If the form you take is that of a Small plant, you gain a +2 size bonus to your **Constitution** and a +2 natural armor bonus.

Medium plant: If the form you take is that of a Medium plant, you gain a +2 size bonus to your **Strength**, a +2 enhancement bonus to your **Constitution**, and a +2 natural armor bonus.

Large plant: If the form you take is that of a Large plant, you gain a +4 size bonus to your **Strength**, a +2 size bonus to your **Constitution**, and a +4 natural armor bonus.

Level Sor6, Wiz6

Stone to Flesh
Transmutation

Casting Time: 1 standard action
Components: V, S, M (a drop of blood mixed with earth)
Range: medium
Target: one petrified creature or a cylinder of stone from 1 ft to 3 ft in diameter and up to 10 ft long
Duration: instantaneous
Saving Throw: Fortitude negates (object); see text
Spell Resistance: yes

This spell restores a **petrified** creature to its normal state, restoring life and goods. The creature must make a DC 15 **Fortitude** save to survive the process. Any **petrified** creature, regardless of size, can be restored. The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. For example, this spell would turn an animated stone statue into an animated flesh statue, but an ordinary statue would become a mass of inert flesh in the shape of the statue. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Level Sor6, Wiz6

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Transformation
Transmutation

Casting Time: 1 standard action
Components: V, S, M (a *potion of bull's strength*, which you drink and whose effects are subsumed by the spell effects)
Range: personal
Target: you
Duration: 1 round/level

You become a fighting machine—stronger, tougher, faster, and more skilled in combat. Your mindset changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +4 enhancement bonus to **Strength**, **Dexterity**, and **Constitution**, a +4 natural armor bonus to AC, a +5 competence bonus on **Fortitude** saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

Level Sor6, Wiz6

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Banishment
Abjuration

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

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane and back to its proper plane if it fails a **Will** save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), and the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

Level Cle6, Sor7, Wiz7

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Sequester
Abjuration

Casting Time: 1 standard action
Components: V, S, M (a basilisk eyelash and gum arabic)
Range: touch
Target: one willing creature or object (up to a 2-ft cube/level) touched
Duration: 1 day/level (D)
Saving Throw: none or Will negates (object)
Spell Resistance: no or yes (object)

When cast, this spell prevents divination spells from detecting or locating the target and also renders the affected target **invisible** (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell ends.

Note: The **Will** save prevents an attended or magical object from being *sequestered*. There is no save to see the *sequestered* creature or object or to detect it with a divination spell.

Level Sor7, Wiz7

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Spell Turning
Abjuration

Casting Time: 1 standard action
Components: V, S, M/DF (a small silver mirror)
Range: personal
Target: you
Duration: until expended or 10 min/level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell turning* also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of *spell turning* you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created. Roll randomly to determine the result.

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

Level Sor7, Wiz7

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Instant Summons
Conjuration (summoning)

Casting Time: 1 standard action
Components: V, S, M (sapphire worth at least 1,000gp)
Range: see text
Target: one object weighing 10 lbs or less whose longest dimension is 6 ft or less
Duration: permanent until discharged
Saving Throw: none
Spell Resistance: no

You call some nonliving item directly to your hand from virtually any location.

First, you must place your *arcane mark* on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

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

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

Level Sor7, Wiz7

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Mage's Magnificent Mansion
Conjuration (creation)

Casting Time: 1 standard action
Components: V, S, F (a miniature ivory door, a piece of polished marble, and a silver spoon, each worth 5gp)
Range: close (25 ft + 5 ft/2levels)
Effect: extradimensional mansion, up to three 10ft cubes/level (S)
Duration: 2 hours/level (D)
Saving Throw: none
Spell Resistance: no

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made **invisible** behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Level Sor7, Wiz7

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Phase Door
Conjuration (creation)

Casting Time: 1 standard action
Components: V
Range: touch
Effect: ethereal 5 ft by 8 ft opening, 10 ft deep + 5 ft deep per 3 levels
Duration: one usage per two levels
Saving Throw: none
Spell Resistance: no

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *phase door* and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* or similar magic reveals the presence of a *phase door* but does not allow its use.

A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

You can allow other creatures to use the *phase door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

Phase door can be made permanent with a *permanency* spell.

Level Sor7, Wiz7

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Plane Shift
Conjuration (teleportation)

V
S
F

Casting Time: 1 standard action
Components: V, S, F (a forked metal rod attuned to the plane of travel)
Range: touch
Target: creature touched, or up to eight willing creatures joining hands
Duration: instantaneous
Saving Throw: Will negates
Spell Resistance: yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. *Plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting *plane shift* again).

Level Cle5, Sor7, Wiz7

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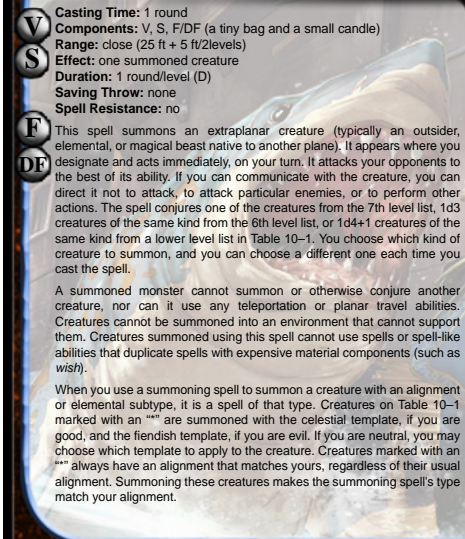

Summon Monster VII
Conjuration (summoning) [see text]

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 7th level list, 1d3 creatures of the same kind from the 6th 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 Cle7, Sor7, Wiz7

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Greater Teleport
Conjuration (teleportation)

V

Casting Time: 1 standard action
Components: V
Range: personal and touch
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)

This spell instantly transports a creature to the designated destination. There is no range limit and no chance of arriving off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Level Sor7, Wiz7

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Greater Arcane Sight
Divination

V
S

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

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *greater arcane sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. If the items or creatures bearing the auras are in line of sight, you automatically know which spells or magical effects are active.

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

As with *detect magic*, you can use this spell to identify the properties of magic items, but not artifacts.

Greater arcane sight cannot be made permanent with a *permanency* spell.

Level Sor7, Wiz7

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Vision
Divination

V
S
M
F

Casting Time: 1 standard action
Components: V, S, M (incense worth 250gp), F (four pieces of ivory worth 50gp each)
Range: personal
Target: you
Duration: see text

You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 + 1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague. After this spell is complete, you are **fatigued**.
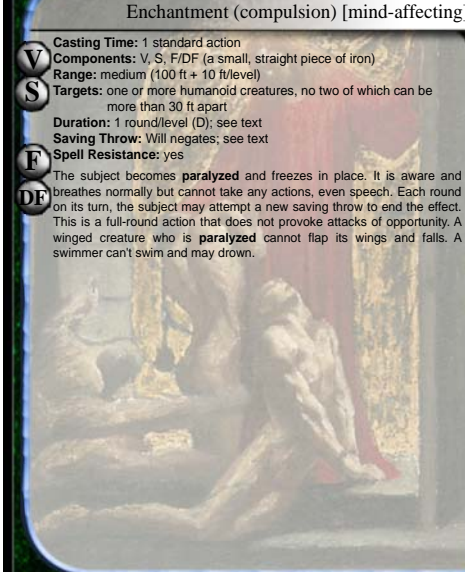
Level Sor7, Wiz7

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Mass Hold Person
Enchantment (compulsion) [mind-affecting]

V
S
F
DF

Casting Time: 1 standard action
Components: V, S, F/DF (a small, straight piece of iron)
Range: medium (100 ft + 10 ft/level)
Targets: one or more humanoid creatures, no two of which can be more than 30 ft apart
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 Sor7, Wiz7

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Insanity
Enchantment (compulsion) [mind-affecting]

V
S

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Target: one living creature
Duration: instantaneous
Saving Throw: Will negates
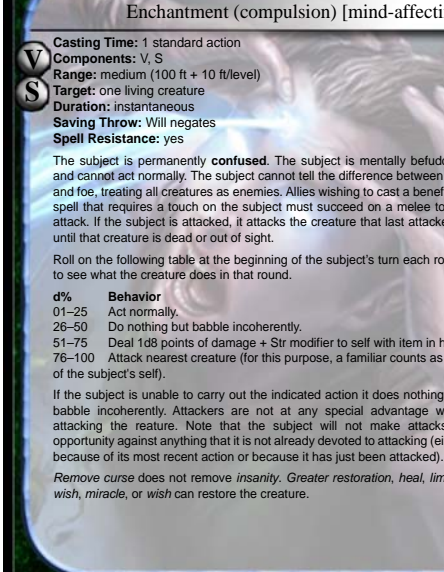**Spell Resistance:** yes

The subject is permanently **confused**. The subject is mentally befuddled and cannot act normally. The subject cannot tell the difference between ally and foe, treating all creatures as enemies. Allies wishing to cast a beneficial spell that requires a touch on the subject must succeed on a melee touch attack. If the subject is attacked, it attacks the creature that last attacked it until that creature is dead or out of sight.

Roll on the following table at the beginning of the subject's turn each round to see what the creature 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).

If the subject is unable to carry out the indicated action it does nothing but babble incoherently. Attackers are not at any special advantage when attacking the creature. Note that the subject will not make attacks of opportunity against anything that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Remove curse does not remove *insanity*. *Greater restoration, heal, limited wish, miracle*, or *wish* can restore the creature.

Level Sor7, Wiz7

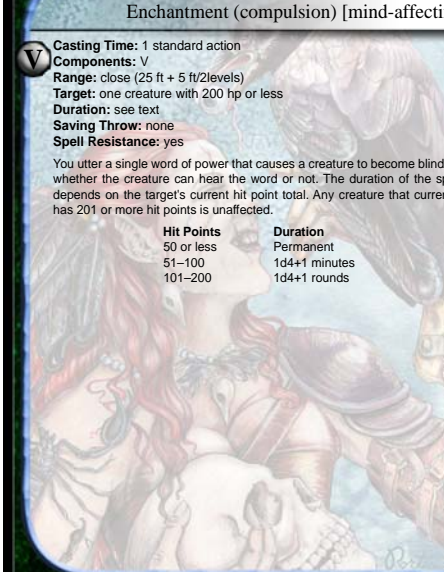Caedwyr Publishing OGL1.0a Illustration © 2009 Dan Scott www.danscottart.com

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Power Word Blind
Enchantment (compulsion) [mind-affecting]

V

Casting Time: 1 standard action
Components: V
Range: close (25 ft + 5 ft/2levels)
Target: one creature with 200 hp or less
Duration: see text
Saving Throw: none
Spell Resistance: yes

You utter a single word of power that causes a creature to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

Level Sor7, Wiz7

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Forcecage
Evocation [force]

V
S
M

Casting Time: 1 standard action
Components: V, S, M (ruby dust worth 500gp)
Range: close (25 ft + 5 ft/2levels)
Area: barred cage (20-ft cube) or windowless cell (10-ft cube)
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: no

This spell creates an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force*, a *forcecage* resists *dispel magic*, although a *mage's disjunction* still functions. The walls of a *forcecage* can be damaged by spells as normal, except for *disintegrate*, which automatically destroys it. The walls of a *forcecage* can be damaged by weapons and supernatural abilities, but they have a Hardness of 30 and a number of hit points equal to 20 per caster level. Contact with a *sphere of annihilation* or *rod of cancellation* instantly destroys a *forcecage*.

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined within the barred cage. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

Level Sor7, Wiz7

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Mage's Sword
Evocation [force]

V
S
F

Casting Time: 1 standard action
Components: V, S, F (a miniature platinum sword worth 250gp)
Range: close (25 ft + 5 ft/2levels)
Effect: one sword
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: yes

This spell brings into being a shimmering, sword-like plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your **Intelligence** bonus or your **Charisma** bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and **incorporeal** creatures. It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of ×2.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, goes out of your sight, or you are not directing it, it returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time *mage's sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

Level Sor7, Wiz7

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Prismatic Spray
Evocation

V
S

Casting Time: 1 standard action
Components: V, S
Range: 60 ft
Area: cone-shaped burst
Duration: instantaneous
Saving Throw: see text
Spell Resistance: yes

This spell causes seven shimmering, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (**Reflex** half)
2	Orange	40 points acid damage (**Reflex** half)
3	Yellow	80 points electricity damage (**Reflex** half)
4	Green	Poison (Frequency 1/rd. for 6 rd.; Init. effect death; Sec. effect 1 **Con**./rd.; Cure 2 consecutive **Fortitude** saves)*
5	Blue	*Flesh to stone* (**Fortitude** negates)
6	Indigo	Insane, as *insanity* spell (**Will** negates)
7	Violet	Sent to another plane (**Will** negates)
8	Struck by two rays	Roll twice more, ignoring any "8" results

* See poisons.

Level Sor7, Wiz7

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Project Image
Illusion (shadow)

V
S
M

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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Simulacrum
Illusion (shadow)

V
S
M

Casting Time: 12 hours
Components: V, S, M (ice sculpture of the target plus powdered rubies worth 500 gp per HD of the simulacrum)
Range: 0 ft
Effect: one duplicate creature
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only half of the real creature's levels or HD (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You can't create a *simulacrum* of a creature whose HD or levels exceed twice your caster level. You must make a **Disguise** check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful **Perception** check (opposed by the caster's **Disguise** check) or a DC 20 **Sense Motive** check.

At all times, the *simulacrum* remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A *simulacrum* has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a *simulacrum*.

Level Sor7, Wiz7

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Control Undead
Necromancy

V
S
M

Casting Time: 1 standard action
Components: V, S, M (a piece of bone and a piece of raw meat)
Range: close (25 ft + 5 ft/2levels)
Targets: up to 2 HD/level of undead creatures, no two of which can be more than 30 ft apart
Duration: 1 min/level
Saving Throw: Will negates
Spell Resistance: yes

This spell enables you to control undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Intelligent undead creatures remember that you controlled them, and they may seek revenge after the spell's effects end.

Level Sor7, Wiz7

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Finger of Death
Necromancy [death]

V
S

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

This spell instantly delivers 10 points of damage per caster level. If the target's **Fortitude** saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

Level Dru8, Sor7, Wiz7

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Waves of Exhaustion
Necromancy

V
S

Casting Time: 1 standard action
Components: V, S
Range: 60 ft
Area: cone-shaped burst
Duration: instantaneous
Saving Throw: no
Spell Resistance: yes

Waves of negative energy cause all living creatures in the spell's area to become **exhausted**. This spell has no effect on a creature that is already **exhausted**.

Level Sor7, Wiz7

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Control Weather
Transmutation

Casting Time: 10 minutes; see text
Components: V, S
Range: 2 miles
Area: 2 mile radius circle, centered on you; see text
Duration: 4d12 hours; see text
Saving Throw: none
Spell Resistance: no

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather — where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

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

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Level Cle7, Dru7, Sor7, Wiz7

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Elemental Body IV
Transmutation (polymorph)

Casting Time: 1 standard action
Components: V, S, M (the element you plan to assume)
Range: personal
Target: you
Duration: 1 min/level (D)

When you cast this spell, you can assume the form of a Small to Huge air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form and gain DR 5/—.

Air elemental: If the form you take is that of an air elemental, you gain a +4 size bonus to your **Strength**, +6 size bonus to your **Dexterity** and a +4 natural armor bonus. You also gain fly 120 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of an earth elemental, you gain a +8 size bonus to your **Strength**, a -2 penalty on your **Dexterity**, a +4 size bonus to your **Constitution**, and a +6 natural armor bonus. You also gain darkvision 60 feet, the push ability, and the ability to earth glide.

Fire elemental: If the form you take is that of a fire elemental, you gain a +6 size bonus to your **Dexterity**, a +4 size bonus to your **Constitution**, and a +4 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a water elemental, you gain a +4 size bonus to your **Strength**, a -2 penalty on your **Dexterity**, a +8 size bonus to your **Constitution** and a +6 natural armor bonus. You also gain swim 120 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Level Sor7, Wiz7

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Ethereal Jaunt
Transmutation

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

You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Level Cle7, Sor7, Wiz7

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Form of the Dragon II
Transmutation (polymorph)

Casting Time: 1 standard action
Components: V, S, M (a scale of the dragon type you plan to assume)
Range: personal
Target: you
Duration: 1min/level (D)
Saving Throw: see below
Spell Resistance: no

You become a Medium to Large chromatic or metallic dragon. You gain the following abilities: a +6 size bonus to **Strength**, a +4 size bonus to **Constitution**, a +6 natural armor bonus, fly 90 feet (poor), darkvision 60 feet, a breath weapon, DR 5/magic, and resistance to one element as per the chosen dragon form. You also gain one bite (2d6), two claws (1d8), two wing attacks (1d6), and one tail slap attack (1d8). You can only use the breath weapon twice per casting of this spell, and you must wait 1d4 rounds between uses. All breath weapons deal 8d8 points of damage and allow a **Reflex** save for half damage.

Black dragon: 80-foot line of acid, resist acid 20, swim 60 feet
Blue dragon: 80-foot line of electricity, resist electricity 20, burrow 20 feet
Green dragon: 40-foot cone of acid, resist acid 20, swim 40 feet
Red dragon: 40-foot cone of fire, resist fire 30, vulnerability to cold
White dragon: 40-foot cone of cold, resist cold 20, swim 60 feet, vulnerability to fire
Brass dragon: 80-foot line of fire, resist fire 20, burrow 30 feet, vulnerability to cold
Bronze dragon: 80-foot line of electricity, resist electricity 20, swim 60 feet
Copper dragon: 80-foot line of acid, resist acid 20, spider climb (always active)
Gold dragon: 40-foot cone of fire, resist fire 20, swim 60 feet
Silver dragon: 40-foot cone of cold, resist cold 30, vulnerability to fire

Level Sor7, Wiz7

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Giant Form I
Transmutation (polymorph)

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 Large humanoid creature of the giant subtype. Once you assume your new form, you gain the following abilities: a +6 size bonus to **Strength**, a −2 penalty to **Dexterity**, a +4 size bonus to **Constitution**, a +4 natural armor bonus, and low-light vision. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, rend (2d6 damage), regeneration 5, rock catching, and rock throwing (range 60 feet, 2d6 damage). If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Level Sor7, Wiz7

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Plant Shape III
Transmutation (polymorph)

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 to Huge creature of the plant type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, constrict, grab, poison, DR, trample, and regeneration 5. If the form you assume does not possess the ability to move, your speed is reduced to 5 feet and you lose all other forms of movement. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Small plant: If the form you take is that of a Small plant, you gain a +2 size bonus to your **Strength** and a +2 natural armor bonus.

Medium plant: If the form you take is that of a Medium plant, you gain a +2 size bonus to your **Strength**, a +2 enhancement bonus to your **Constitution**, and a +2 natural armor bonus.

Large plant: If the form you take is that of a Large plant, you gain a +4 size bonus to your **Strength**, a +2 size bonus to your **Constitution**, and a +4 natural armor bonus.

Huge plant: If the form you take is that of a Huge plant, you gain a +8 size bonus to your **Strength**, a −2 penalty to your **Dexterity**, a +4 size bonus to your **Constitution**, and a +6 natural armor bonus.

Level Sor7, Wiz7

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Greater Polymorph
Transmutation (polymorph)

Casting Time: 1 standard action
Components: V, S, M (a piece of the creature whose form you choose)
Range: touch
Target: living creature touched
Duration: 1 min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

This spell transforms a willing creature into an animal, dragon, elemental, humanoid, or plant creature of your choosing; the spell has no effect on unwilling creatures, nor can the creature being targeted by this spell influence the new form assumed (apart from conveying its wishes, if any, to you verbally).

If you use this spell to cause the target to take on the form of an animal or magical beast, the spell functions as *beast shape IV*. If the form is that of a dragon, the spell functions as *form of the dragon I*. If the form is that of an elemental, the spell functions as *elemental body III*. If the form is that of a humanoid, the spell functions as *alter self*. If the form is that of a plant, the spell functions as *plant shape II*. The subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject.

Level Sor7, Wiz7

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Reverse Gravity
Transmutation

Casting Time: 1 standard action
Components: V, S, M/DF (lodestone and iron filings)
Range: medium (100 ft + 10 ft/level)
Area: up to one 10-ft cube/level (S)
Duration: 1 round/level (D)
Saving Throw: none; see text
Spell Resistance: no

This spell reverses gravity in an area, causing unattached objects and creatures in the area to fall upward and reach the top of the area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a **Reflex** save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Level Dru8, Sor7, Wiz7

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Statue
Transmutation

Casting Time: 1 round
Components: V, S, M (lime, sand, and a drop of water stirred by an iron pike)
Range: touch
Target: creature touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a *statue* spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires as long as the spell duration is in effect.

Level Sor7, Wiz7

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Limited Wish
Universal

Casting Time: 1 standard action
Components: V, S, M (diamond worth 1,500gp)
Range: see text
Target, Effect, Area: see text
Duration: see text
Saving Throw: none, see text
Spell Resistance: yes

A *limited wish* lets you create nearly any type of effect. For example, a *limited wish* can do any of the following things.

* Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell does not belong to one of your opposition schools.
* Duplicate any non-sorcerer/wizard spell of 5th level or lower, provided the spell does not belong to one of your opposition schools.
* Duplicate any sorcerer/wizard spell of 5th level or lower, even if it belongs to one of your opposition schools.
* Duplicate any non-sorcerer/wizard spell of 4th level or lower, even if it belongs to one of your opposition schools.
* Undo the harmful effects of many spells, such as or insanity.
* Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 7th-level spell. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component (in addition to the 1,500 gp diamond component for this spell).

Level Sor7, Wiz7

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Dimensional Lock
Abjuration

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Area: 20-ft radius emanation centered on a point in space
Duration: 1day/level
Saving Throw: none
Spell Resistance: yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport,* and similar spell-like abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Level Cle8, Sor8, Wiz8

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Mind Blank
Abjuration

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

The subject is protected from all devices and spells that gather information about the target through divination magic (such as *detect evil, locate creature, scry,* and *see invisible*). This spell also grants a +8 resistance bonus on saving throws against all mind-affecting spells and effects. *Mind blank* even foils *limited wish, miracle,* and *wish* spells when they are used in such a way as to gain information about the target. In the case of scrying that scans an area the creature is in, such as *arcane eye,* the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Level Sor8, Wiz8

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Protection from Spells
Abjuration

Casting Time: 1 standard action
Components: V, S, M (diamond worth 500 gp), F (One 1,000 gp diamond per target. Each subject must carry the gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.)
Range: touch
Targets: up to one creature touched per four levels
Duration: 10 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Level Sor8, Wiz8

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Incendiary Cloud
Conjuration (creation) [fire]

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Area: cloud spreads in 20-ft radius, 20 ft high
Duration: 1 round/level (D)
Saving Throw: Reflex half; see text
Spell Resistance: no

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). In addition, the white-hot embers within the cloud deal 6d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

The smoke moves away from you at 10 feet per round, rolling along the surface of the ground.. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

Because the fumes are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. The fumes cannot penetrate liquids, nor can it be cast underwater. A moderate wind (11+ mph) disperses the *incendiary cloud* in 4 rounds; a strong wind (21+ mph) disperses the cloud in 1 round.

Level Sor8, Wiz8

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Maze
Conjuration (teleportation)

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Target: one creature
Duration: see text
Saving Throw: none
Spell Resistance: yes

You banish the subject into an extradimensional labyrinth. Each round on its turn, it may attempt a DC 20 **Intelligence** check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, freeing the subject.

On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door,* do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Level Sor8, Wiz8

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Summon Monster VIII
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 8th level list, 1d3 creatures of the same kind from the 7th 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 Cle8, Sor8, Wiz8

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Trap the Soul
Conjuration (summoning)

Casting Time: 1 standard action or see text
Components: V, S, M (gem worth 1,000 gp per HD of the trapped creature)
Range: close (25 ft + 5 ft/2levels)
Target: one creature
Duration: permanent; see text
Saving Throw: see text
Spell Resistance: yes; see text

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane, it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a **Will** save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

Level Sor8, Wiz8

Discern Location
Divination

Casting Time: 10 minutes
Components: V, S, DF
Range: unlimited
Effect: one creature or object
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

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

Level Cle8, Sor8, Wiz8

Moment of Prescience
Divination

Casting Time: 1 standard action
Components: V, S
Range: personal
Target: you
Duration: 1 hour/level or until discharged

This spell grants you a sixth sense. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the *moment of prescience* before you make the roll it is to modify. Once used, the spell ends. You can't have more than one *moment of prescience* active on you at the same time.

Level Sor8, Wiz8

Antipathy
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 hour
Components: V, S, M/DF (a lump of alum soaked in vinegar)
Range: close (25 ft + 5 ft/2levels)
Target: one location (up to a 10-ft cube/level) or one object
Duration: 2 hours/level (D)
Saving Throw: Will partial
Spell Resistance: yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's **Dexterity** score by 4 points.

Antipathy counters and dispels *sympathy*.

Level Dru9, Sor8, Wiz8

Mass Charm Monster
Enchantment (charm) [mind-affecting]

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

Demand
Enchantment (compulsion) [mind-affecting]

Casting Time: 10 minutes
Components: V, S, M/DF (fine copper wire)
Range: see text
Target: one creature
Duration: 1 round; see text
Saving Throw: Will partial
Spell Resistance: yes

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. Your message can influence the actions of the target creature by suggesting a course of activity, which the subject does its best to carry out. The *suggestion* must be worded in such a manner as to make the activity sound reasonable. A successful **Will** save negates the *suggestion* effect but not the contact itself. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. A very reasonable *suggestion* causes the save to be made with a penalty (such as –1 or –2). The *demand*'s message to the creature must be 25 words or less, including the *suggestion*.

The subject recognizes you if it knows you. The *demand*, if received, is understood even if the subject's **Intelligence** score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* is ineffective. The creature can also give a short reply immediately.

The suggested course of activity can continue for the entire duration of the spell. 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.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the demand does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Level Sor8, Wiz8

Irresistibile Dance
Enchantment (compulsion) [mind-affecting]

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

Power Word Stun
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V
Range: close (25 ft + 5 ft/2levels)
Target: one creature with 150 hp or less
Duration: see text
Saving Throw: none
Spell Resistance: yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word stun*.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

Level Sor8, Wiz8

Sympathy
Enchantment (compulsion) [mind-affecting]

V
Casting Time: 1 hour
Components: V, S, M (a drop of honey and crushed pearls worth 1500 gp)
S
Range: close (25 ft + 5 ft/level)
Target: one location (up to a 10-ft cube/level) or one object
M
Duration: 2 hours/level (D)
Saving Throw: Will negates; see text
Spell Resistance: yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 × 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

Level Dru9, Sor8, Wiz8

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Polar Ray
Evocation [cold]

V
Casting Time: 1 standard action
Components: V, S, F (a white ceramic cone or prism)
S
Range: medium (100 ft + 10 ft/level)
Effect: ray
Duration: instantaneous
Saving Throw: none
Spell Resistance: yes
F

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6) and 1d4 points of **Dexterity** drain.

Level Sor8, Wiz8

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Greater Shout
Evocation [sonic]

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

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 negate 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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Sunburst
Evocation [light]

V
Casting Time: 1 standard action
Components: V, S, M/DF (a sunstone and fire source)
S
Range: long (400 ft + 40 ft/level)
Area: 80-ft radius burst
Duration: instantaneous
Saving Throw: Reflex partial; see text
Spell Resistance: yes
M

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are **blinded** and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful **Reflex** save negates the blindness and reduces the damage by half.
DF

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a **Reflex** save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

Level Dru8, Sor8, Wiz8

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Telekinetic Sphere
Evocation [force]

V
Casting Time: 1 standard action
Components: V, S, M (a crystal sphere and a pair of small magnets)
Range: close (25 ft + 5 ft/2levels)
Effect: 1-ft diameter/level sphere, centered around creatures or objects
S
Duration: 1 min/level (D)
Saving Throw: Reflex negates (object)
M
Spell Resistance: yes (object)

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere functions as a *wall of force*, except that it can be negated by *dispel magic*. A subject inside the sphere can breathe normally. The sphere cannot be physically moved either by people outside it or by the struggles of those within.

The creatures or objects caught inside the globe created by the spell are made nearly weightless. Anything contained within a *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move the sphere, along with the objects and creatures it contains that weigh a total of 5,000 pounds or less, by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface. You can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

Level Sor8, Wiz8

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Scintillating Pattern
Illusion (pattern) [mind-affecting]

V
Casting Time: 1 standard action
Components: V, S, M (a crystal prism)
Range: close (25ft + 5 ft/2levels)
Effect: colourful lights in a 20-ft radius spread
S
Duration: concentration + 2 rounds
Saving Throw: none
M
Spell Resistance: yes

A twisting pattern of coruscating colors weaves through the air, affecting creatures within. The spell affects a total number of HD of creatures equal to your caster level (maximum 20). 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. The spell affects each subject according to its HD.

6 or less: **Unconscious** for 1d4 rounds, then **stunned** for 1d4 rounds, and then **confused** for 1d4 rounds. (Treat an **unconscious** result as **stunned** for nonliving creatures.)

7 to 12: **Stunned** for 1d4 rounds, then **confused** for an additional 1d4 rounds.

13 or more: **Confused** for 1d4 rounds.

Sightless creatures are not affected by *scintillating pattern*.

Level Sor8, Wiz8

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Screen
Illusion (glamer)

V
Casting Time: 10 minutes
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Area: 30-ft cube/level (S)
S
Duration: 24 hours
Saving Throw: none or Will disbelief (if interacted with); see text
Spell Resistance: no

This spell creates a powerful protection from scrying and observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Level Sor8, Wiz8

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Greater Shadow Evocation
Illusion (shadow)

V
Casting Time: 1 standard action
Components: V, S
Range: see text
Effect: see text
S
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 7th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a **Will** save. Each disbelieving creature takes only three-fifths damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is three-fifths as strong (if applicable) or only 60% likely to occur. If recognized as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) 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 *greater shadow evocation*'s level (8th) 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 Sor8, Wiz8

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Clone
Necromancy

Casting Time: 10 minutes
Components: V, S, M (laboratory supplies worth 1,000gp), F (special laboratory equipment costing 500 gp)
Range: 0 ft
Effect: one clone
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

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

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

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical to the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including its gaining of two permanent **negative levels**, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of **Constitution** drain instead (if this would reduce its **Con** to 0 or less, it can't be cloned). If the original creature gained permanent **negative levels** since the flesh sample was taken, the clone gains these **negative levels** as well.

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

Level Sor8, Wiz8

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Create Greater Undead
Necromancy [evil]

Casting Time: 1 hour
Components: V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50gp per HD of the undead to be created)
Range: close (25 ft + 5 ft/2levels)
Target: one corpse
Duration: instantaneous
Saving Throw: none
Spell Resistance: no

A much more potent spell than *animate dead*, this evil spell allows you to infuse a dead body with negative energy to create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead you can create are based on your caster level, as shown on the table below.

Caster Level	Undead Created
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

Level Cle8, Sor8, Wiz8

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Horrid Wilting
Necromancy

Casting Time: 1 standard action
Components: V, S, M/DF (a bit of sponge)
Range: long (400 ft + 40 ft/level)
Targets: living creatures, no two of which can be more than 60 ft apart
Duration: instantaneous
Saving Throw: Fortitude half
Spell Resistance: yes

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

Level Sor8, Wiz8

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Form of the Dragon III
Transmutation (polymorph)

Casting Time: 1 standard action
Components: V, S, M (a scale of the dragon type you plan to assume)
Range: personal
Target: you
Duration: 1min/level (D)
Saving Throw: see below
Spell Resistance: no

You become a Medium to Huge chromatic or metallic dragon. You gain the following abilities: a +10 size bonus to **Strength**, a +8 bonus to **Constitution**, a +8 natural armor bonus, fly 120 feet (poor), blindsense 60 feet, darkvision 120 feet, a breath weapon, DR 10/magic, frightful presence (DC equal to the DC for this spell), and immunity to one element as per the chosen dragon form. You also gain one bite (2d8), two claws (2d6), two wing attacks (1d8), and one tail slap attack (2d6). You can use the breath weapon as often as you like, but you must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage and allow a **Reflex** save for half damage.

Black dragon: 100-foot line of acid, immunity to acid, swim 60 feet
Blue dragon: 100-foot line of electricity, immunity to electricity, burrow 20 feet
Green dragon: 50-foot cone of acid, immunity to acid, swim 40 feet
Red dragon: 50-foot cone of fire, immunity to fire, vulnerability to cold
White dragon: 50-foot cone of cold, immunity to cold, swim 60 feet, vulnerability to fire
Brass dragon: 100-foot line of fire, immunity to fire, burrow 30 feet, vulnerability to cold
Bronze dragon: 100-foot line of electricity, immunity to electricity, swim 60 feet
Copper dragon: 100-foot line of acid, immunity to acid, *spider climb* (always active)
Gold dragon: 50-foot cone of fire, immunity to fire, swim 60 feet
Silver dragon: 50-foot cone of cold, immunity to cold, vulnerability to fire

Level Sor8, Wiz8

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Giant Form II
Transmutation (polymorph)

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 Large to Huge creature of the giant type in addition to humanoid creatures of the giant subtype. Once you assume your new form, you gain the following abilities: a +8 size bonus to **Strength**, a –2 penalty to **Dexterity**, a +6 size bonus to **Constitution**, a +6 natural armor bonus, low-light vision, and a +10 foot enhancement bonus to your speed. If the form you assume has any of the following abilities, you gain the listed ability: swim 60 feet, darkvision 60 feet, rend (2d8 damage), regeneration 5, rock catching, and rock throwing (range 120 feet, 2d10 damage). If the creature has immunity or resistance to any elements, you gain that resistance or immunity. If the creature has vulnerability to an element, you gain that vulnerability.

Level Sor8, Wiz8

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Iron Body
Transmutation

Casting Time: 1 standard action
Components: V, S, M/DF (a piece of iron from an iron golem, a hero's armor, or a war machine)
Range: personal
Target: you
Duration: 1 min/level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your **Strength** score, but you take a –6 penalty to **Dexterity** as well (to a minimum **Dexterity** score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 35% and a –6 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 10, causing you to sink in water like a stone. However, you could survive the lack of air at the bottom of the ocean—at least until the spell duration expires.

Level Sor8, Wiz8

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Temporal Stasis
Transmutation

Casting Time: 1 standard action
Components: V, S, M (powdered diamond, emerald, ruby, and sapphire dust worth 5,000 gp total)
Range: touch
Target: creature touched
Duration: permanent
Saving Throw: Fortitude negates
Spell Resistance: yes

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow, and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

Level Sor8, Wiz8

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Freedom
Abjuration

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

The subject is freed from spells and effects that restrict movement, including *binding*, *entangle*, grappling, *imprisonment*, *maze*, paralysis, petrification, pinning, *sleep*, *slow*, stunning, *temporal stasis*, and *web*. To free a creature from *imprisonment* or *maze*, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the *maze*.

Level Sor9, Wiz9

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Imprisonment
Abjuration

V **S**

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

When you cast *imprisonment* and touch a creature, it is entombed in a state of suspended animation in a small sphere far beneath the surface of the ground. For the creature, time ceases to flow, and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. The subject remains there unless a *freedom* spell is cast at the locale where the *imprisonment* took place. Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a –4 penalty on its save.

Level Sor9, Wiz9

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Mage's Disjunction
Abjuration

V

Casting Time: 1 standard action
Components: V
Range: close (25 ft + 5 ft/2levels)
Area: all magical effects and magic items within a 40-ft radius burst, or one magic item (see text)
Duration: 1 min/level
Saving Throw: Will negates (object)
Spell Resistance: no

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are unraveled and destroyed completely (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful **Will** save or be turned into a normal item for the duration of this spell. An item in a creature's possession uses its own **Will** save bonus or its possessor's **Will** save bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed.

You also have a 1% chance per caster level of destroying an *antimagic field*. If the *antimagic field* survives the disjunction, no items within it are disjoined.

You can also use this spell to target a single item. The item gets a **Will** save at a –5 penalty to avoid being permanently destroyed. Even artifacts are subject to *mage's disjunction*, though there is only a 1% chance per caster level of actually affecting such powerful items. If successful, the artifact's power unravels, and it is destroyed (with no save). If an artifact is destroyed, you must make a DC 25 **Will** save or permanently lose all spellcasting abilities. These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Level Sor9, Wiz9

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Refuge
Conjuration (teleportation)

V **S** **M**

Casting Time: 1 standard action
Components: V, S, M (a prepared object worth 1,500gp)
Range: touch
Target: object touched
Duration: permanent until discharged
Saving Throw: none
Spell Resistance: no

When you cast this spell, you create powerful magic in a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is so enhanced, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar or animal companion that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the *refuge* spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Level Cle7, Sor9, Wiz9

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Summon Monster IX
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 9th level list, 1d3 creatures of the same kind from the 8th 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 Cle9, Sor9, Wiz9

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Teleportation Circle
Conjuration (teleportation)

V **M**

Casting Time: 10 minutes
Components: V, M (amber dust to cover circle worth 1,000gp)
Range: 0 ft
Effect: 5-ft radius circle that teleports those who activate it
Duration: 10 min/level (D)
Saving Throw: none
Spell Resistance: yes

You create a circle on the floor or other horizontal surface that teleports, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

This spell instantly transports a creature to the designated destination. There is no range limit and no chance of arriving off target. You need not have seen the destination, but in that case you must have at least a reliable description of the place to which the *teleportation circle* is transmitting. If you attempt to teleport with insufficient information (or with misleading information), the teleportee disappears and simply reappears in its original location.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation circle can be made permanent with a *permanency* spell. A permanent *teleportation circle* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Magic traps such as *teleportation circle* are hard to detect and disable. A character with the trapfinding class feature can use the **Perception** skill to find a *teleportation circle* and **Disable Device** to disarm the magic trap. The DC in each case is 25 + spell level, or 34 in the case of *teleportation circle*.

Level Sor9, Wiz9

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Foresight
Divination

V **S** **DF**

Casting Time: 1 standard action
Components: V, S, M/DF (a hummingbird's feather)
Range: personal or touch
Target: see text
Duration: 10 min/level
Saving Throw: none or Will negates (harmless)
Spell Resistance: no or yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or **flat-footed**. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on **Reflex** saves. This insight bonus is lost whenever you would lose a **Dexterity** bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and **Reflex** saves.

Level Dru9, Sor9, Wiz9

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Mass Hold Monster
Enchantment (compulsion) [mind-affecting]

V **S** **M**

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)
Targets: one or more creatures, no two of which can be more than 30 ft apart
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 Sor9, Wiz9

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Power Word Kill
Enchantment (compulsion) [death, mind-affecting]

V

Casting Time: 1 standard action
Components: V
Range: close (25 ft + 5 ft/2levels)
Target: one living creature with 100 hp or less
Duration: instantaneous
Saving Throw: none
Spell Resistance: yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by *power word kill*.

Level Sor9, Wiz9

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Meteor Swarm
Evocation [fire]

Casting Time: 1 standard action
Components: V, S
Range: long (400 ft + 40 ft/level)
Area: four 40-ft radius spreads, see text
Duration: instantaneous
Saving Throw: none or Reflex half, see text
Spell Resistance: yes

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by a sphere takes 2d6 points of bludgeoning damage (no save) and takes a –4 penalty on the saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one sphere at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. Despite stemming from separate spheres, all of the fire damage is added together after the saves have been made, and fire resistance is applied only once.

Level Sor9, Wiz9

Weird
Illusion (phantasm) [fear, mind-affecting]

Casting Time: 1 standard action
Components: V, S
Range: medium (100 ft + 10 ft/level)
Targets: any number of creatures, no two of which can be more than 30 ft apart
Duration: instantaneous
Saving Throw: Will disbelief, then Fortitude partial; see text
Spell Resistance: yes

You create a phantasmal image of the most fearsome creature imaginable to each subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasm. You see only a vague shape. The target first gets a **Will** save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a **Fortitude** save or die from fear. Even if the **Fortitude** save is successful, the subject takes 3d6 points of damage and is **stunned** for 1 round. The subject also takes 1d4 points of **Strength** damage.

If a subject of a *phantasmal killer* attack from the *weird* spell succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the phantasm can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Level Sor9, Wiz9

Energy Drain
Necromancy

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Effect: ray of negative energy
Duration: instantaneous
Saving Throw: none
Spell Resistance: yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 2d4 temporary **negative levels**. **Negative levels** stack. Twenty-four hours after gaining them, the subject must make a **Fortitude** saving throw (DC = energy drain spell's save DC) for each **negative level**. If the save succeeds, that **negative level** is removed. If it fails, that **negative level** becomes permanent.

For each **negative level** a creature has, it takes a cumulative –1 penalty on all ability checks, attack rolls, combat maneuver checks, **Combat Maneuver Defense**, saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each **negative level** it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting) for each **negative level** possessed. Spellcasters do not lose any prepared spells or slots as a result of **negative levels**. If a creature's **negative levels** equal or exceed its total Hit Dice, it dies.

An undead creature struck by the ray gains 2d4 × 5 temporary hit points for 1 hour.

Level Cle9, Sor9, Wiz9

Soul Bind
Necromancy

Casting Time: 1 standard action
Components: V, S, F (see text)
Range: close (25 ft + 5 ft/2levels)
Target: corpse
Duration: permanent
Saving Throw: Will negates
Spell Resistance: no

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *clone, raise dead, reincarnation, resurrection, true resurrection,* or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

The focus for this spell is a black sapphire of at least 1,000 gp value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or HD as such, the value of the gem needed to trap an individual can be researched.)

Level Cle9, Sor9, Wiz9

Wail of the Banshee
Necromancy [death, sonic]

Casting Time: 1 standard action
Components: V
Range: close (25 ft + 5 ft/2levels)
Target: one living creature/level within a 40-ft radius spread
Duration: instantaneous
Saving Throw: Fortitude negates
Spell Resistance: yes

When you cast this spell, you emit a terrible, soul-chilling scream that possibly kills creatures that hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of damage per caster level. Creatures closest to the point of origin are affected first.

Level Sor9, Wiz9

Etherealness
Transmutation

Casting Time: 1 standard action
Components: V, S
Range: touch; see text
Targets: you and one other touched creature per three levels
Duration: 1 min/level (D)
Spell Resistance: yes

You and other willing creatures joined by linked hands become ethereal, along with your equipment. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, all affected creatures on the Ethereal Plane return to material existence. Once ethereal, the subjects need not stay together.

An ethereal creature is **invisible**, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Level Cle9, Sor9, Wiz9

Shapechange
Transmutation (polymorph)

Casting Time: 1 standard action
Components: V, S, F (jade circlet worth 1500gp)
Range: personal
Target: you
Duration: 10 min/level (D)

This spell allows you to take the form of a wide variety of creatures. This spell can function as *alter self, beast form IV, elemental body IV, form of the dragon III, giant form II,* and *plant shape III* depending on what form you take. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action.

Level Dru9, Sor9, Wiz9

Time Stop
Transmutation

Casting Time: 1 standard action
Components: V
Range: personal
Target: you
Duration: 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *time stop* have their normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

Level Sor9, Wiz9

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.

Spell or Object	Faint	Detect Magic 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

Detect Undead
Divination

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

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are **stunned** for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If *detect undead* 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, as given on the table below.

HD	Strength	Lingering Aura Duration
1 or lower	Faint	1d6 rounds
2–4	Moderate	1d6 minutes
5–10	Strong	1d6 × 10 minutes
11 or higher	Overwhelming	1d6 days

Each round, you can turn to *detect undead* 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 Cle1, Pal1, Sor1, Wiz1

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.

Spell/Object	Faint	Aura Power 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

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, Pal3, Sor3, Wiz3

Magic Circle Against Chaos
Abjuration [lawful]

Casting Time: 1 standard action
Components: V, S, M/DF (a 3-ft diameter circle of powdered silver)
Range: touch
Area: 10-ft radius emanation from touched creature
Duration: 10 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: no; see text

All creatures within the area gain the effects of a *protection from chaos* spell, and chaotic summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from chaos*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against chaos* can be focused inward rather than outward. When focused inward, the spell binds a nonlawful called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from chaos* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 **Spellcraft** check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a **Charisma** check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from chaos* and vice versa.

Level Cle3, Pal3, Sor3, Wiz3

Magic Circle Against Evil
Abjuration [good]

Casting Time: 1 standard action
Components: V, S, M/DF (a 3-ft diameter circle of powdered silver)
Range: touch
Area: 10-ft radius emanation from touched creature
Duration: 10 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: no; see text

All creatures within the area gain the effects of a *protection from evil spell*, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 **Spellcraft** check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a **Charisma** check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from evil* and vice versa.

Level Cle3, Pal3, Sor3, Wiz3

Magic Circle Against Good
Abjuration [evil]

Casting Time: 1 standard action
Components: V, S, M/DF (a 3-ft diameter circle of powdered silver)
Range: touch
Area: 10-ft radius emanation from touched creature
Duration: 10 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: no; see text

All creatures within the area gain the effects of a *protection from good* spell, and good summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from good*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against good* can be focused inward rather than outward. When focused inward, the spell binds a nonevil called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from good* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 **Spellcraft** check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a **Charisma** check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from good* and vice versa.

Level Cle3, Sor3, Wiz3

Magic Circle Against Law
Abjuration [chaotic]

Casting Time: 1 standard action
Components: V, S, M/DF (a 3-ft diameter circle of powdered silver)
Range: touch
Area: 10-ft radius emanation from touched creature
Duration: 10 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: no; see text

All creatures within the area gain the effects of a *protection from law* spell, and lawful summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from law*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against law* can be focused inward rather than outward. When focused inward, the spell binds a nonchaotic called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from law* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 **Spellcraft** check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The anchor holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a **Charisma** check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protection from law* and vice versa.

Level Cle3, Pal3, Sor3, Wiz3

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

Blink
Transmutation

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

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

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

Lesser Planar Binding
Conjuration (calling) [see text]

Casting Time: 10 minutes
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Targets: one elemental or outsider with 6 HD or less
Duration: instantaneous
Saving Throw: Will negates
Spell Resistance: no and yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a **Will** saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful **Charisma** check (DC 15 + 1/2 your caster level + your **Charisma** modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle against evil*) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a **Charisma** check opposed by the creature's **Charisma** check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you ever roll a natural 1 on the **Charisma** check, the creature breaks free of the spell's effect and can escape or attack you.

Once the requested service is completed, the creature need only to inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free (with the same chance to resist as when it was trapped). Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Level Sor5, Wiz5

Teleport
Conjuration (teleportation)

Casting Time: 1 standard action
Components: V
Range: personal and touch
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)

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. 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 four Medium 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. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as *scrying*.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Level Sor5, Wiz5

Contact Other Plane
Divination

Casting Time: 10 minutes
Components: V
Range: personal
Target: you
Duration: concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two caster levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in **Intelligence** and **Charisma** due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

Avoid Int/Cha Decrease: You must succeed on an **Intelligence** check against this DC to avoid a decrease in **Intelligence** and **Charisma**. If the check fails, your **Intelligence** and **Charisma** scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose **Intelligence** and **Charisma**, the effect strikes as soon as the first question is asked, and no answer is received. If a successful contact is made, roll d% to determine the type of answer you gain.

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

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

Lie: The entity intentionally lies to you.

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

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

Level Sor5, Wiz5

Prying Eyes
Divination

Casting Time: 1 minute
Components: V, S, M (a handful of crystal marbles)
Range: 1 mile
Effect: 10 or more levitating eyes
Duration: 1 hour/level; see text (D)
Saving Throw: none
Spell Resistance: no

You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with a +20 bonus on **Fly** skill checks and a +16 bonus on **Stealth** skill checks. It has a **Perception** modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Level Sor5, Wiz5

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 the 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

Symbol of Sleep
Enchantment (compulsion) [mind-affecting]

Casting Time: 10 minutes
Components: V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000gp)
Range: 0 ft; see text
Effect: one symbol
Duration: see text
Saving Throw: Will negates
Spell Resistance: yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of sleep* causes all creatures of 10 HD or less within 60 feet of the *symbol* (treat as a burst) to fall into a catatonic slumber for 3d6x10 minutes. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by nonmagical means before this time expires. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol* offensively; for instance, a touch-triggered *symbol of sleep* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol's* effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol's* spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of sleep*. Destruction of the surface where a *symbol* is inscribed destroys the *symbol* but also triggers it. *Symbol of sleep* can be made permanent with a *permanency* spell. A permanent *symbol of sleep* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as *symbol of sleep* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of sleep* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of sleep*.

Level Cle5, Sor5, Wiz5

Nightmare

Illusion (phantasm) [mind-affecting, evil]

(V) (S)

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

Magic Jar

Necromancy

(V) (S) (F)

Casting Time: 1 standard action
Components: V, S, F (a gem or crystal worth at least 100 gp)
Range: medium (100 ft + 10 ft/level)
Target: one creature
Duration: 1 hour/level or until you return to your body
Saving Throw: Will negates; see text
Spell Resistance: yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.) You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a **Will** save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your **Intelligence**, **Wisdom**, **Charisma**, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its **Strength**, **Dexterity**, **Constitution**, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body. As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain. If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or the host's location.

Level Sor5, Wiz5

Symbol of Pain
Necromancy [evil]

Casting Time: 10 minutes
Components: V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000gp)
Range: 0 ft; see text
Effect: one symbol
Duration: see text
Saving Throw: Will negates
Spell Resistance: yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of pain* causes all creatures within 60 feet of the *symbol* (treat as a burst) to suffer wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the *symbol*. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol of pain* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol* offensively; for instance, a touch-triggered *symbol of pain* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol*'s effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol*'s spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of pain*. Destruction of the surface where a *symbol* is inscribed destroys the *symbol* but also triggers it. *Symbol of pain* can be made permanent with a *permanency* spell. A permanent *symbol of pain* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as *symbol of pain* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of pain* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.

Level Cle5, Sor5, Wiz5

Beast Shape III
Transmutation (polymorph)

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 Diminutive to Large creature of the animal type. This spell also allows you to take on the form of a Small to Medium creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

Diminutive animal: If the form you take is that of a Diminutive animal, you gain a +6 size bonus to your **Dexterity**, a −4 penalty to your **Strength**, and a +1 natural armor bonus.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your **Dexterity**, a −2 penalty to your **Strength**, and a +1 natural armor bonus.

Small animal: If the form you take is that of a Small animal, you gain a +2 size bonus to your **Dexterity** and a +1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 size bonus to your **Strength** and a +2 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your **Strength**, a −2 penalty to your **Dexterity**, and a +4 natural armor bonus.

Huge animal: If the form you take is that of a Huge animal, you gain a +6 size bonus to your **Strength**, a −4 penalty to your **Dexterity**, and a +6 natural armor bonus.

Small magical beast: If the form you take is that of a Small magical beast, you gain a +4 size bonus to your **Dexterity**, and a +2 natural armor bonus.

Medium magical beast: If the form you take is that of a Medium magical beast, you gain a +4 size bonus to your **Strength**, and a +4 natural armor bonus.

Level Sor5, Wiz5

Telekinesis
Transmutation

Casting Time: 1 standard action
Components: V, S
Range: long (400 ft + 40 ft/level)
Target or Targets: see text
Duration: concentration (up to 1 round/level) or instantaneous; see text
Saving Throw: Will negates (object) or none; see text
Spell Resistance: yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful **Will** save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops. An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your **Combat Maneuver Bonus**, and you add your **Intelligence** modifier (if a wizard) or **Charisma** modifier (if a sorcerer) in place of your **Strength** or **Dexterity** modifier. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your **Intelligence** modifier (if a wizard) or **Charisma** modifier (if a sorcerer). Weapons cause standard damage (with no **Strength** bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target.

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed **Will** saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Level Sor5, Wiz5

Permanency
Universal

Casting Time: 2 rounds
Components: V, S, M (see tables below)
Range: see text
Target: see text
Duration: permanent; see text
Saving Throw: none
Spell Resistance: no

This spell makes the duration of certain other spells permanent. You first cast the desired spell and then follow it with the *permanency* spell. Depending on the spell, you must be of a minimum caster level and must expend a specific gp value of diamond dust as a material component.

You can make the following spells permanent in regard to yourself.

Spell	Minimum Caster Level	GP Cost
Arcane sight	11th	7,500 gp
Comprehend languages	9th	2,500 gp
Darkvision	10th	5,000 gp
Detect magic	9th	2,500 gp
Read magic	9th	2,500 gp
See invisibility	10th	5,000 gp
Tongues	11th	7,500 gp

You cannot cast these spells on other creatures. This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

Spell	Minimum Caster Level	GP Cost
Enlarge person	9th	2,500 gp
Magic fang	9th	2,500 gp
Magic fang, greater	11th	7,500 gp
Reduce person	9th	2,500 gp
Resistance	9th	2,500 gp
*Telepathic bond**	13th	12,500 gp

*Only bonds two creatures per casting of *permanency*.

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

Spell	Minimum Caster Level	GP Cost
Alarm	9th	2,500 gp
Animate objects	14th	15,000 gp
Dancing lights	9th	2,500 gp
Ghost sound	9th	2,500 gp
Gust of wind	11th	7,500 gp
Invisibility	10th	5,000 gp
Mage's private sanctum	13th	12,500 gp
Magic mouth	10th	5,000 gp
Phase door	15th	17,500 gp
Prismatic sphere	17th	22,500 gp
Prismatic wall	16th	20,000 gp
Shrink item	11th	7,500 gp
Solid fog	12th	10,000 gp
Stinking cloud	11th	7,500 gp
Symbol of death	16th	20,000 gp
Symbol of fear	14th	15,000 gp
Symbol of insanity	16th	20,000 gp
Symbol of pain	13th	12,500 gp
Symbol of persuasion	14th	15,000 gp
Symbol of sleep	16th	20,000 gp
Symbol of stunning	15th	17,500 gp
Symbol of weakness	15th	17,500 gp
Teleportation circle	17th	22,500 gp
Wall of fire	12th	10,000 gp
Wall of force	13th	12,500 gp
Web	10th	5,000 gp

Spells cast on other targets are vulnerable to *dispel magic* as normal.

If the GM wishes to allow additional spells to be made permanent, use the following formulae.

Minimum Caster Level: 8 + Spell Level or 9 for cantrips
GP Cost: 2,500 * Spell Level or 2,500gp for cantrips.

Level Sor5, Wiz5

Antimagic Field
Abjuration

Casting Time: 1 standard action
Components: V, S, M/DF (a pinch of powdered iron or iron filings)
Range: 10 ft
Area: 10-ft radius emanation, centered on you
Duration: 10 min/level (D)
Saving Throw: none
Spell Resistance: see text

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

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

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

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, remain unaffected by *antimagic field*. Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Level Cle8, Sor6, Wiz6

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*). 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

Guards and Wards
Abjuration

Casting Time: 30 minutes
Components: V, S, M (burning incense, a small measure of brimstone oil, a knotted string, and a small amount of blood), F (a small silver rod)
Range: anywhere within the area to be warded
Area: up to 200 ft²/level (S)
Duration: 2 hrs/level (D)
Saving Throw: see text
Spell Resistance: see text

This powerful spell is primarily used to defend a stronghold or fortress by creating a number of magical wards and effects. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). **Saving Throw:** none. **Spell Resistance:** no.

Arcane Locks: All doors in the warded area are *arcane locked.* **Saving Throw:** none. **Spell Resistance:** no.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts. **Saving Throw:** Reflex negates; see text for web. **Spell Resistance:** no.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is a mind-affecting effect. **Saving Throw:** none. **Spell Resistance:** yes.

Lost Doors: One door per caster level is covered by a *silent image* to appear as if it were a plain wall. **Saving Throw:** Will disbelief (if interacted with). **Spell Resistance:** no.

In addition, you can place your choice of one of the following five magical effects.

1. *Dancing lights* in four corridors. You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts. **Saving Throw:** none. **Spell Resistance:** no.
2. A *magic mouth* in two places. **Saving Throw:** none. **Spell Resistance:** no.
3. A *stinking cloud* in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. **Saving Throw:** Fortitude negates; see text for *stinking cloud.* **Spell Resistance:** no.
4. A *gust of wind* in one corridor or room. **Saving Throw:** Fortitude negates. **Spell Resistance:** yes.
5. A *suggestion* in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the *suggestion* mentally. **Saving Throw:** Will negates. **Spell Resistance:** yes.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *mage's disjunction* destroys the entire *guards and wards* effect.

Level Sor6, Wiz6

Planar Binding
Conjuration (calling) [see text]

Casting Time: 10 minutes
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Targets: up to three elementals or outsiders, totalling no more than 12 HD, no two of which can be more than 30 ft apart when they appear
Duration: instantaneous
Saving Throw: Will negates
Spell Resistance: no and yes; see text

Casting this spell attempts a dangerous act: to lure a creature or creatures from another plane to a specifically prepared trap, which must lie within the spell's range. Each called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell. You may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12.

Each creature is allowed an independant **Will** saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful **Charisma** check (DC 15 + 1/2 your caster level + your **Charisma** modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle against evil*) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a **Charisma** check opposed by the creature's **Charisma** check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you ever roll a natural 1 on the **Charisma** check, the creature breaks free of the spell's effect and can escape or attack you. In the case of multiple creatures summond, each creature must be individually persuaded to aid you.

Once the requested service is completed, the creature need only to inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free (with the same chance to resist as when it was trapped). Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Level Sor6, Wiz6

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.

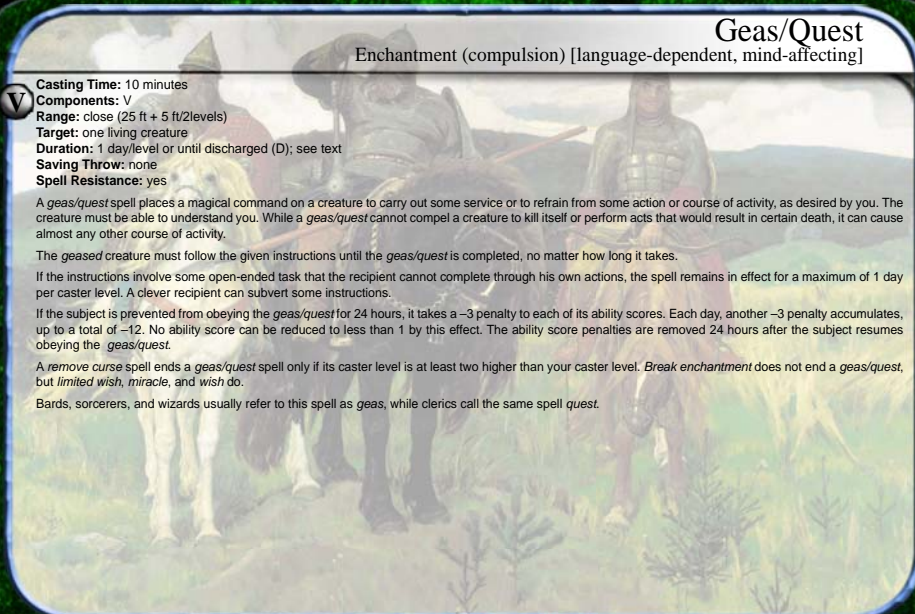**Level** Brd4, Sor6, Wiz6

True Seeing
Divination

Casting Time: 1 standard action
Components: V, S, M (an eye ointment that costs 250gp)
Range: touch
Target: creature touched
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees **invisible** creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

Level Cle5, Dru7, Sor6, Wiz6

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

V

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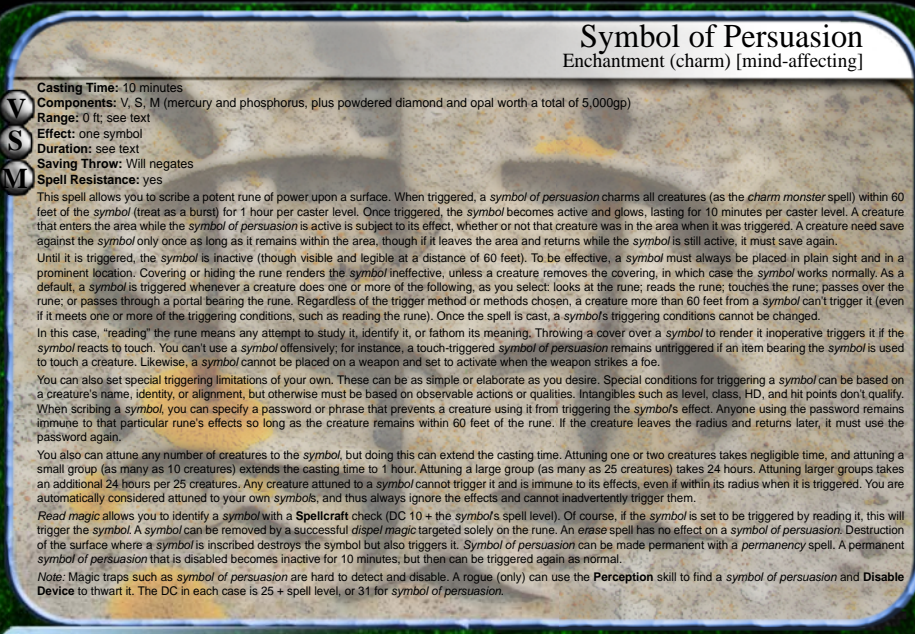
If the subject is prevented from obeying the *geas/quest* for 24 hours, it takes a –3 penalty to each of its ability scores. Each day, another –3 penalty accumulates, up to a total of –12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours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

Symbol of Persuasion
Enchantment (charm) [mind-affecting]

V

Casting Time: 10 minutes
Components: V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000gp)
Range: 0 ft; see text

S

Effect: one symbol
Duration: see text
Saving Throw: Will negates

M

Spell Resistance: yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of persuasion* charms all creatures (as the *charm monster* spell) within 60 feet of the *symbol* (treat as a burst) for 1 hour per caster level. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol of persuasion* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol* offensively; for instance, a touch-triggered *symbol of persuasion* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol*'s effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol*'s spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of persuasion*. Destruction of the surface where a *symbol* is inscribed destroys the symbol but also triggers it. *Symbol of persuasion* can be made permanent with a *permanency* spell. A permanent *symbol of persuasion* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as *symbol of persuasion* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of persuasion* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of persuasion*.

Level Cle6, Sor6, Wiz6

Forceful Hand
Evocation [force]

Casting Time: 1 standard action
Components: V, S, F (a soft glove)
Range: medium (100 ft + 10 ft/level)
Effect: 10-ft hand
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: yes

Forceful hand creates a Large disembodied magic hand about 10 feet in diameter with its fingers outstretched that appears floating between you and one opponent. Its hit points equal yours when you're undamaged, and is AC 20 (–1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. Directing the spell to a new target is a move action. The floating hand can move as far as 60 feet and can make a bull rush attack in the same round. Since this hand is directed by you, its ability to notice or attack **invisible** or concealed creatures is no better than yours.

The *forceful hand* can make one bull rush at a target per round. Its **CMB** and **CMD** checks use your caster level in place of its base attack bonus, with a +8 bonus for its **Strength** score (27) and a +1 bonus for being Large (its **Dexterity** is 10, granting no bonus to the **CMD**.) When performing a bull rush the hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. *Forceful hand* prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the *forceful hand* and the target closer to you.

A *forceful hand* can also be directed to interpose itself. The floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent through all magical and mundane attempts to disguise or hide. The hand does not pursue an opponent, however.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Level Sor6, Wiz6

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

Symbol of Fear
Necromancy [fear, mind-affecting]

Casting Time: 10 minutes
Components: V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 1,000gp each)
Range: 0 ft; see text
Effect: one symbol
Duration: see text
Saving Throw: Will negates
Spell Resistance: yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of fear* panics all creatures within 60 feet of the symbol (treat as a burst) for 1 round per caster level. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol of fear* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of fear* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of fear* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol of fear* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of fear* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of fear's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of fear* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol of fear* offensively; for instance, a touch-triggered *symbol of fear* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol of fear* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of fear* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol of fear*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol's* effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of fear*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol of fear* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols of fear*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol's* spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol of fear* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of fear*. Destruction of the surface where a *symbol of fear* is inscribed destroys the *symbol* but also triggers it. *Symbol of fear* can be made permanent with a *permanency* spell. A permanent *symbol of fear* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as *symbol of fear* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of fear* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of fear*.

Level Cle6, Sor6, Wiz6

Beast Shape IV
Transmutation (polymorph)

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 Diminutive to Large creature of the animal type. This spell also allows you to take on the form of a Tiny to Large creature of the magical beast type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, low-light vision, scent, tremorsense 60 feet, darkvision 60 feet, breath weapon, constrict, ferocity, grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web. If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

Diminutive animal: If the form you take is that of a Diminutive animal, you gain a +6 size bonus to your **Dexterity**, a –4 penalty to your **Strength**, and a +1 natural armor bonus.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your **Dexterity**, a –2 penalty to your **Strength**, and a +1 natural armor bonus.

Small animal: If the form you take is that of a Small animal, you gain a +2 size bonus to your **Dexterity** and a +1 natural armor bonus.

Medium animal: If the form you take is that of a Medium animal, you gain a +2 size bonus to your **Strength** and a +2 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your **Strength**, a –2 penalty to your **Dexterity**, and a +4 natural armor bonus.

Huge animal: If the form you take is that of a Huge animal, you gain a +6 size bonus to your **Strength**, a –4 penalty to your **Dexterity**, and a +6 natural armor bonus.

Tiny magical beast: If the form you take is that of a Tiny magical beast, you gain a –2 penalty to your **Strength**, a +8 size bonus to your **Dexterity**, and a +3 natural armor bonus.

Small magical beast: If the form you take is that of a Small magical beast, you gain a +4 size bonus to your **Dexterity**, and a +2 natural armor bonus.

Medium magical beast: If the form you take is that of a Medium magical beast, you gain a +4 size bonus to your **Strength**, and a +4 natural armor bonus.

Large magical beast: If the form you take is that of a Large magical beast, you gain a +6 size bonus to your **Strength**, a –2 penalty on your **Dexterity**, a +2 size bonus to your **Constitution**, and a +6 natural armor bonus.

Level Sor6, Wiz6

Control Water
Transmutation [water]

Casting Time: 1 standard action
Components: V, S, M/DF (a pinch of dust for *lower water* or a drop of water for *raise water*)
Range: long (400 ft + 40 ft/level)
Area: water in a volume of 10 ft/level by 10 ft/level by 2 ft/level
Duration: 10 min/level (D)
Saving Throw: none; see text
Spell Resistance: no

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level × 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (**Will** negates). Affected creatures move at a drastically slowed rate and are **staggered**; only able to take a single move action or standard action each turn, but not both (nor may it take full-round actions). An affected creature 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. The *slow* effect dispels *haste* when cast on water elementals and other water-based creatures.

The spell has no effect on other creatures.

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

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

Level Cle4, Dru4, Sor6, Wiz6

Teleport Object
Conjuration (teleportation)

Casting Time: 1 standard action
Components: V
Range: touch
Target: one touched object of up to 50 lbs/level and 3 ft³/level
Duration: instantaneous
Saving Throw: Will negates (object)
Spell Resistance: yes (object)

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

This spell instantly transports an object to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. Objects held or in use (attended) by another person receive saving throws and spell resistance. Creatures and magical forces cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted *dispel magic* spell cast on that point brings the vanished item back from the Ethereal Plane.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as *scrying*.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When teleporting an object to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to send the item to or even be off target from.

On Target: The object appears where you want to be.

Off Target: The object appears safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: The object winds up in an area that's visually or thematically similar to the target area. Generally, the object appears in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: The object being teleported has gotten "scrambled." The object takes 1d10 points of damage, and you reroll on the chart to see where it winds up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the object takes more damage and must reroll.

Level Sor7, Wiz7

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	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 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

Symbol of Stunning
Enchantment (compulsion) [mind-affecting]

Casting Time: 10 minutes
Components: V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000gp)
Range: 0 ft; see text
Effect: one symbol
Duration: see text
Saving Throw: Will negates
Spell Resistance: yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of stunning* causes all creatures within 60 feet of the *symbol* (treat as a burst) to become **stunned** for 1d6 rounds. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol* offensively; for instance, a touch-triggered *symbol of stunning* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol's* effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol's* spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of stunning*. Destruction of the surface where a *symbol* is inscribed destroys the *symbol* but also triggers it. *Symbol of stunning* can be made permanent with a *permanency* spell. A permanent *symbol* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as *symbol of stunning* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of stunning* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of stunning*.

Level Cle7, Sor7, Wiz7

Delayed Blast Fireball
Evocation [fire]

Casting Time: 1 standard action
Components: V, S, M (a ball of bat guano and sulfur)
Range: long (400 ft + 40 ft/level)
Area: 20-ft radius spread
Duration: 5 rounds or less; see text
Saving Throw: Reflex half
Spell Resistance: yes

A *delayed blast fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 20d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst and the delay before the explosion occurs. You can choose to detonate the *delayed blast fireball* immediately or you can choose to delay the burst for up to 5 rounds. You select the delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point after the chosen delay has expired. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. If you chose a delay, the glowing bead sits at its destination until it detonates.

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

A creature can pick up and hurl the bead as a thrown weapon (range increment 10 ft). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Level Sor7, Wiz7

Grasping Hand
Evocation [force]

Casting Time: 1 standard action
Components: V, S, F (a soft glove)
Range: medium (100 ft + 10 ft/level)
Effect: 10-ft hand
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: yes

Grasping hand creates a Large disembodied magic hand about 10 feet in diameter with its fingers outstretched that appears floating between you and one opponent. Its hit points equal yours when you're undamaged, and is AC 20 (–1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. Directing the spell to a new target is a move action. The floating hand can move as far as 60 feet and can make a grapple attack in the same round. Since this hand is directed by you, its ability to notice or attack **invisible** or concealed creatures is no better than yours.

The *grasping hand* can make one grapple attack or bull rush against a target per round. Its **CMB** and **CMD** checks use your caster level in place of its base attack bonus, with a +10 bonus for its **Strength** score (31) and a +1 bonus for being Large (its **Dexterity** is 10, granting no bonus to the **CMD**.) The hand holds but does not harm creatures that it grapples. When performing a bull rush the hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. *Grasping hand* prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the *grasping hand* and the target closer to you.

A *grasping hand* can also be directed to interpose itself. The floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent through all magical and mundane attempts to disguise or hide. The hand does not pursue an opponent, however.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Level Sor7, Wiz7

Mass Invisibility
Illusion (glamer)

Casting Time: 1 standard action
Components: V, S, M/DF (an eyelash encased in gum arabic)
Range: long (400 ft + 40 ft/level)
Targets: any number of creatures, no two of which can be more than 180 ft apart
Duration: 1 min/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

All creatures targetted become **invisible**. The effect moves with the group. If a recipient is a creature carrying gear, that vanishes, too. Individuals in the group cannot see each other unless they can normally see **invisible** things or magic is employed to do so.

The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.

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 a subject carries but that extends more than 10 feet from it becomes visible.

Of course, a subject is not magically silenced, and certain other conditions can render a 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. If a spell recipient attacks, the *mass invisibility* ends for all recipients. 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 a 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 Sor7, Wiz7

Greater 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. *Greater shadow conjuration* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower.

*Greater shadow conjuration*s are only three-fifths (60%) as strong as the real things, though creatures who believe the *greater 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 three-fifths (60%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 60% 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 *greater shadow conjuration*'s level (7th) rather than the spell's normal level. In addition, any effect created by *greater 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 60% likely to work.

A shadow creature has three-fifths 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 three-fifths (60%) normal, and all special abilities that do not deal lethal damage are only 60% 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 *greater shadow conjuration*s as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their **Will** saves against this spell.

Level Sor7, Wiz7

Symbol of Weakness
Necromancy

Casting Time: 10 minutes
Components: V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000gp)
Range: 0 ft; see text
Effect: one symbol
Duration: see text
Saving Throw: Will negates
Spell Resistance: yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of weakness* causes all creatures within 60 feet of the *symbol* (treat as a burst) suffers crippling weakness that deals 3d6 points of **Strength** damage. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature can only be affected by this *symbol* once.

Until it is triggered, the *symbol* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol's* triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol* offensively; for instance, a touch-triggered *symbol of weakness* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol's* effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol's* spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of weakness*. Destruction of the surface where a *symbol* is inscribed destroys the *symbol* but also triggers it. *Symbol of weakness* can be made permanent with a *permanency* spell. A permanent *symbol* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as *symbol of weakness* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of weakness* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of weakness*.

Level Cle7, Sor7, Wiz7

Prismatic Wall
Abjuration

Casting Time: 1 standard action
Components: V, S
Range: close (25 ft + 5 ft/2levels)
Effect: wall 4 ft/level wide, 2 ft/level high
Duration: 10 min/level (D)
Saving Throw: see text
Spell Resistance: see text

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. Any other creature with less than 8 HD that is within 20 feet of the wall is blinded by the colors for 2d4 rounds if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by casting the specified spells on the wall; however, the first color must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys a *prismatic wall*, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispel magic* can only be used on the wall once all the other colors have been destroyed. Spell resistance is effective against a *prismatic wall*, but the caster level check must be repeated for each color present. *Prismatic wall* can be made permanent with a *permanency* spell.

Order	Color	Effect of Color	Negated by
1st	Red	Stops nonmagical ranged weapons. Deals 20 points of fire damage (**Reflex** half).	Cone of cold
2nd	Orange	Stops magical ranged weapons. Deals 40 points of acid damage (**Reflex** half).	Gust of wind
3rd	Yellow	Stops poisons, gases, and petrification. Deals 80 points of electricity damage (**Reflex** half).	Disintegrate
4th	Green	Stops breath weapons. Poison (frequency: 1/rd. for 6 rd.; init. effect: death, sec. effect: 1 **Con**/rd.; cure 2 consecutive **Fort** saves).	Passwall
5th	Blue	Stops divination and mental attacks. Turned to stone (**Fortitude** negates).	Magic missile
6th	Indigo	Stops all spells. **Will** save or become insane (as *insanity* spell).	Daylight
7th	Violet	Energy field destroys all objects and effects.* Creatures sent to another plane (**Will** negates).	Dispel magic or greater dispel magic

* The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

Level Sor8, Wiz8

Greater Prying Eyes
Divination

Casting Time: 1 minute
Components: V, S, M (a handful of crystal marbles)
Range: 1 mile
Effect: 10 or more levitating eyes
Duration: 1 hour/level; see text (D)
Saving Throw: none
Spell Resistance: no

You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return to you direct them when casting the spell. Each eye can see all things as they actually are with a range of 120 feet in all directions. The eyes can see through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees **invisible** creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces).

The eyes' vision, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *Greater prying eyes* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *greater prying eyes* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with a +20 bonus on **Fly** skill checks and a +16 bonus on **Stealth** skill checks. It has a **Perception** modifier equal to your caster level (maximum +25) and is subject to fog and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in darkness can navigate and travel at normal speed.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into fog, it could hit a wall or similar obstacle and destroy itself.

Level Sor8, Wiz8

Binding
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 minute
Components: V, S, M (opals worth 500 gp per HD of the target creature, plus other components as specified below)
Range: close (25 ft + 5 ft/2levels)
Target: one living creature
Duration: see text (D)
Saving Throw: Will negates; see text
Spell Resistance: yes

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its HD equal at least half your caster level. You may have as many as six assistants help you with the spell. Each assistant who casts *suggestion*, increases your caster level for this casting of *binding* by 1. Each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, your caster level for this casting of *binding* increases by a third of that assistant's level, provided that the spell's target is appropriate for a *binding* spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the *binding* spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial **Will** saving throw and how long the *binding* lasts. All binding spells are dismissible.

For all versions of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions must be based on observable actions or qualities including a creature's name, identity, or alignment. Intangibles such as level, class, HD, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you cast any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, overlapping the durations. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature's save succeeds, all *binding* spells it has received are broken. The *binding* spell has six versions, choose one of the following when you cast the spell.

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you. The duration is 1 year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell. Casting this version requires a chain that is long enough to wrap around the creature three times.

Slumber: This version causes the subject to become comatose for as long as 1 year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of *binding* is slightly easier to resist. Reduce the spell's save DC by 1. Casting this version requires a jar of sand or rose petals. This is a **sleep** effect.

Bound Slumber: This combination of chaining and slumber lasts for as long as 1 month per caster level. Reduce the save DC by 2. Casting this version requires both a long chain and a jar of sand or rose petals. This is a **sleep** effect.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. This effect is permanent. Reduce the save DC by 3. Casting this version requires a tiny golden cage worth 100 gp that is consumed when the spell is cast.

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

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

You can't dispel a *binding* spell with *dispel magic* or a similar effect, though an *antimagic field* or *mage's disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane by *dismissal*, *banishment*, or a similar effect.

Level Sor8, Wiz8

Symbol of Insanity
Enchantment (compulsion) [mind-affecting]

Casting Time: 10 minutes
Components: V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000gp)
Range: 0 ft; see text
Effect: one symbol
Duration: see text
Saving Throw: Will negates
Spell Resistance: yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of insanity* causes all creatures within 60 feet of the symbol (treat as a burst) to become permanently **insane** (as the *insanity* spell). Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level. A creature that enters the area while the *symbol of insanity* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of insanity* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of insanity* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol of insanity* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of insanity* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of insanity*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of insanity* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol of insanity* offensively; for instance, a touch-triggered *symbol* remains untriggered if an item bearing the *symbol* is used to touch a creature. Likewise, a *symbol of insanity* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of insanity* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol of insanity*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol*'s effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of insanity*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol of insanity* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols of insanity*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol*'s spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol of insanity* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of insanity*. Destruction of the surface where a *symbol of insanity* is inscribed destroys the *symbol* but also triggers it. *Symbol of insanity* can be made permanent with a *permanency* spell. A permanent *symbol of insanity* that is disabled becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as *symbol of insanity* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of insanity* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of insanity*.

Level Cle8, Sor8, Wiz8

Clenched Fist
Evocation [force]

Casting Time: 1 standard action
Components: V, S, F/DF (a leather glove)
Range: medium (100 ft + 10 ft/level)
Effect: 10-ft hand
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: yes

Clenched fist creates a Large disembodied magic hand about 10 feet in diameter with its fingers outstretched that appears floating between you and one opponent. Its hit points equal yours when you're undamaged, and is AC 20 (–1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. Directing the spell to a new target is a move action. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its attack bonus equals your caster level + your **Intelligence**, **Wisdom**, or **Charisma** modifier (for a wizard, cleric, or sorcerer respectively) + 11 for the hand's **Strength** score (33), -1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a **Fortitude** save (against this spell's save DC) or be **stunned** for 1 round. The clenched fist can also make 1 bull rush per round. Its **CMB** and **CMD** checks use your caster level in place of its base attack bonus, with a +11 bonus for its **Strength** score (33) and a +1 bonus for being Large (its **Dexterity** is 10, granting no bonus to the **CMD**.) When performing a bull rush the hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. *Clenched fist* prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the *clenched fist* and the target closer to you.

A *clenched fist* can also be directed to interpose itself. The floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent through all magical and mundane attempts to disguise or hide. The hand does not pursue an opponent, however.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Level Sor8, Wiz8

Symbol of Death
Necromancy [death]

Casting Time: 10 minutes
Components: V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000gp each)
Range: 0 ft; see text
Effect: one symbol
Duration: see text
Saving Throw: Fortitude negates
Spell Resistance: yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* kills one or more creatures within 60 feet of the *symbol* (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol* ineffective, unless a creature removes the covering, in which case the *symbol* works normally. As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the *symbol* reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a symbol of death cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify. When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the *symbol*'s effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *symbol* with a **Spellcraft** check (DC 10 + the *symbol*'s spell level). Of course, if the *symbol* is set to be triggered by reading it, this will trigger the *symbol*. A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a *symbol of death*. Destruction of the surface where a *symbol of death* is inscribed destroys the *symbol* but also triggers it. *Symbol of death* can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled or has affected its maximum number of hit points becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as *symbol of death* are hard to detect and disable. A rogue (only) can use the **Perception** skill to find a *symbol of death* and **Disable Device** to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of death*.

Level Cle8, Sor8, Wiz8

Polymorph Any Object
Transmutation (polymorph)

Casting Time: 1 standard action
Components: V, S, M/DF (mercury, gum arabic, and smoke)
Range: close (25 ft + 5 ft/2levels)
Target: one creature, or one nonmagical object of up to 100 ft³/level
Duration: see text
Saving Throw: Foritude negates (object); see text
Spell Resistance: yes (object)

This spell changes one object or creature into another. You can use this spell to transform all manner of objects and creatures into new forms—you aren't limited to transforming a living creature into another living form. The duration of the spell depends on how radical a change is made from the original state to its transmuted state. The duration is determined by using the following guidelines.

Changed Subject Is…	Increase to Duration Factor*		Duration Factor	Duration	Example
Same kingdom (animal, vegetable, mineral)	+5		0	20 minutes	Pebble to human
Same class (mammals, fungi, metals, etc.)	+2		2	1 hour	Marionette to human
Same size	+2		4	3 hours	Human to marionette
Related (twig is to tree, wolf fur is to wolf, etc.)	+2		5	12 hours	Lizard to manticore
Same or lower **Intelligence**	+2		6	2 days	Sheep to wool coat
*Add all that apply. Look up the total on the next table.			7	1 week	Shrew to manticore
			9+	Permanent	Manticore to shrew

If you use this spell to cause the target to take on the form of an animal or magical beast, the spell functions as *beast shape IV*. If the form is that of a dragon, the spell functions as *form of the dragon I*. If the form is that of an elemental, the spell functions as *elemental body III*. If the form is that of a humanoid, the spell functions as *alter self*. If the form is that of a plant, the spell functions as *plant shape II*.

If the target of the spell does not have physical ability scores (**Strength**, **Dexterity**, or **Constitution**), this spell grants a base score of 10 to each missing ability score. If the target of the spell does not have mental ability scores (**Intelligence**, **Wisdom**, or **Charisma**), this spell grants a score of 5 to such scores. Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force. A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantine. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell can also be used to duplicate the effects of *baleful polymorph, greater polymorph, flesh to stone, stone to flesh, transmute mud to rock, transmute metal to wood*, or *transmute rock to mud.*

Level Sor8, Wiz8

Prismatic Sphere
Abjuration

Casting Time: 1 standard action
Components: V
Range: 10 ft
Effect: 10ft radius sphere centred on you
Duration: 10 min/level (D)
Saving Throw: see text
Spell Resistance: see text

Prismatic sphere creates an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum, each of which has a distinct power and purpose. Any other creature with less than 8 HD that is within 20 feet of the sphere is blinded by the colors for 2d4x10 minutes if it looks at the sphere.

You can pass into and out of the *prismatic sphere* and remain near it without harm. When you're inside it, however, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe exists, since you are at the center of the sphere, so the lower half is usually occluded by the floor surface you are standing on.

Each color in the sphere has a special effect. The accompanying table shows the seven colors of the sphere, the order in which they appear, their effects on creatures trying to attack you or pass through the sphere, and the magic needed to negate each color.

The *prismatic sphere* can be destroyed, color by color, in consecutive order, by casting the specified spells on the wall; however, the first color must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys a *prismatic sphere*, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispel magic* can only be used on the sphere once all the other colors have been destroyed. Spell resistance is effective against a *prismatic sphere*, but the caster level check must be repeated for each color present. *Prismatic sphere* can be made permanent with a *permanency* spell.

Order	Color	Effect of Color	Negated by
1st	Red	Stops nonmagical ranged weapons. Deals 20 points of fire damage (**Reflex** half).	*Cone of cold*
2nd	Orange	Stops magical ranged weapons. Deals 40 points of acid damage (**Reflex** half).	*Gust of wind*
3rd	Yellow	Stops poisons, gases, and petrification. Deals 80 points of electricity damage (**Reflex** half).	*Disintegrate*
4th	Green	Stops breath weapons. Poison (frequency: 1/rd. for 6 rd.; init. effect: death, sec. effect: 1 **Con**/rd.; cure 2 consecutive **Fort** saves).	*Passwall*
5th	Blue	Stops divination and mental attacks. Turned to stone (**Fortitude** negates).	*Magic missile*
6th	Indigo	Stops all spells. **Will** save or become insane (as *insanity* spell).	*Daylight*
7th	Violet	Energy field destroys all objects and effects.* Creatures sent to another plane (**Will** negates).	*Dispel magic* or *greater dispel magic*

* The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

Level Sor9, Wiz9

Gate
Conjuration (creation or calling)

Casting Time: 1 standard action
Components: V, S, M (see text)
Range: medium (100 ft + 10 ft/level)
Effect: see text
Duration: instantaneous or concentration (up to 1 round/level); see text
Saving Throw: none
Spell Resistance: no

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction. Second, you may then call a particular individual or kind of being through the *gate*.

The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice) oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side. A *gate* has a front and a back. Creatures moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

Planar Travel: As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the *gate* opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel. You may hold the *gate* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

Calling Creatures: The second effect of the *gate* spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has a material cost of 10,000 gp in rare incense and offerings. This cost is in addition to any cost that must be paid to the called creatures.

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

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. Some creatures may want their payment in "livestock" rather than in coin, which could involve complications. Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

Note: When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

Level Cle9, Sor9, Wiz9

Dominate Monster
Enchantment (compulsion) [mind-affecting]

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

You can control the actions of any 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 even if the subject isn't aware of it.

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 Sor9, Wiz9

Crushing Hand
Evocation [force]

Casting Time: 1 standard action
Components: V, S, F (a soft glove)
Range: medium (100 ft + 10 ft/level)
Effect: 10-ft hand
Duration: 1 round/level (D)
Saving Throw: none
Spell Resistance: yes

Crushing hand creates a Large disembodied magic hand about 10 feet in diameter with its fingers outstretched that appears floating between you and one opponent. Its hit points equal yours when you're undamaged, and is AC 20 (–1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. Directing the spell to a new target is a move action. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The *crushing hand* can make one grapple attack per round. A *crushing hand* deals 2d6+12 points of damage on each successful grapple check against an opponent. The *crushing hand* can instead be directed to directed to directed to make one bull rush at a target per round. Its **CMB** and **CMD** checks use your caster level in place of its base attack bonus, with a +12 bonus for its **Strength** score (35) and a +1 bonus for being Large (its **Dexterity** is 10, granting no bonus to the **CMD**.) When performing a bull rush the hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. *Crushing hand* prevents the opponent from moving closer to you without first succeeding on a bull rush attack, moving both the *crushing hand* and the target closer to you.

A *crushing hand* can also be directed to interpose itself. The floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand—it sticks with the selected opponent through all magical and mundane attempts to disguise or hide. The hand does not pursue an opponent, however.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Level Sor9, Wiz9

Shades
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. *Shades* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 8th level or lower.

The illusory conjurations are four-fifths (80%) as strong as the real things, though creatures who believe the shadow conjurations 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 four-fifths (80%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is 80% 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 *shades'* level (9th) rather than the spell's normal level. In addition, any effect created by *shades* 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 80% likely to work.

A shadow creature has four-fifths 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 four-fifths (80%) normal, and all special abilities that do not deal lethal damage are 80% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just four-fifths as large.

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

Level Sor9, Wiz9

Astral Projection
Necromancy

Casting Time: 30 minutes
Components: V, S, M (1000gp jacinth)
Range: touch
Targets: you plus one additional willing creature touched per two caster levels
Duration: see text
Saving Throw: none
Spell Resistance: yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by an **incorporeal** silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the silver cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. This is a traumatic affair, however, and you gain two permanent **negative levels** if your second body or astral form is slain. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

When this spell ends, your astral body and all of its gear, vanishes.

Level Cle9, Sor9, Wiz9

Wish
Universal

Casting Time: 1 standard action
Components: V, S, M (diamond worth 25,000gp)
Range: see text
Target, Effect, Area: see text
Duration: see text
Saving Throw: none, see text
Spell Resistance: yes

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even *wish*, however, has its limits. A *wish* can produce any one of the following effects.

* Duplicate any sorcerer/wizard spell of 8th level or lower, provided the spell does not belong to one of your opposition schools.
* Duplicate any non-sorcerer/wizard spell of 7th level or lower, provided the spell does not belong to one of your opposition schools.
* Duplicate any sorcerer/wizard spell of 7th level or lower, even if it belongs to one of your opposition schools.
* Duplicate any non-sorcerer/wizard spell of 6th level or lower, even if it belongs to one of your opposition schools.
* Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
* Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *wishes* for a +2 inherent bonus, three *wishes* for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. *Note:* An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
* Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*.
* Revive the dead. A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a dead creature whose body has been destroyed, but the task takes two *wishes*: one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from gaining a permanent **negative level.**
* Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a **Will** save to negate the effect, and spell resistance (if any) applies.
* Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a **Will** save to negate the effect, and spell resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment, at the GM's discretion.) Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells). When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component (in addition to the 25,000 gp diamond component for this spell).

Level Sor9, Wiz9

Summon Monster Summoning Chart (Table 10-1)
Conjuration (summoning) [see text]

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

Bless
Enchantment (compulsion) [mind-affecting]

Casting Time: 1 standard action
Components: V, S, DF
Range: 50 ft
Area: The caster and all allies within a 50-ft burst, centered on the caster
Duration: 1min/level
Saving Throw: none
Spell Resistance: yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels *bane*.

Level Cle1, Pal1

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Elemental Swarm
Conjuration (summoning)

Casting Time: 10 minutes
Components: V, S
Range: medium (100 ft + 10 ft/level)
Effect: two or more summoned creatures, no two of which can be more than 30 ft apart
Duration: 10 min/level (D)
Saving Throw: none
Spell Resistance: no

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose any plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Level Dru9

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Entangle
Transmutation

Casting Time: 1 standard action
Components: V, S, DF
Range: long (400 ft + 40 ft/level)
Area: plants in a 40-ft radius spread
Duration: 1min/level (D)
Saving Throw: Reflex partial; see text
Spell Resistance: no

This spell causes tall grass, weeds, and other plants to wrap around foes in the area of effect or those that enter the area. Creatures that fail their save gain the **entangled** condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the **entangled** condition. **Entangled** creatures can attempt to break free as a move action, making a **Strength** or **Escape Artist** check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the *entangle* or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Level Dru1, Ran1

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Flame Strike
Evocation [fire]

Casting Time: 1 standard action
Components: V, S, DF
Range: medium (100 ft + 10 ft/level)
Area: cylinder (10-ft radius, 40 ft high)
Duration: instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

A *flame strike* evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

Level Cle5, Dru4

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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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Poison
Necromancy

Casting Time: 1 standard action
Components: V, S, DF
Range: touch
Target: living creature touched
Duration: instantaneous; see text
Saving Throw: Fortitude negates; see text
Spell Resistance: yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 **Constitution** damage per round for 6 rounds. Poisoned creatures can make a **Fortitude** save each round to negate the damage and end the affliction.

Level Cle4, Dru3

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Spell Resistance
Abjuration

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

The target gains spell resistance equal to 12 + your caster level.

Level Cle5

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Tree Stride
Conjuration (teleportation)

Casting Time: 1 standard action
Components: V, S, DF
Range: personal
Target: you
Duration: 1 hour/level or until expended; see text

When you cast this spell, you gain the ability to step into a tree, magically infusing yourself with the plant. Once within a tree, you can teleport from that particular tree to another tree. The trees you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

Level Dru5, Ran4

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Unholy Aura

Abjuration [evil]

Casting Time: 1 standard action
Components: V, S, F (a tiny reliquary worth 500gp)
Range: 20 ft
Targets: one creature/level in a 20-ft radius burst centered on you
Duration: 1 round/level (D)
Saving Throw: see text
Spell Resistance: yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warded creature gains SR 25 against good spells and spells cast by good creatures.

Third, the abjuration protects the subjects from possession and mental influence, just as *protection from good* does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of **Strength** damage (**Fortitude** negates).

Level Cle8

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Alex Aparin – (Scorching Ray)
Daren Bader – (Form of the Dragon III)
Peter Bergting – (Summon Monster VIII)
Christopher Burdett – (Know Direction, Phantom Trap)
Jeff Carlisle – (Insect Plague)
Concept Art House – (Dispel Chaos, Flame Blade, Limited Wish)
Julie Dillon – (Creeping Doom)
Matt Dixon – (Delayed Blast Fireball, Make Whole, Owl's Wisdom)
Vincent Dutrait – (Chill Metal, Elemental Body III, Ironwood, Mage's Sword, Magic Fang, Slow)
Cole Eastburn – (Planar Binding-Greater)
Jason Engle – (Read Magic)
Jesper Ejsing – (Dispel Magic, Inflict Moderate Wounds-Mass)
Andres Espara – (Soften Earth and Stone, Summon Nature's Ally IX)
John Gravato – (Create Greater Undead)
Jon Hodgson – (Transmute Rock to Mud)
Ralph Horsley – (Horrid Wilting, Polar Ray)
Andrew Hou – (Continual Flame, False Vision, Mirage Arcana, Refuge, Unhallow)

Imaginary Friends Studios – *(Desecrete, Guards and Wards, Haste, Prying Eyes-Greater, Soul Bind)*
Michael Jaecks – *(Command Plants, Symbol of Stunning)*
JZConcepts – *(Barkskin, Reduce Animal)*
Eric Lofgren – *(Magic Mouth)*
Andrew Kim – *(Shout, Wall of Force)*
MuYoung Kim – *(Mage's Armor)*
Jorge Maese – *(Changestaff)*
Jeremy McHugh – *(Purify Food and Drink)*
Joe Ng – *(Magic Missile)*
Paizo Publishing – *(Alarm, Animate Rope, Arcane Eye, Comprehend Languages, Control Plants, Detect Chaos, Detect Secret Doors, Disintegrate, Disrupt Undead, Earthquake, Elemental Body IV, Faerie Fire, Glibness, Good Hope, Heat Metal, Iron Body, Irresistible Dance, Levitate, Light, Mage's Magnificent Mansion, Magic Fang-Greater, Meteor Swarm, Planar Ally-Greater, Rage, Resistance, Shout-Greater, Spellstaff, Spider Climb, Stone Shape, Summon Monster III, Summon Monster IX, Wail of the Banshee, Water Breathing)*
Steve Prescott – *(Dispel Magic-Greater, Flaming Sphere, Freezing Sphere, Incendiary Cloud)*
Dave Rapoza – *(Warp Wood)*
Wayne Reynolds – *(Animal Growth, Binding, Cure Serious Wounds, Entangle, Hide from Undead, Mage Hand, Repulsion, Transformation)*
Dan Scott – *(Glitterdust)*
Kyushik Shin – *(Keen Edge)*
Craig J. Spearing – *(Animal Shapes, Black Tentacles, Control Undead, Dispel Law, Locate Object, Mage's Private Sanctum)*
Frances Tsai – *(Contact Other Plane)*
UDON – *(Command Undead, Magic Missile)*
Svetlin Velinov – *(Hold Monster, Spell Resistance)*
Tyler Walpole – *(Animate Objects, Create Undead, Divine Power, Sleet Storm, Summon Monster V)*
Eva Widermann – *(Augury, Identify, Telekinetic Sphere)*
Ben Wootten – *(Call Lightning Storm, Cure Critical Wounds, Dominate Person, Energy Drain, Foresight, Miracle, Prestidigitation, Summon Nature's Ally V, Summon Nature's Ally VI, Undetectable Alignment, Whispering Wind)*
Kevin Yan – *(Command-Greater, Disrupting Weapon, Expeditious Retreat, Form of the Dragon I, Jump, Lightning Bolt, Phase Door, Produce Flame, Ray of Frost, Repel Vermin, Summon Monster VII, Telekinesis, Wish)*
Kieran Yanner – *(Imbue with Spell Ability, Planar Ally-Lesser)*

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Faith Goble – (Maze, Word of Chaos)
Igor Golubenkov – (Grease)
Michael Gray – (Summon Nature's Ally Summoning Chart (Table 10-2))
Martin Latter – (Hypnotic Pattern)
Bill McChesney – (Magic Circle Against Law)
Sean McGrath – (Locate Creature)
Akshay Moon – (Etherealness, Grasping Hand, Magic Circle Against Chaos, Spike Growth)
Beatrice Murch – paisleychick.org - (Wall of Fire)

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Ivan Konstantinovich Aivazovsky (1817-1900) – (Project Image)
Peter Nicolai Arbo (1831–1892) – (Restoration-Lesser)
Giuseppe Arcimboldo (1527-1593) – (Liveoak, Minor Creation, Polymorph Any Object)
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)
Giorgio Bonola (1657-1700) – (Cure Disease)
Hieronymus Bosch (1450-1516) – (Inflict Serious Wounds)
Pieter Bruegel the Elder (1525-1569) – (Antilife Shell)
Ippitsusai Buncho (1485-1548) – (Fire Shield)
Edward Coley Burne-Jones (1833-1898) – (Ventriloquism, Wall of Thorns)
Toyohara Chikanobu (1838-1912) – (Fire Trap, Speak with Dead)
Steve Clabuesch – photolibrary.usap.gov (Wall of Ice)
Thomas Cole (1801-1848) – (Dimension Door, Magic Aura)
John Constable (1776-1837) – (Control Weather, Displacement, See Invisibility)
John Singleton Copley (1738-1815) – (Helping Hand)
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)*