

Chapter 1

Spells

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 spell 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 description is alphabetized under the second word of the spell name instead.

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

Caster Level: A spell's power often depends on caster level. Every spellcaster has a caster level which is primarily determined by its class level. A creature with no classes who uses spells has a caster level equal to its Hit Values unless otherwise specified. The word "level" in the spell lists that follow always refers to casting power.

Enhancement Bonuses: If a spell or magical effect provides a numerical bonus, it is an enhancement bonus unless otherwise stated. Enhancement bonuses do not stack with each other; only the highest bonus applies.

Targets, Subjects, Creatures, and Characters: All of these words refer to whatever is affected by the spell. "Targets" and "Subjects" are used for spells that target individual creatures or objects. Spells with instantaneous duration typically refer to "targets", while spells that have a duration typically refer to "subjects". "Creatures" and "characters" are used interchangeably, and are typically used with spells that do not affect specific targets.

Restricted Spells: Some spells on the sorcerer/wizard spell list have their names written in italics. This indicates that the spell is a restricted spell. Restricted spells can only be learned by sorcerer and wizard class features, and are not generally available; see the class descriptions for more details.

1.1 Bard Spells

1.1.1 1st-level Bard Spells

Attraction: Subject has an attraction you specify.

Cause Fear: One creature flees for short duration.

Comprehend Languages: You understand all spoken and written languages.

Create Sound: Figment sounds.

Cure Light Wounds: Cures 2d8 damage.

Dancing Lights: Creates torches or other lights.

Detect Secret Doors: Reveals hidden doors within large cone.

Disguise Self: Changes your appearance.

Dispel Magic, Lesser: Cancels magical spells and effects on a single target.

Expeditious Retreat: Your speed doubles.

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

Light: Object shines like a torch.

Message: Whispered conversation at distance.

Mage Hand: 5-pound telekinesis.

Sleep: Tire a creature, possibly putting it to sleep.

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

Ventriloquism: Throws voice for medium duration.

1.1.2 2nd-level Bard Spells

Aversion: Subject has aversion you specify.

Blur: Attacks miss subject 20% of the time.

Calm Emotions: Calms creatures, negating emotion effects.

Charm Person: Makes one person your friend.

Cure Moderate Wounds: Cures 4d8 damage.

Darkness: Object sheds supernatural shadow in medium radius.

Hideous Laughter: Subject loses actions for short duration.

Hold Person: Paralyzes one humanoid for short duration.

Hypnotic Pattern: Fascinates creatures in small radius.

See Invisibility: Reveals invisible creatures or objects.

Shatter: Sonic vibration damages objects or crystalline creatures in small radius.

Silence: Negates sound in medium radius.

Silent Image: Creates minor illusion of your design.

Slow: Subject takes only one action/round.

Sound Burst: Deals 2d6 sonic damage in small radius; may stun.

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

Totemic Mind: Subject gains +2 to Int, Wis, or Cha for medium duration.

1.1.3 3rd-level Bard Spells

Confusion: Subject acts randomly for short duration.

Crushing Despair: Subjects in medium cone are demoralized.

Cure Serious Wounds: Cures 6d8 damage.

Daze: Subject is bewildered and may lose an action.

Detect Thoughts: Allows "listening" to surface thoughts.

Dispel Magic: Cancels magical spells and effects.

Glibness: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.

Good Hope: Subjects gain +2 on attack and damage, 10 +1/level temporary hp.

Heroism: Gives +2 on attacks and saves.

Invisibility: Subject is invisible for short duration or until it attacks.

Minor Image: As silent image, plus some sound.

Sculpt Sound: Creates new sounds or changes existing ones.

Suggestion: Compels subject to follow stated course of action.

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

Tongues: Speak and understand any language.

Zone of Silence: Keeps eavesdroppers from overhearing conversations.

1.1.4 4th-level Bard Spells

Charm Monster: Makes monster believe it is your ally.
Cure Critical Wounds: Cures 8d10 damage.
Displacement: Attacks miss subject 50% of the time.
Fear: Subjects within medium cone flee for short duration.
Hold Monster: As hold person, but any creature.
Major Image: As silent image, plus sound, smell and thermal effects.
Mind Fog: Fog imposes -10 penalty to Wis checks and Will saves.
Modify Memory: Changes 5 minutes of subject's memories.
Rainbow Pattern: Lights fascinate creatures in a small radius.
Shadow Conjuration: Mimics conjuring below 4th level, but only 25% real.
Shout: Deafens all within medium cone and deals 1d6/level sonic damage.
Sleep, Mass: Tire multiple creatures, possibly putting them to sleep.
Summon Monster IV: Calls extraplanar creature to fight for you.
Totemic Mind: Subject gains +4 to Int, Wis, or Cha for medium duration, or +2 to each.

1.1.5 5th-level Bard Spells

Cure Light Wounds, Mass: Cures 5d8 damage for many creatures.
Dominate Person: Controls humanoid telepathically.
Dispel Magic, Greater: As dispel magic, but up to +20 on check.
Heroism, Greater: Gives immunity to fear and bonus on attacks, saves, and checks.
Mislead: Turns you invisible and creates illusory double.
Invisibility Sphere: Makes everyone within small radius invisible.
Persistent Image: As major image, but no concentration required.
Seeming: Changes appearance of group of creatures.
Shadow Evocation: Mimics evocation of lower than 5th level, but only 25% real.
Summon Monster V: Calls extraplanar creature to fight for you.
Totemic Mind, Mass: As *Totemic mind*, but affects multiple creatures.

1.1.6 6th-level Bard Spells

Analyze Dweomer:^FReveals magical aspects of subject.
Charm Person, Mass: As *charm person*, but affects multiple creatures.
Cure Moderate Wounds, Mass: Cures 6d8 damage for many creatures.
Hold Person, Mass: As *hold person*, but affects multiple creatures.
Irresistible Dance: Forces subject to dance.
Project Image: Illusory double can talk and cast spells.
Shout, Greater: Yell deals 6d6 damage in large cone; stuns creatures, damages objects.
Song of Discord: Forces targets in small spread to attack each other.
Suggestion, Mass: As *suggestion*, but shorter and affects multiple creatures.
Summon Monster VI: Calls extraplanar creature to fight for you.

1.2 Cleric Spells

1.2.1 1st-level Cleric Spells

Bane: Nearby enemies are shaken.
Bless: Nearby allies gain +2 to attack.
Cause Fear: One creature flees for short duration.
Command: One subject obeys selected command for 1 round.
Cure Light Wounds: Cures 2d8 damage.
Delay Poison: Stops poison from harming subject for extended duration.
Detect Chaos/evil/Good/Law: Reveals creatures, spells, or objects of selected alignment.
Detect Poison: Detects poison in large cone.
Detect Undead: Reveals undead within large cone.

Dispel Magic, Lesser: Cancels magical spells and effects on a single target.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Magic Weapon: Weapon becomes +2.

Magic Vestment: Armor or shield becomes +2.

Inflict Light Wounds: Touch deals 2d8 damage.

Light: Object shines like a torch.

Obscuring Mist: A Fog surrounds you.

Protection from Chaos/evil/Good/Law: +2 to saves and counter opposing mind control.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield of Faith: Aura grants +2 or higher deflection bonus.

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

1.2.2 2nd-level Cleric Spells

Align Weapon: Weapon becomes +2 and good, evil, lawful, or chaotic.

Comprehend Languages: You understand all spoken and written languages.

Cure Moderate Wounds: Cures 4d8 damage.

Daylight: Large radius of bright light.

Hold Person: Paralyzes one humanoid for short duration.

Inflict Moderate Wounds: Touch attack, 4d8 damage.

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

Divine Favor: You gain +2 on attack and damage rolls.

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

Share Pain: Willing subject takes half of your damage.

Shield Other:^FYou take half of subject's damage.

Silence: Negates sound in medium radius.

Spiritual Weapon: Magic weapon attacks on its own.

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

Totemic Mind: Subject gains +2 to Int, Wis, or Cha for medium duration.

Totemic Power: Subject gains +2 to Str, Dex, or Con for medium duration.

Zone of Truth: Subjects within medium emanation cannot lie.

1.2.3 3rd-level Cleric Spells

Aid: Ally gains +2 attack bonus, 10 +1/level temporary hp.

Bestow Curse: -6 to an attribute score; -4 on attack rolls, saves, and checks; or 25% chance of losing each action.

Blindness/Deafness: Makes subject blinded or deafened.

Contagion: Infects subject with chosen disease.

Cure Serious Wounds: Cures 6d8 damage.

Dimensional Anchor: Bars extradimensional movement.

Discern Lies: Reveals deliberate falsehoods.

Dispel Magic: Cancels spells and magical effects.

Inflict Serious Wounds: Touch attack, 6d8 damage.

Invisibility Purge: Dispel invisibility within large radius.

Protection from Energy: Absorb 10 points/level of damage from one kind of energy.

Searing Light: Ray deals 6d6 damage and blinds, more against undead.

Share Pain, Forced: Unwilling subject takes half of your damage.

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

1.2.4 4th-level Cleric Spells

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

Cure Critical Wounds: Cures 8d8 damage.

Death Ward: Grants immunity to death spells and negative energy effects.

Dismissal: Forces a creature to return to native plane.

Divine Power: You gain attack and damage bonus, +4 Str, and 2 hp/level.

Freedom: Subject moves normally despite impediments.
Inflict Critical Wounds: Touch attack, 8d8 damage.
Invest Magic: All of subject's equipment is magical.
Poison: Touch deals 1d10 Con damage, repeats in 1 min.
Resist Energy, Greater: As *resist energy*, but all energy types.
Spell Immunity: Subject is immune to one spell per four levels.
Summon Monster IV: Calls extraplanar creature to fight for you.
Tongues: Speak and understand any language.

1.2.5 5th-level Cleric Spells

Command, Mass: As *command*, but affects multiple creatures.
Cure Light Wounds, Mass: Cures 5d8 damage for many creatures.
Disrupting Weapon: Melee weapon destroys undead.
Flame Strike: Smite foes in small radius with divine fire (8d8 damage).
Inflict Light Wounds, Mass: Deals 5d8 damage to many creatures.
Magic Circle against Chaos/Evil/Good/Law: Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.
Righteous Might: Your size increases, and you gain combat bonuses.
Revivify: Restores recently dead body to life.
Slay Living: Touch attack kills subject.
Summon Monster V: Calls extraplanar creature to fight for you.

1.2.6 6th-level Cleric Spells

Banishment: Banishes extraplanar creatures in medium radius around you.
Blade Barrier: Wall of blades deals 6d8 damage.
Cure Moderate Wounds, Mass: Cures 6d8 damage for many creatures.
Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.
Harm: Deals 12d8 damage to touched target.
Heal: Cures 12d8 damage, all diseases and mental conditions.
Inflict Moderate Wounds, Mass: Deals 6d8 damage to many creatures.
Protection from Energy, Greater:
Summon Monster VI: Calls extraplanar creature to fight for you.
Totemic Mind, Mass: As *Totemic mind*, but affects multiple creatures.
Totemic Power, Mass: As *Totemic power*, but affects multiple creatures.
True Seeing:^MLets you see all things as they really are.
Undeath to Death:^MDestroys 2 HD/level undead.
Word of Recall: Teleports you back to designated place.

1.2.7 7th-level Cleric Spells

Antilife Shell: Small, immobile emanation hedges out living creatures.
Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects in large radius.
Cure Serious Wounds, Mass: Cures 7d8 damage for many creatures.
Destruction:^FStuns and deals 14d8 damage to subject, destroys remains.
Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects in 60 ft. cube.
Hold Person, Mass: As *hold person*, but affects multiple creatures.
Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects in large radius.
Inflict Serious Wounds, Mass: Deals 7d8 damage to many creatures.
Summon Monster VII: Calls extraplanar creature to fight for you.
Word of Chaos: Kills, confuses, stuns, or deafens nonchaotic subjects in large radius.

1.2.8 8th-level Cleric Spells

Antimagic Field: Negates magic in small emanation from you.
Cloak of Chaos:^F+4 to AC, +4 resistance, and SR 10 against lawful spells.

Cure Critical Wounds, Mass: Cures 8d8 damage for many creatures.
Death Ward, Mass: As *death ward*, but affects multiple creatures.
Earthquake: Intense tremor shakes large radius.
Energy Drain: Subject gains 2d4 negative levels.
Freedom, Mass: As *freedom*, but affects multiple creatures.
Holy Aura:^F+4 to AC, +4 resistance, and SR 10 against evil spells.
Inflict Critical Wounds, Mass: Deals 8d8 damage to many creatures.
Regenerate: Touched creature heals 10 hit points/round.
Shield of Law:^F+4 to AC, +4 resistance, and SR 10 against chaotic spells.
Spell Immunity, Greater: As spell immunity, but up to 8th-level spells.
Summon Monster VIII: Calls extraplanar creature to fight for you.
Unholy Aura:^F+4 to AC, +4 resistance, and SR 10 against good spells.

1.2.9 9th-level Cleric Spells

Heal, Mass: As *heal*, but heals 9d8 for many subjects.
Implosion: Kills one creature/round.
Miracle:^MRequests a deity's intercession.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Monster IX: Calls extraplanar creature to fight for you.

1.3 Cleric Domains

1.3.1 Air Domain

Air Domain Spells

- Feather Fall:** Objects or creatures fall slowly.
 - Gust of Wind:** Blows away or knocks down smaller creatures in large line.
 - Windstrike:** Wind bludgeons target for 4d6 damage.
 - Zephyr Blade:** Melee weapon can strike from a short distance for half damage.
 - Call Lightning:** Calls down lightning bolts (3d8 per bolt) from sky.
 - Gaseous Form:** Subject becomes insubstantial and can fly slowly.
 - Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
 - Summon Monster V*:** Calls creature to fight.
 - :
 - Windstrike, Greater:** Wind moves and bludgeons target for 10d6 damage.
 - Chain Lightning:** 10d6 damage; 1 secondary bolt/level each dealing half damage.
 - Zephyr Blade, Greater:** Melee weapon can strike from a distance for full damage.
 - Call Lightning, Greater:** As *call lightning*, but 5d8 damage per bolt.
 - Summon Monster VIII*:** Calls creature to fight.
 - Reverse Gravity:** Objects and creatures fall upward.
 - Elemental Swarm*:** Summons multiple elementals.
 - Storm of Vengeance:** Storm rains acid, lightning, and hail.
- *Summons air elementals only

1.3.2 Chaos Domain

Chaos Domain Spells

- Entropic Shield:**
- Protection from Law:** +2 to saves and counter opposing mind control.
- Align Weapon:** Weapon becomes +2 and chaotic.
- Hideous Laughter:** Subject loses actions for short duration.
- Confusion:** Subject acts randomly for short duration.
- Summon Monster III*:** Calls extraplanar creature to fight for you.
- Chaos Hammer:** Confuses and deals 3d8 damage to lawful creatures.
- Animate Objects:** Objects attack your foes.
- Magic Circle against Law:** Protect allies in a Medium (20 ft.) radius.
- Insanity:** Subject suffers continuous *confusion*
- Summon Monster VI*:** Calls extraplanar creature to fight for you.

- 7 **Prismatic Spray:** Rays hit subjects with a variety of effects.
 - 7 **Word of Chaos:** Kills, confuses, stuns, or deafens nonchaotic subjects in large radius.
 - 8 **Cloak of Chaos:**^F+4 to AC, +4 resistance, SR 10 against lawful spells.
 - 8 **Prismatic Wall:** Wall's colors have array of effects.
 - 9 **Irresistible Dance:** Forces subject to dance.
 - 9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.
- *Summon chaotic creatures only

1.3.3 Death Domain

Death Domain Spells

- 1 **Ray of Enfeeblement:** Ray inflicts 1d6 +1 per two levels Str penalty.
- 1 **Ray of Clumsiness:** Ray inflicts 1d6 +1 per two levels Dex penalty.
- 2 **Crush Life:** Target takes 4d6 unavoidably.
- 2 **Death Knell:** Kill dying creature and gain temporary hp, more for killing powerful creatures.
- 3 **Contagion:** Infects subject with chosen disease.
- 3 **Vampiric Touch:** Touch deals 6d8 damage; caster gains half damage as temporary hp.
- 4 **Death Ward:** Grants immunity to death spells and negative energy effects.
- 4 **Enervation:** Subject gains 1d4 negative levels.
- 5 **Crush Life, Greater:** Target takes 10d6 damage unavoidably and gains a negative level.
- 5 **Slay Living:** Touch attack kills subject.
- 6 **Circle of Death:**^MKills 2/level HD of creatures.
- 6 **Harm:** Deals 12d8 damage to touched target.
- 7 **Finger of Death:** Kills one subject.
- 7 :
- 8 **Death Ward, Mass:** As *death ward*, but affects multiple creatures.
- 8 **Energy Drain:** Subject gains 2d4 negative levels.
- 9 **Power Word Kill:** Kills bloodied creature.
- 9 **Wail of the Banshee:** Kills one creature/level.

1.3.4 Destruction Domain

Destruction Domain Spells

- 1 **Burning Hands:** 1d8 fire damage in small cone.
- 1 **Shocking Grasp:** Touch delivers 2d6 electricity damage.
- 2 **Shatter:** Sonic vibration damages objects or crystalline creatures in small radius.
- 2 **Warp Wood:** Bends wood (shaft, handle, door, plank).
- 3 **Contagion:** Infects subject with chosen disease.
- 3 **Lightning Bolt:** Large line of electricity deals 3d8 damage.
- 4 **Shout:** Deafens all within medium cone and deals 4d6 sonic damage.
- 4 :
- 5 **Flame Strike:** Smite foes in small radius with divine fire (5d6 damage).
- 5 :
- 6 **Disintegrate:** Makes one creature or object vanish.
- 7 **Destruction:**^FStuns and deals 14d8 damage to subject, destroys remains.
- 7 **Shout, Greater:** Yell deals 6d6 sonic damage in large cone; stuns creatures, damages objects.
- 8 **Earthquake:** Intense tremor shakes 5 ft./level radius.
- 8 **Fire Storm:** Deals 8d6 fire damage to enemies in large spread.
- 9 **Implosion:** Kills one creature/round.
- 9 **Meteor Swarm:** Four exploding spheres each deal 3d8 fire damage.

1.3.5 Earth Domain

Earth Domain Spells

- 1 :
- 1 :
- 2 :

- 2 **Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
 - 3 **Meld into Stone:** You and your gear merge with stone.
 - 3 **Shape Stone:** Sculpts stone into any shape.
 - 4 **Spike Stones:** Creatures in area take 1d8 damage per 5 feet moved, may be slowed.
 - 4 **Summon Monster V*:** Calls extraplanar creature to fight for you.
 - 5 **Stoneskin:** +5 AC, ignore 10 damage per round.
 - 5 **Wall of Stone:** Creates a stone wall that can be shaped.
 - 6 **Transmute Flesh and Stone:** Turns subject creature into statue, or restores petrified creature.
 - 7 **Earthquake:** Intense tremor shakes large radius.
 - 7 **Summon Monster VIII*:** Calls extraplanar creature to fight for you.
 - 8 **Iron Body:** Your body becomes living iron.
 - 8 :
 - 9 **Elemental Swarm*:** Summons multiple elementals.
 - 9 **Imprisonment:** Entombs subject beneath the earth.
- *Summons earth elementals only.

1.3.6 Evil Domain

Evil Domain Spells

- 1 **Bane:** Nearby enemies are shaken.
 - 1 **Protection from Good:** +2 to saves and counter opposing mind control.
 - 2 **Align Weapon:** Weapon becomes +2 and evil.
 - 2 **Death Knell:** Kill dying creature and gain temporary hp, more for killing powerful creatures.
 - 3 **Share Pain, Forced:** Unwilling subject takes half of your damage.
 - 4 **Summon Monster III*:** Calls extraplanar creature to fight for you.
 - 4 **Enervation:** Subject gains 1d4 negative levels.
 - 4 **Unholy Blight:** Sickens and deals 3d8 damage to good creatures.
 - 5 :
 - 5 **Magic Circle against Good:** Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.
 - 6 **Harm:** Deals 12d10 damage to touched target.
 - 6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.
 - 7 **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects in large radius.
 - 7 :
 - 8 **Energy Drain:** Subject gains 2d4 negative levels.
 - 8 **Unholy Aura:**^F+4 to AC, +4 resistance, SR 10 against good spells.
 - 9 **Assimilate:** Incorporate creature into your own body.
 - 9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.
- *Summons evil creatures only

1.3.7 Fire Domain

Fire Domain Spells

- 1 **Burning Hands:** 1d6 fire damage in medium cone.
- 1 :
- 2 **Flame Weapon:** Flaming weapon deals 1d8 + casting attribute value damage.
- 2 **Scorching Ray:** Ray (or rays) deal 4d6 fire damage.
- 3 :
- 3 **Fireball:** small radius of fire deals 3d6 damage.
- 4 **Fire Shield:** Creatures attacking you take damage; you're protected from heat or cold.
- 4 **Summon Monster V*:** Calls extraplanar creature to fight for you.
- 5 **Flame Strike:** Smite foes in small radius with divine fire (1d6/level damage).
- 5 **Wall of Fire:** Passing through wall deals 5d6 fire damage.
- 6 **Delayed Blast Fireball:** 7d6 fire damage; you can postpone blast for 5 rounds.
- 6 **Fire Seeds:** Acorns and berries become grenades and bombs.
- 7 :

- 7 **Summon Monster VIII*:** Calls extraplanar creature to fight for you.
 8 **Fire Storm:** Deals 8d6 fire damage to enemies in large spread.
 9 **Elemental Swarm**:** Summons multiple elementals.
 9 **Meteor Swarm:** Four exploding spheres each deal 3d8 fire damage.
 *Summons fire elementals only.

1.3.8 Good Domain

Good Domain Spells

- 1 **Bless:** Allies gain d6 +1/level temporary hp.
 1 **Protection from Evil:** +2 to saves and counter opposing mind control.
 2 **Align Weapon:** Weapon becomes +2 and good.
 2 **Shield Other:**^FYou take half of subject's damage.
 3 **Aid:** Ally gains +2 attack bonus, 10 +1/level temporary hp.
 3 **Summon Monster III*:** Calls extraplanar creature to fight for you.
 4 **Death Ward:** Grants immunity to death spells and negative energy effects.
 4 **Holy Smite:** Blinds and deals 4d6 damage to evil creatures.
 5 **Magic Circle against Evil:** Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.
 5 **Righteous Might:** Your size increases, and you gain combat bonuses.
 6 **Heal:** Cures 12d8 damage, all diseases and mental conditions.
 6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.
 7 **Holy Word:**^FKills, paralyzes, slows, or deafens nongood subjects in large radius.
 7 :
 8 **Death Ward, Mass:** As *death ward*, but affects multiple creatures.
 8 **Holy Aura:** +4 to AC, +4 resistance, and SR 10 against evil spells.
 9 **Heal, Mass:** As *heal*, but heals 9d8 for many subjects.
 9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.
 *Summons good creatures only.

1.3.9 Knowledge Domain

Knowledge Domain Spells

- 1 **Comprehend Languages:**
 1 :
 2 **Locate Object:**
 2 :
 3 **Detect Thoughts:**
 3 **Tongues:**
 4 **Locate Creature:**
 4 **Moment of Prescience, Lesser:**
 5 **True Seeing:**
 6 **Analyze Dweomer:**
 6 **Locate Entity:**
 7 **Arcane Sight, Greater:**
 7 **Moment of Prescience:**
 8 **Detect Thoughts, Greater:**
 8 :
 9 **Foresight:**
 9 **Revelation:**

1.3.10 Law Domain

Law Domain Spells

- 1 **Command:** One subject obeys selected command for 1 round.
 1 **Protection from Chaos:** +2 to saves and counter opposing mind control.
 2 **Align Weapon:** Weapon becomes +2 and lawful.
 2 **Zone of Truth:** Subjects within range cannot lie.
 3 **Discern Lies:** Reveals deliberate falsehoods.
 3 **Summon Monster III*:** Calls extraplanar creature to fight for you.
 4 **Hold Monster:** As *hold person*, but any creature.
 4 **Order's Wrath:** Dazes and deals 3d8 damage to chaotic creatures.

- 5 **Command, Greater:** As *command*, but affects multiple creatures.
 5 **Magic Circle against Chaos:** Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.
 6 **True Seeing:**^MLets you see all things as they really are.
 6 **Summon Monster VI*:** Calls extraplanar creature to fight for you.
 7 **Dictum:** Kills, paralyzes, slows, or deafens nonlawful subjects in 60 ft cube.
 7 **Power Word Stun:** Stuns bloodied creature.
 8 :
 8 **Shield of Law:**^F+4 to AC, +4 resistance, and SR 10 against chaotic spells.
 9 **Imprisonment:** Entombs subject beneath the earth.
 9 **Summon Monster IX*:** Calls extraplanar creature to fight for you.
 *Summons lawful creatures only.

1.3.11 Life Domain

Life Domain Spells

- 1 **Bless:** Allies in large radius gain 5 +1/level temporary hp (max 10).
 1 **Cure Light Wounds:** Cures 2d8 damage.
 2 :
 2 **Cure Moderate Wounds:** Cures 4d10 damage.
 3 **Cure Serious Wounds:** Cures 6d10 damage.
 3 **Link Vitality:** Two targets share each others' damage and healing.
 4 **Death Ward:** Grants immunity to death spells and negative energy effects.
 4 **Cure Critical Wounds:** Cures 8d10 damage.
 5 **Cure Light Wounds, Mass:** Cures 5d8 damage for many creatures.
 5 :
 6 **Cure Moderate Wounds, Mass:** Cures 6d8 damage for many creatures.
 6 **Heal:** Cures 10 damage/level, all diseases and mental conditions.
 7 **Cure Serious Wounds, Mass:** Cures 7d8 damage for many creatures.
 7 **Regenerate:** Touched creature heals 10 hit points/round.
 8 **Cure Critical Wounds, Mass:** Cures 8d8 damage for many creatures.
 8 **Death Ward, Mass:** As *death ward*, but affects multiple creatures.
 9 **Heal, Mass:** As *heal*, but heals 9d8 for many subjects.
 9 **Miracle:** Requests a deity's intercession.

1.3.12 Magic Domain

Magic Domain Spells

- 1 **Dispel Magic, Lesser:** Cancels magical spells and effects on a single target.
 1 **Magic Weapon:** Weapon becomes +2.
 2 **Ablative Shield:**
 2 **Spellthrift:** Lesser As *lesser dispel magic*, but you gain the effects of dispelled spells.
 3 **Dimensional Anchor:** Bars extradimensional movement.
 3 **Dispel Magic:** Cancels magical spells and effects.
 4 **Ablative Fortress:**
 4 **Spell Immunity:** Subject is immune to one spell per four levels.
 5 **Spell Resistance:** Subject gains SR 10.
 5 **Spellthrift:** As *dispel magic*, but you gain the effects of dispelled spells.
 6 **Analyze Dweomer:**^FReveals magical aspects of subject.
 6 **Dispel Magic, Greater:** As *dispel magic*, but up to +20 on check.
 7 **Antimagic Field:** Negates magic in small emanation from you.
 7 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
 8 **Protection from Spells:** Subject gains SR 10 and +5 to saves vs spells.
 8 **Spell Immunity, Greater:** As *spell immunity*, but up to 8th-level spells.
 9 **Mage's Disjunction:** Dispers all magic in medium radius.
 9 :

1.3.13 Nature Domain

Nature Domain Spells

- 1 **Detect Animals or Plants:** Detects animals or plants in a large cone.
- 1 **Entangle:** Plants entangle everyone in small spread.
- 2 **Barkskin:** Grants +2 bonus to AC and DR 2/adamantine.
- 2 **Reduce Animal:** Shrinks one willing animal.
- 3 **Magic Fang, Greater:** One natural weapon of subject gets +1/three levels on attack and damage (max +5).
- 3 **Summon Nature's Ally IV:** Calls creature to fight.
- 4 **Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.
- 4 :
- 5 **Animate Plants:** Plants animate and fight for you.
- 5 **Wall of Thorns:** Thorns damage anyone who tries to pass.
- 6 **Animal Growth:** Enlarges multiple animals.
- 6 **Summon Nature's Ally VI:** Calls creature to fight.
- 7 **Antilife Shell:** Small stationary emanation hedges out living creatures.
- 7 **Fire Seeds:** Acorns and berries become grenades and bombs.
- 8 **Changestaff:** Your staff becomes a treant on command.
- 8 **Summon Nature's Army:** Calls one creature/level to fight.
- 9 **Stampede:** Summon bison to stampede foes.
- 9 **Summon Nature's Ally IX:** Calls creature to fight.

1.3.14 Protection Domain

Protection Domain Spells

- 1 **Sanctuary:** Opponents can't attack you, and you can't attack.
- 1 **Shield of Faith:** Aura grants +2 or higher deflection bonus.
- 2 **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
- 2 **Shield Other:**^FYou take half of subject's damage.
- 3 **Redirection:** Redirect attacks on you to other targets.
- 3 **Protection from Energy:** Absorb 10 points/level of damage from one kind of energy.
- 4 **Death Ward:** Grants immunity to death spells and negative energy effects.
- 4 **Spell Immunity:** Subject is immune to one spell per four levels.
- 5 **Spell Resistance:** Subject gains SR 10.
- 5 **Stoneskin:** +5 AC, ignore 10 damage per round.
- 6 **Shield Other, Greater:** You take all of subject's damage.
- 6 **Repulsion:** Creatures can't approach you.
- 7 **Energy Conversion:** As *greater resist energy*, plus you can fire rays of absorbed energy.
- 7 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
- 8 **Death Ward, Mass:** As *death ward*, but affects multiple creatures.
- 8 **Spell Immunity, Greater:** As spell immunity, but up to 8th-level spells.
- 9 **Foresight:** "Sixth sense" warns of impending danger.
- 9 :

1.3.15 Strength Domain

Strength Domain Spells

- 1 **Longstrider:** Increases your speed.
- 1 **Jump:** Subject gets bonus on Jump checks.
- 2 **Totemic Power:** Subject gains +2 to Str, Dex, or Con for medium duration.
- 2 :
- 3 **Enlarge Person:** Humanoid creature doubles in size.
- 4 **Divine Power:** You gain attack and damage bonus, +6 Str, and 2 hp/level.
- 4 **Shout:** Deafens all within medium cone and deals 1d6/level sonic damage.
- 5 **Stoneskin:** +5 AC, ignore 10 damage per round.

- 5 **Righteous Might:** Your size increases, and you gain combat bonuses.
- 6 **Forceful Hand:** Hand pushes creatures away.
- 6 **Enlarge Person, Mass:** Enlarges several creatures.
- 7 **Grasping Hand:** Large hand provides cover, pushes, or grapples.
- 7 **Shout, Greater:** Yell deals 1d6/level sonic damage in large cone; stuns creatures, damages objects.
- 8 **Iron Body:** Your body becomes living iron.
- 8 **Crushing Hand:** Large hand provides cover, pushes, or crushes your foes.
- 9 **Clenched Fist:** Large hand provides cover, pushes, or attacks your foes.
- 9 :

1.3.16 Travel Domain

Travel Domain Spells

- 1 **Feather Fall:** Objects or creatures fall slowly.
- 1 **Longstrider:** Increases your speed.
- 2 **Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
- 2 **Spider Climb:** Grants ability to walk on walls and ceilings.
- 3 **Dimension Slide:** Teleports you very short distance.
- 3 **Gaseous Form:** Subject becomes insubstantial and can fly slowly.
- 4 **Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
- 4 **Freedom:** Subject moves normally despite impediments.
- 5 **Dimension Door:** Teleports you within Long range.
- 5 **Passwall:** Creates passage through wood or stone wall.
- 6 **Repulsion:** Creatures can't approach you.
- 6 **Word of Recall:** Teleports you back to designated place.
- 7 **Ethereal Jaunt:** You become ethereal for short duration.
- 7 **Phase Door:** Creates an invisible passage through wood or stone.
- 8 **Freedom, Mass:** As *freedom*, but affects multiple creatures.
- 8 **Dimension Door, Mass:** Teleports you and one ally/level within Long range.
- 9 **Etherealness:** Travel to Ethereal Plane with companions.
- 9 **Gate:** Connects two planes for travel.

1.3.17 Trickery Domain

Trickery Domain Spells

- 1 **Create Sound:** Figment sounds.
- 1 **Ventriloquism:** Throws voice for medium duration.
- 2 **Darkness:** Object sheds supernatural shadow in medium radius.
- 2 **Silence:** Negates sound in medium radius.
- 3 **Confusion:** Subject acts randomly for short duration.
- 3 **Invisibility:** Subject invisible for short duration or until it attacks.
- 4 :
- 4 **Phantasmal Killer:** Fearsome illusion can frighten target to death.
- 5 **Mind Fog:** Fog imposes -5 penalty to Wisdom.
- 5 **Phantom Maze:** Subject acts as if affected by *maze*.
- 6 **Mislead:** Turns you invisible and creates illusory double.
- 6 **Seeming:** Changes appearance of group of creatures.
- 7 **Invisibility, Greater:** As *invisibility*, but affects any within 100 ft.
- 7 :
- 8 **Confusion, Mass:** Subjects in small radius act randomly for short duration.
- 8 **Reverse Gravity:** Objects and creatures fall upward.
- 9 **Maze:** Traps subject in extradimensional maze.
- 9 **Weird:** As *phantasmal killer*, but affects multiple creatures

1.3.18 War Domain

War Domain Spells

- 1 **Bane:** Nearby enemies are shaken.
- 1 **Bless:** Nearby allies gain +2 to attack.
- 2 **Divine Favor:** You gain +2 on attack and damage rolls.

- 2 **Spiritual Weapon:** Magical weapon attacks on its own.
- 3 **Aid:** Ally gains +2 attack bonus, 10 +1/level temporary hp.
- 3 :
- 4 **Invest Magic:** All of subject's equipment is magical.
- 4 **Divine Power:** You gain attack and damage bonus, +6 Str, and 2 hp/level.
- 5 **Flame Strike:** Smite foes in small radius with divine fire (5d6 damage).
- 5 **Waves of Fatigue:** Creatures in large cone become fatigued.
- 6 **Blade Barrier:** Wall of blades deals 6d6 damage.
- 6 :
- 7 :
- 7 :
- 8 **Fire Storm:** Deals 8d6 fire damage to enemies in large spread.
- 8 **Waves of Exhaustion:** Creatures in medium cone become exhausted.
- 9 :
- 9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

1.3.19 Water Domain

Water Domain Spells

- 1 **Obscuring Mist:** A Fog surrounds you.
- 1 **Ray of Frost:** Icy ray deals 2d8 cold damage and hinders movement.
- 2 **Fog Cloud:** Fog obscures vision.
- 2 :
- 3 **Control Water:** Raises or lowers bodies of water.
- 3 **Water Walk:** Subject treads on water as if solid.
- 4 :
- 4 **Summon Nature's Ally IV*:** Calls creature to fight.
- 5 **Ice Storm:** Hail deals damage in small cylinder.
- 5 **Wall of Ice:** Create plane of ice or hemisphere can trap creatures inside.
- 6 **Cone of Cold:** 5d8 cold damage and brief slow in large cone.
- 6 **Solid Fog:** Fog blocks vision and slows movement.
- 7 **Freezing Sphere:** Freezes water or deals cold damage.
- 7 **Summon Nature's Ally VII*:** Calls creature to fight.
- 8 **Horrid Wilting:** Fatigues and deals 8d8 damage to living creatures.
- 8 **Polar Ray:** Ranged touch attack slows and deals 16d8 cold damage.
- 9 **Elemental Swarm*:** Summons multiple elementals.
- 9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

*Summons water elementals or aquatic creatures only.

1.4 Druid Spells

1.4.1 1st-level Druid Spells

- Cure Light Wounds:** Cures 2d8 damage.
- Delay Poison:** Stops poison from harming subject for extended duration.
- Detect Animals or Plants:** Detects animals or plants in large cone.
- Detect Poison:** Detects poison in large cone.
- Detect Snares and Pits:** Reveals natural or primitive traps in large cone.
- Entangle:** Plants entangle everyone in small spread.
- Gust of Wind:** Blows away or knocks down smaller creatures in large line.
- Jump:** Subject gets bonus on Jump checks.
- Light:** Object shines like a torch.
- Longstrider:** Your speed increases by 10 ft.
- Magic Fang:** One natural weapon of subject creature becomes +2 weapon.
- Obscuring Mist:** A Fog surrounds you.
- Shillelagh:** Cudgel or quarterstaff becomes +2 weapon.
- Spike Growth:** Creatures in area take 1d6 damage per 5 ft. moved, may be slowed.
- Summon Nature's Ally I:** Calls creature to fight.

1.4.2 2nd-level Druid Spells

- Barkskin:** Grants +2 bonus to AC and DR 2/adamantine.
- Cone of Cold, Lesser:** 2d6 cold damage and brief fatigue in medium cone.
- Cure Moderate Wounds:** Cures 4d10 damage.
- Dispel Magic, Lesser:** Cancels magical spells and effects on a single target.
- Faerie Fire:** Outlines subjects in small radius with light, canceling concealment, invisibility, and the like.
- Flame Weapon:** Flaming weapon deals 1d8 + casting attribute value damage.
- Heat Metal:** Make metal so hot it damages those who touch it.
- Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type.
- Shape Wood:** Rearranges wooden objects to suit you.
- Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
- Spider Climb:** Grants ability to walk on walls and ceilings.
- Summon Nature's Ally II:** Calls creature to fight.
- Summon Swarm:** Summons swarm of bats, rats, or spiders.
- Totemic Mind:** Subject gains +2 to Int, Wis, or Cha for medium duration.
- Totemic Power:** Subject gains +2 to Str, Dex, or Con for medium duration.
- Tree Shape:** You look exactly like a tree for extended duration.
- Windstrike:** Wind bludgeons target for 4d6 damage.
- Warp Wood:** Bends wood (shaft, handle, door, plank).
- Zephyr Blade:** Melee weapon can strike from a short distance for half damage.

1.4.3 3rd-level Druid Spells

- Call Lightning:** Calls down lightning bolts (3d8 per bolt) from sky.
- Contagion:** Infects subject with chosen disease.
- Control Water:** Raises or lowers bodies of water.
- Cure Serious Wounds:** Cures 6d10 damage.
- Fog Cloud:** Small cylinder of fog obscures vision.
- Lightning Bolt:** Large line of electricity deals 3d6 damage.
- Magic Fang, Greater:** All subject's natural weapons get +2 bonus.
- Meld into Stone:** You and your gear merge with stone.
- Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
- Protection from Energy:** Absorb 10 points/level of damage from one kind of energy.
- Shape Stone:** Sculpt stone into any shape.
- Snare:** Creates a magic booby trap.
- Summon Nature's Ally III:** Calls creature to fight.
- Water Walk:** Subject treads on water as if solid.

1.4.4 4th-level Druid Spells

- Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).
- Cure Critical Wounds:** Cures 8d10 damage.
- Dispel Magic:** Cancels spells and magical effects.
- Entangling Growth:** New plants grow and entangle everyone in large spread.
- Freedom:** Subject moves normally despite impediments.
- Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.
- Ice Storm:** Hail deals damage in small cylinder.
- Resist Energy, Greater:** As *resist energy*, but all energy types.
- Spike Stones:** Creatures in area take 1d8 damage per 5 feet moved, may be slowed.
- Summon Nature's Ally IV:** Calls creature to fight.
- Wall of Ice:** Create plane of ice or hemisphere can trap creatures inside.

1.4.5 5th-level Druid Spells

Adapt Body: Your body automatically adapts to hostile environments.
Animal Affinity, Mass: As *animal affinity*, but affects multiple creatures.
Animate Plants: Plants animate and fight for you.
Baleful Polymorph: Transforms subject into harmless animal.
Call Lightning, Greater: As *call lightning*, but 5d8 damage per bolt.
Cone of Cold: 5d6 cold damage and fatigue in medium cone.
Cure Light Wounds, Mass: Cures 5d8 damage for many creatures.
Stoneskin: +5 AC, ignore 10 damage per round.
Summon Nature's Ally V: Calls creature to fight.
Wall of Fire: Passing through wall deals 4d6 damage.
Wall of Stone: Creates a stone wall that can be shaped.
Wall of Thorns: Thorns damage anyone who tries to pass.
Windstrike, Greater: Wind moves and bludgeons target for 10d6 damage.

1.4.6 6th-level Druid Spells

Animal Growth: Enlarges multiple animals.
Antilife Shell: Small radius emanation hedges out living creatures.
Cure Moderate Wounds, Mass: Cures 5d8 damage for many creatures.
Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.
Fire Seeds: Acorns and berries become grenades and bombs.
Protection from Energy, Greater:
Solid Fog: Fog blocks vision and slows movement.
Summon Nature's Ally VI: Calls creature to fight.
Totemic Mind, Mass: As *totemic mind*, but affects multiple creatures.
Totemic Power, Mass: As *totemic power*, but affects multiple creatures.
Zephyr Blade, Greater: Melee weapon can strike from a distance for full damage.

1.4.7 7th-level Druid Spells

Call Lightning, Greater: As *call lightning*, but 5d8 damage per bolt.
Changestaff: Your staff becomes a treant on command.
Creeping Doom: Swarms of centipedes attack at your command.
Cure Serious Wounds, Mass: Cures 7d8 damage for many creatures.
Heal: Cures 12d8 damage, all diseases and mental conditions.
Oak Body: Your body becomes as hard as oak.
Summon Nature's Ally VII: Calls creature to fight.
Sunbeam: Beam blinds and deals 7d6 damage.
Wind Walk: You and your allies turn vaporous and travel fast.

1.4.8 8th-level Druid Spells

Cure Critical Wounds, Mass: Cures 8d8 damage for many creatures.
Earthquake: Intense tremor shakes large radius.
Fire Storm: Deals 8d6 fire damage to enemies in large spread.
Freedom, Mass: As *freedom*, but affects multiple creatures.
Regenerate: Touched creature heals 10 hit points/round.
Repel Metal or Stone: Pushes away metal and stone in large line.
Sea of Fog: 500 ft. cylinder of fog obscures vision.
Summon Nature's Ally VIII: Calls creature to fight.
Summon Nature's Army: Calls one creature/level to fight.
Sunburst: Blinds all within large radius, deals 8d8 damage.

1.4.9 9th-level Druid Spells

Elemental Swarm: Summons multiple elementals.
Stampede: Summon bison to stampede foes.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Nature's Ally IX: Calls creature to fight.

1.5 Paladin Spells

1.5.1 1st-level Paladin Spells

Bless: Nearby allies gain +2 to attack.
Bless Weapon: Weapon becomes +2 and good.
Cure Light Wounds: Cures 2d8 damage.
Delay Poison: Stops poison from harming subject for extended duration.
Detect Chaos: Reveals creatures, spells, or objects of chaotic alignment.
Magic Vestment: Armor or shield becomes +2.
Protection from Chaos/Evil: +2 to saves and counter opposing mind control.

1.5.2 2nd-level Paladin Spells

Cure Moderate Wounds: Cures 4d10 damage.
Daylight: Large radius of bright light.
Divine Favor: You gain +2 on attack and damage rolls.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Shield Other:^F You take half of subject's damage.
Zone of Truth: Subjects within small emanation cannot lie.

1.5.3 3rd-level Paladin Spells

Aid: Ally gains +2 attack bonus, 10 +1/level temporary hp.
Cure Serious Wounds: Cures 6d10 damage.
Discern Lies: Reveals deliberate falsehoods.
Heal Mount: As *heal* on warhorse or other special mount.
Protection from Energy: Absorb 10 points/level of damage from one kind of energy.

1.5.4 4th-level Paladin Spells

Cure Critical Wounds: Cures 8d10 damage.
Death Ward: Grants immunity to death spells and negative energy effects.
Divine Power: You gain attack and damage bonus, +4 Str, and 2 hp/level.
Holy Sword: Weapon becomes +5 and holy.
Magic Circle against Chaos/Evil: Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.
Resist Energy, Greater: As *resist energy*, but all energy types.

1.6 Sorcerer/Wizard Spells

1.6.1 1st-level Sorcerer/wizard Spells

Abjur **Dispel Magic, Lesser:** Cancels magical spells and effects on a single target.
Mage Armor: Armor made of magical force gives +2 AC.
Protection from Chaos/Evil/Good/Law: +2 to saves and counter opposing mind control.
Shield: Invisible disc gives +2 to AC.
Resist Impact: Resist one attack against you.
Sanctuary: Opponents can't attack you, and you can't attack.
Conj **Grease:** Makes 10 ft. square or one object slippery.
Obscuring Mist: A Fog surrounds you.
Summon Monster I: Calls extraplanar creature to fight for you.
Retrieve: Teleport an unattended item you can see to your hand.
Summon Monster II: Calls extraplanar creature to fight for you.
Div **Detect Poison:** Detects poison in large cone.
Detect Secret Doors: Reveals hidden doors in large cone.
Detect Undead: Reveals undead within large cone.
Message: Whispered conversation at distance.
Farsight: Doubles range of vision.
Precognition, Lesser: See into the future to gain attack bonus.

Ench	Command: One subject obeys selected command for 1 round. Sleep: Tire a creature, possibly putting it to sleep. Attraction: Subject has an attraction you specify. Cause Fear: One creature flees for short duration.
Evoc	Burning Hands: 1d8 fire damage in medium cone. Mage Armor: Armor made of magical force gives +2 AC. Mage Hand: 5-pound telekinesis. Magic Missile: Missile unerringly deals d10 damage. Shocking Grasp: Touch deals 2d6 electricity damage. Feather Fall: Objects or creatures fall slowly. Gust of Wind: Blows away or knocks down smaller creatures in large line.
Illus	Color Spray: Creatures in medium cone are bewildered. Dancing Lights: Creates torches or other lights. Light: Object shines like a torch. Ventriloquism: Throws voice for medium duration. Create Sound: Figment sounds. Disguise Self: Changes your appearance.
Necro	Ray of Enfeeblement: Ray inflicts 1d6 +1 per two levels Str penalty. Ray of Clumsiness: Ray inflicts 1d6 +1 per two levels Dex penalty. Chill Touch: One touch/level deals 1d6 damage + casting attribute value and possibly 1 Str damage. False Life: Gain 10 temporary hp +1/level.
Trans	Magic Vestment: Armor or shield becomes +2. Magic Weapon: Weapon becomes +2. Jump: Subject gets bonus on Jump checks. Backbiter: Weapon attacks its wielder when used. Expeditious Retreat: Your speed doubles.

1.6.2 2nd-level Sorcerer/wizard Spells

Abjur	Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type. Share Pain: Willing subject takes half of your damage. Shield Other: You take half of subject's damage. Ablative Ward: Immediately reduce damage from foes' spells. Spellthrift, Lesser: As <i>lesser dispel magic</i> , but you gain the effects of dispelled spells.
Conj	Acid Arrow: Ranged touch attack deals 3d6 damage, more over time. Glitterdust: Outlines concealed and invisible creatures in small radius. Summon Monster II: Calls extraplanar creature to fight for you. Dissipating Touch: Touch deals 4d8 damage. Summon Monster III: Calls extraplanar creature to fight for you.
Div	Arcane Sight: Magical auras become visible to you. Comprehend Languages: You understand all spoken and written languages. Darkvision: See 60 ft. in total darkness. Locate Object: Senses direction toward object (specific or type). See Invisibility: Reveals invisible creatures or objects. : Precognition: See into the future to gain attack and saving throw bonus.
Ench	Hold Person: Paralyzes one humanoid for short duration. Hypnotic Pattern: Fascinates creatures in small radius. Touch of Idiocy: Subject takes -4 penalty to Int, Wis, and Cha. Aversion: Subject has aversion you specify. Charm Person: Makes one person your friend.
Evoc	Cone of Cold, Lesser: 2d6 cold damage and brief fatigue in medium cone. Scorching Ray: Ray (or rays) deal 6d6 fire damage.

	Shatter: Sonic vibration damages objects or crystalline creatures. Knock: Opens locked or magically sealed door. Levitate: Subject moves up and down at your direction.
Illus	Blur: Attacks miss subject 20% of the time. Darkness: Object sheds supernatural shadow in medium radius. Hypnotic Pattern: Fascinates creatures in small radius. Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8). Silent Image: Creates minor illusion of your design.
Necro	Death Knell: Kill dying creature and gain temporary hp, more for killing powerful creatures. Ghoul Touch: Paralyze one subject, which exudes stench that makes those nearby sickened. Share Pain: Willing subject takes half of your damage. Shield Other: You take half of subject's damage. Crush Life: Target takes 4d6 unavoidably. Transfer Suffering, Lesser: Give 2d6 of your damage to touched subject.
Trans	Spider Climb: Grants ability to walk on walls and ceilings. Totemic Mind: Subject gains +2 to Int, Wis, or Cha for medium duration. Totemic Power: Subject gains +2 to Str, Dex, or Con for medium duration. Vestments of the Mage: Reduce spell failure on armor or shield by 10%. Reduce Person: Humanoid creature halves in size. Slow: Subject takes only one action/round.

1.6.3 3rd-level Sorcerer/wizard Spells

Abjur	Dimensional Anchor: Bars extradimensional movement. Dispel Magic: Cancels magical spells and effects. Protection from Energy: Absorb 10 points/level of damage from one kind of energy. Share Pain, Forced: Unwilling subject takes half of your damage. Invisibility Purge: Suppresses invisibility within large radius. Redirection: Redirect attacks on you to other targets.
Conj	Dimensional Anchor: Bars extradimensional movement. Fog Cloud: Small cylinder of fog obscures vision. Summon Monster III: Calls extraplanar creature to fight for you. Web: Fills medium radius spread with sticky spiderwebs. Dimension Slide: Teleports you very short distance. Summon Monster IV: Calls extraplanar creature to fight for you.
Div	Detect Thoughts: Allows "listening" to surface thoughts. Telepathic Bond: Mental link lets two creatures communicate. Moment of Prescience, Lesser: Roll twice for single attack, save, or opposed check. Tongues: Speak and understand any language.
Ench	Confusion: Subject acts randomly for short duration. Daze: Subject is bewildered and may lose an action. Crushing Despair: Subjects in medium cone are demoralized. Heroism: Gives +2 on attacks and saves.
Evoc	Fireball: Small radius of fire deals 3d6 damage. Lightning Bolt: Large line of electricity deals 3d6 damage. Interposing Hand: Hand provides cover against one opponent at a time. Telekinetic Force: Move an object with the sustained force of your mind.
Illus	Invisibility: Subject is invisible for medium duration or until it attacks. Rainbow Pattern: Lights fascinate 24 HD of creatures. Minor Image: As <i>silent image</i> , plus some sound. Phantom Steed: Shadow horse appears for extended duration.
Necro	Bestow Curse: -6 to an attribute score; -4 on attack rolls, saves,

checks, and AC; or 25% chance of losing each action.

Blindness/Deafness: Makes subject blinded or deafened.

Contagion: Infects subject with chosen disease.

Ray of Exhaustion: Ray makes subject exhausted.

Share Pain, Forced: Unwilling subject takes half of your damage.

Link Vitality: Two targets share each others' damage and healing.

Vampiric Touch: Touch deals 6d8 damage; caster gains half damage as temporary hp.

Trans **Phantom Steed:** Shadow horse appears for extended duration.

Shape Stone: Sculpts stone into any shape.

Shrink Item: Object shrinks to one-sixteenth size.

Telepathic Bond: Mental link lets two creatures communicate.

Enlarge Person: Humanoid creature doubles in size.

Gaseous Form: Subject becomes insubstantial and can fly slowly.

1.6.4 4th-level Sorcerer/wizard Spells

Abjur **Dismissal:** Forces a creature to return to native plane.

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

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

Resist Energy, Greater: As *resist energy*, but all energy types.

Spell Immunity: Subject is immune to one spell per four levels.

Ablative Fortress: Immediately reduce damage from foes' spells in area.

Inertial Shield: Gain physical DR 10.

Conj **Blink:** You randomly vanish and reappear for short duration.

Dismissal: Forces a creature to return to native plane.

Ice Storm: Hail deals 4d6 damage in small cylinder.

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

Wall of Ice: Create plane of ice or hemisphere that can trap creatures inside.

Dimension Door: Teleports you within long range.

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

Div **Locate Creature:** Indicates direction to familiar creature.

Moment of Prescience, Lesser: Roll twice for single attack, save, or opposed check.

Tongues: Speak and understand any language.

Discern Vulnerability: Quickly find weaknesses in foe's defenses.

Precognition, Greater: See into the future to gain attack, damage, dodge, and saving throw bonus.

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

Phantasmal Killer: Fearsome illusion can frighten target to death.

Sleep, Mass: Tire multiple creatures, possibly putting them to sleep.

:

:

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

Ice Storm: Hail deals 4d6 damage in small cylinder.

Shout: Deafens all within medium cone and deals 4d6 sonic damage.

Wall of Ice: Create plane of ice or hemisphere that can trap creatures inside.

Resilient Sphere: Force globe protects but traps one creature or object.

Telekinetic Maneuver: Telekinetically bull rush, disarm, grapple, or trip your target.

Illus **Displacement:** Attacks miss subject 50% of the time.

Phantasmal Killer: Fearsome illusion can frighten target to death.

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

Shadow Conjunction: Mimics conjunction below 4th level, but

only half real.

Necro **Death Ward:** Grants immunity to death spells and negative energy effects.

Enervation: Subject gains 1d4 negative levels.

Transfer Suffering: Give 8d8 points of your damage to touched subject.

:

Trans **Fly:** Subject flies at speed of 60 ft.

Invest Magic: All of subject's equipment is magical.

Haste: Subject moves faster, gets extra attack.

1.6.5 5th-level Sorcerer/wizard Spells

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

Magic Circle against Chaos/Evil/Good/Law: Protect allies in a Medium (20 ft.) radius and hedge out opposing outsiders.

Spell Resistance: Subject gains SR 10.

Spellthrift: As *dispel magic*, but you gain the effects of dispelled spells.

Retributive Barrier: Gain DR 5/- that reflects damage at foes.

Conj **Acid Arrow, Greater:** As acid arrow, but 10d6 damage initially and more over time.

Glitterdust, Greater: Dazzles and outlines concealed and invisible creatures in small radius.

Mind Fog: Fog imposes -10 penalty to Wis checks and Will saves.

Stinking Cloud: Fog nauseates creatures inside.

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

Retrieve, Greater: Teleport an item you can see to your hand.

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

Div **Discern Vulnerability:** Quickly find weaknesses in foe's defenses.

Precognition, Greater: See into the future to gain attack, damage, dodge, and saving throw bonus.

True Seeing:^MLets you see all things as they really are.

True Strike: +20 on your next attack roll.

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

Mind Fog: Fog imposes -5 penalty to Wisdom.

Suggestion: Compels subject to follow stated course of action.

Charm Monster: Makes monster believe it is your ally.

Fear: Subjects within medium cone flee for short duration.

Evoc **Chain Lightning:** 10d6 damage; 1 secondary bolt/level each deals half damage.

Cone of Cold: 5d6 cold damage and fatigue in medium cone.

Wall of Fire: Passing through wall deals 5d6 damage.

Telekinetic Thrust: Hurl objects with the force of your mind.

Wall of Force: Wall is immune to damage.

Illus **Invisibility Sphere:** Makes everyone within small radius invisible.

Phantom Maze: Subject acts as if affected by *maze*.

Seeming: Changes appearance of group of creatures.

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

Necro **Crippling Pain:** Creature suffers penalties due to debilitating pain.

Waves of Fatigue: Creatures in large cone become fatigued.

Crush Life, Greater: Target takes 10d6 damage unavoidably and gains a negative level.

:

Trans **Combat Transformation:**^MYou gain combat bonuses.

Passwall: Creates passage through wood or stone wall.

Stoneskin: +5 AC, ignore 10 damage per round.

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

Animate Objects: Objects attack your foes.

Baleful Polymorph: Transforms subject into harmless animal.

1.6.6 6th-level Sorcerer/wizard Spells

Abjur	Banishment: Banishes extraplanar creatures in medium radius around you. Dispel Magic, Greater: As dispel magic, but up to +20 on check. Protection from Energy, Greater: As <i>protection from energy</i> , but against all energy types. Repulsion: Creatures can't approach you. Shield Other, Greater: You take all of subject's damage.
Conj	Black Tentacles: Tentacles grapple all within small spread. Solid Fog: Fog blocks vision and slows movement. Summon Monster VI: Calls extraplanar creature to fight for you. Phase Door: Creates an invisible passage through wood or stone. Summon Monster VII: Calls extraplanar creature to fight for you.
Div	Locate Entity: Locates creatures or objects within 1 mile. Nightmare: Sends vision dealing 1d10 damage, fatigue. Telepathic Bond, Mass: Mental link lets allies communicate. True Seeing: ^M Lets you see all things as they really are. Analyze Dweomer: ^F Reveals magical aspects of subject. Moment of Prescience: As lesser moment of prescience, with +1/2 levels circumstance bonus.
Ench	Insanity: Subject suffers continuous <i>confusion</i> . Power Word Confuse: Confuses a creature. Dominate Person: Controls humanoid telepathically. Heroism, Greater: Gives immunity to fear and bonus on attacks, saves, and checks.
Evoc	Delayed Blast Fireball: 6d8 fire damage in small radius; you can postpone blast for 5 rounds. Mage's Sword: ^F Floating magic blade strikes opponents. Forceful Hand: Hand pushes creatures away. Telekinesis: Moves object, attacks creature, or hurls object or creature.
Illus	Invisibility, Greater: As <i>invisibility</i> , but subject can attack and stay invisible. Mislead: Turns you invisible and creates illusory double. Persistent Image: As <i>major image</i> , but no concentration required. :
Necro	Circle of Death: ^M Kills 2/level HD of creatures. Undeath to Death: ^M Destroys 2/level HD of undead. Harm: Deals 12d8 damage to touched target. Share Pain, Greater: Willing subject takes all of your damage.
Trans	Black Tentacles: Tentacles grapple all within small spread. Disintegrate: Makes one creature or object vanish. Telepathic Bond, Mass: Mental link lets allies communicate. Totemic Mind, Mass: As <i>totemic mind</i> , but affects multiple creatures. Totemic Power, Mass: As <i>Totemic power</i> , but affects multiple creatures. Reduce Person, Mass: Reduces several creatures. Transmute Flesh and Stone: Turns subject creature into statue, or restores petrified creature.

1.6.7 7th-level Sorcerer/wizard Spells

Abjur	Energy Conversion: As <i>greater resist energy</i> , plus you can fire rays of absorbed energy. :
Conj	Antimagic Field: Negates magic in small emanation from you. Spell Turning: Reflect 1d4+6 spell levels back at caster. Banishment: Banishes 2 HD/level of extraplanar creatures. Cloudkill: Fog deals Con damage each round. Ethereal Jaunt: You become ethereal for short duration. Summon Monster VII: Calls extraplanar creature to fight for you. Dimension Door, Mass: Teleport you and one ally/level within

Div	long range. Summon Monster VIII: Calls extraplanar creature to fight for you. Arcane Sight, Greater: As arcane sight, but also reveals magic effects on creatures and objects. Moment of Prescience: As lesser moment of prescience, with +1/2 levels circumstance bonus. Foresight: "Sixth sense" warns of impending danger. :
Ench	Deep Slumber: Subject falls asleep for a long time. Hold Person, Mass: As <i>hold person</i> , but affects multiple creatures. Charm Person, Mass: As <i>charm person</i> , but any within medium radius. Terror: Subject is unavoidably afraid.
Evoc	Energy Conversion: As <i>greater resist energy</i> , plus you can fire rays of absorbed energy. Freezing Sphere: Freezes water or deals 7d6 cold damage in medium radius. Prismatic Spray: Rays hit subjects with variety of effects. Shout, Greater: Yell deals 7d6 sonic damage in large cone; stuns creatures, damages objects. Forcecage: ^M Cube or cage of force imprisons all inside. Grasping Hand: Hand provides cover, pushes, or grapples.
Illus	Invisibility, Mass: As <i>invisibility</i> , but affects any within 100 ft. Project Image: Illusory double can talk and cast spells. Shadow Conjuration, Greater: As shadow conjuration, but up to 6th level.
Necro	Power Word Blind: Blinds bloodied creature. Strip the Flesh: Rend foe's skin from its body. Finger of Death: Kills one subject. Link Vitality, Mass: As <i>link vitality</i> , but affects one creature/level.
Trans	Oak Body: Your body becomes as hard as oak. Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances. Enlarge Person, Mass: Enlarges several creatures. Slow, Mass: Many subjects take only one action/round.
Univ	Limited Wish: ^M Alters reality – within spell limits.

1.6.8 8th-level Sorcerer/wizard Spells

Abjur	Protection from Spells: ^{MF} Confers spell resistance 10 and +5 to saves vs. spells. Spell Immunity, Greater: As spell immunity, but up to 8th-level spells. Spellthrift, Greater: As <i>greater dispel magic</i> , but you gain the effects of dispelled spells.
Conj	Acid Fog: Medium cylinder of solid fog deals acid damage. Sea of Fog: 200 ft. radius of fog obscures vision. Summon Monster VIII: Calls extraplanar creature to fight for you. Maze: Traps subject in extradimensional maze. Summon Monster IV: Calls extraplanar creature to fight for you.
Div	Detect Thoughts, Greater: As <i>detect thoughts</i> , but longer and without concentration. Foresight: "Sixth sense" warns of impending danger. Revelation: Grant target vision of one of three futures.
Ench	Confusion, Mass: Subjects in medium radius act randomly for short duration. Power Word Stun: Stuns a creature. Scintillating Pattern: Twisting colors confuse, stun, or render unconscious. Suggestion, Mass: As <i>suggestion</i> , but shorter and affects multiple creatures. Dominate Monster: As dominate person, but any creature.

Evoc **Cone of Cold, Greater:** 8d6 cold damage and fatigue in large cone.
Polar Ray: Ranged touch attack slows and deals 16d6 cold damage.
Prismatic Wall: Wall's colors have array of effects.
Crushing Hand: Large hand provides cover or crushes your foes.

Illus **Scintillating Pattern:** Twisting colors confuse, stun, or render unconscious.
Shadow Body: You become a living shadow.
Shadow Evocation, Greater: As shadow evocation, but up to 7th level.

Necro **Energy Drain:** Subject gains 2d4 negative levels.
Waves of Exhaustion: Creatures in medium cone become exhausted.
Crush Life, Mass: Deals 8d6 damage unavoidably to many foes.

Trans **Iron Body:** Your body becomes living iron.
Reverse Gravity: Objects and creatures fall upward.
Shadow Body: You become a living shadow.
Temporal Stasis:^MPuts subject into suspended animation.
Haste, Mass: Many subjects move faster, get extra attack.

1.6.9 9th-level Sorcerer/wizard Spells

Abjur **Emancipation:** Releases creature from imprisonment, many other impediments.
Mage's Disjunction: Dispel all magic.

Conj **Etherealness:** Travel to Ethereal Plane with companions.
Imprisonment: Entombs subject beneath the earth.
Shadow Puppet: Step into Plane of Shadow and create shadow duplicate in your stead.
Summon Monster IX: Calls extraplanar creature to fight for you.

Div **Revelation:** Grant target vision of one of three futures.
Moment of Prescience, Greater: As lesser moment of prescience, but with +1/level circumstance bonus.

Ench **Daze, Mass:** As *daze*, but affects multiple creatures.
Hold Monster, Mass: As *hold monster*, but affects multiple creatures.
Weird: As *phantasmal killer*, but affects multiple creatures
Irresistible Dance: Forces subject to dance.

Evoc **Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage in large radius.
Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.
Clenched Fist: Large hand provides cover or attacks your foes.

Illus **Weird:** As *phantasmal killer*, but affects multiple creatures
Shadow Puppet: Step into Plane of Shadow and create shadow duplicate in your stead.

Necro **Assimilate:** Incorporate creature into your own body.
Power Word Kill: Kills one bloodied creature.
Wail of the Banshee: Kills many creatures.

Trans **Alter Any Object:** Transforms objects into new forms.
Assimilate: Incorporate creature into your own body.
Imprisonment: Entombs subject beneath the earth.
Time Stop: You act freely for 1d4+1 rounds.

Univ **Wish:**^MAs *limited wish*, but with fewer limits.

1.7 Arcane Invocation List

Abjur **Ablative Aura:** Damage foes who attack a shielded ally.
Bestow Protection: Protect ally from physical or magical attacks.

Conj **Acid Orb:** Propel a small orb of acid at a foe for d4 damage.
Conjure Projectile: Summon projectiles that hit a foe for d6 damage.

Div **Premonition:** Grant ally temporary attack bonus.
Twist Fate: Know foe's future action and apply penalty of choice.

Ench **Confusion, Lesser:** Touched foe is briefly confused.
Distract: Foe is bewildered.

Evoc **Magic Ray:** Fire ray of magical energy.
Lesser Telekinesis: Attack with weapon telekinetically.

Illus **False Foe:** Create illusionary creature that acts like an ally.
Phantom Injury: Foe believes it is grievously wounded.

Necro **Draining Touch:** Steal life force from touched foe.
Exhaustion: Briefly exhaust foe.

Trans **Imbue Weapon:** Weapon deals d8 extra damage when it next hits.
Slow, Lesser: Subject only takes one action next round.

1.8 Arcane Ritual List

1.8.1 1st-level Arcane Rituals

Arcana **Alarm:** Wards large emanation for 24 hours.
Erase: Mundane or magical writing vanishes.
Floating Disk: Creates 3 ft. diameter horizontal disk that holds 100 lb./level.
Identify: Determines properties of magic item.
Unseen Servant: Invisible force obeys your commands.

Craft **Mending:** Makes minor repairs on an object.
Engineering **Mending:** Makes minor repairs on an object.

Forgery **Erase:** Mundane or magical writing vanishes.

Nature **Mount:** Summons riding horse for 24 hours.

Spell **Magic Aura:** Alters object's magic aura.
Read Magic: Read magical writing.

Survival **Endure Elements:** Exist comfortably in hot or cold environments.
Create Food and Water:

None **Arcane Mark:** Inscribes a personal rune (visible or invisible).
Prestidigitation: Performs minor tricks.

1.8.2 2nd-level Arcane Rituals

Arcana **Arcane Lock:** Magically locks a portal or chest.
Continual Flame: Makes a permanent, heatless torch.
Find Traps: Notice traps better.
Magic Mouth: Speaks once when triggered.
Whispering Wind: Sends a short message 1 mile/level.

Eng **Find Traps:** Notice traps better.

Heal **Gentle Repose:** Preserves one corpse.

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

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

1.8.3 3rd-level Arcane Rituals

Arcana **Explosive Runes:** Deals 1d6/level damage in a small radius when read.
Clairaudience/Clairvoyance: Hear or see at a distance for 10 minutes.
Fire Trap: Opened object deals 1d4/level fire damage.
Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
Secret Page: Changes one page to hide its real content.
Sepia Snake Sigil: Creates text symbol that immobilizes reader.

Craft **Mending, Greater:** Repairs an object.

Eng **Mending, Greater:** Repairs an object.
Forgery **Secret Page:** Changes one page to hide its real content.

Nature **Fire Trap:** Opened object deals 1d4/level fire damage.
Water Breathing: Subjects can breathe underwater.

Relig **Animate Dead:** Creates undead skeletons and zombies.

Speak with Dead: Corpse answers one question/two levels.
 Spell **Nondetection:** Hides subject from divination, scrying.
 Survival
Tiny Hut: Creates shelter for ten creatures.
Water Breathing: Subjects can breathe underwater.

1.8.4 4th-level Arcane Rituals

Arcana **Arcane Eye:** Invisible floating eye moves 30 ft./round.
Geas, Lesser: Commands subject of 7 HV or less.
Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).
Remove Curse: Frees object or person from curse.
Secure Shelter: Creates sturdy cottage.
Symbol of Persuasion: Trap compels triggering creature to follow *suggestion*.
 Craft **Minor Creation:** Creates one cloth or wood object.
 Eng **Minor Creation:** Creates one cloth or wood object.
 Forgery
Illusory Script: Only intended reader can decipher.
Secure Shelter: Creates sturdy cottage.
 Heal **Remove Curse:** Frees object or person from curse.
 Linguistics
Illusory Script: Only intended reader can decipher.
 Spell **Detect Scrying:** Alerts you of magical eavesdropping.
 Relig **Divination:** Provides useful advice for specific proposed actions.
Geas, Lesser: Commands subject of 7 HV or less.
Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).

1.8.5 5th-level Arcane Rituals

Arcana **Dream:** Sends message to anyone sleeping.
Mage's Faithful Hound: Phantom dog can guard, attack.
Prying Eyes: 1d4 +1/level floating eyes scout for you.
Sending: Delivers short message anywhere, instantly.
Symbol of Pain: Trap fills triggering creature with pain.
 Eng **Fabricate:** Transforms raw materials into finished items.
Major Creation: As minor creation, plus stone and metal.
 Local **Legend Lore:**^FLets you learn tales about a person, place, or thing.
 Nature **Scrying:**^FSpies on subject from a distance.
 Planes **Contact Other Plane:** Lets you ask question of extraplanar entity.
Dimensional Lock: Teleportation and interplanar travel blocked for 30 days.
Planar Binding, Lesser: Traps extraplanar creature of 6 HV or less until it performs a task.
 Relig **Scrying:**^FSpies on subject from a distance.
Secret Chest:^FHides expensive chest on Ethereal Plane; you retrieve it at will.
Sending: Delivers short message anywhere, instantly.
 Spell **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
False Vision: Fools scrying with an illusion.
Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.
Permanency: Makes certain spells permanent.

1.8.6 6th-level Arcane Rituals

Arcana **Geas/Quest:** As lesser geas, plus it affects any creature.
Nightmare: Sends vision dealing 1d10 damage, fatigue.
Permanent Image: Includes sight, sound, and smell.
Symbol of Insanity: Trap drives triggering creature insane.
Teleport: Instantly transports you as far as 100 miles/level.
 Eng **Move Earth:** Digs trenches and build hills.

Geography

Find the Path: Shows most direct way to a location.
 Nature **Move Earth:** Digs trenches and build hills.
 Relig **Create Undead:** Creates ghouls, ghosts, mummies, or mohrgs.
Geas/Quest: As lesser geas, plus it affects any creature.
 Planes **Planar Binding:** As lesser planar binding, but up to 12 HV.
Shadow Walk: Step into shadow to travel rapidly.

1.8.7 7th-level Arcane Rituals

Arcana **Clone:**^FDuplicate awakens when original dies.
Instant Summons: Prepared object appears in your hand.
Programmed Image: As major image, plus triggered by event.
Scrying, Greater: As scrying, but faster and longer.
Sequester: Subject is invisible to sight and scrying; renders creature comatose.
Symbol of Death: Trap kills triggering creature.
Symbol of Sleep: Trap compels triggering creature to fall asleep.
Symbol of Terror: Trap frightens triggering creature.
Teleport Object: As teleport, but affects a touched object.
 Eng **Mordenkainen's Magnificent Mansion:**^FDoor leads to extradimensional mansion.
 Local **Vision:** As legend lore, but quicker and strenuous.
 Nature **Scrying, Greater:** As scrying, but faster and longer.
 Planes **Mordenkainen's Magnificent Mansion:**^FDoor leads to extradimensional mansion.
Plane Shift:^FAs many as eight subjects travel to another plane.
 Relig **Scrying, Greater:** As scrying, but faster and longer.
 Spell **Dimensional Lock:** Teleportation and interplanar travel blocked for 30 days.

1.8.8 8th-level Arcane Rituals

Teleport, Greater: As teleport, but no range limit and no off-target arrival.
 Div **Discern Location:** Reveals exact location of creature or object.
Prying Eyes, Greater: As prying eyes, but eyes have true seeing.
Scrying, Greater: As scrying, but faster and longer.
 Ench **Antipathy:** Object or location affected by spell repels certain creatures.
Demand: As *sending*, plus you can send *suggestion*.
Sympathy:^FObject or location attracts certain creatures.
 Illus **Screen:** Illusion hides area from vision, scrying.
 Relig **Create Greater Undead:**^MCreates shadows, wraiths, spectres, or devourers.

1.8.9 9th-level Arcane Rituals

Abjur **Mind Blank:** Subject is immune to mental/emotional magic and scrying.
 Conj **Teleportation Circle:** Circle teleports any creature inside to designated spot.
 Necro **Soul Bind:**^FTraps newly dead soul to prevent resurrection.

1.9 Divine Ritual List

1.9.1 1st-level Divine Rituals

Craft **Mending:** Makes minor repairs on an object.
 Eng **Mending:** Makes minor repairs on an object.
 Nature **Pass without Trace:** One subject/level leaves no tracks.
 Relig **Bless Water:** Makes holy water.
Curse Water: Makes unholy water.
 Spellcraft **Read Magic:** Read magical writing.
 Survival **Create Water:** Creates 2 gallons/level of pure water.

Endure Elements: Exist comfortably in hot or cold environments.
Pass without Trace: One subject/level leaves no tracks.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

1.9.2 2nd-level Divine Rituals

Animal Messenger: Sends a Tiny animal to a specific place.
Augury:^{MF} Learns whether an action will be good or bad.
Consecrate: Fills area with positive energy, making undead weaker.
Continual Flame: Makes a permanent, heatless torch.
Desecrate: Fills area with negative energy, making undead stronger.
Find Traps: Notice traps better.
Gentle Repose: Preserves one corpse.
Restoration, Lesser: Disperses magical ability penalty or repairs 1d4 ability damage.
Undetectable Alignment: Conceals alignment for 24 hours.
Water Breathing: Subjects can breathe underwater.
Whispering Wind: Sends a short message 1 mile/level.

Survival

Create Food and Water:

1.9.3 3rd-level Divine Rituals

Animate Dead: Creates undead skeletons and zombies.
Fire Trap: Opened object deals 1d4/level fire damage.
Glyph of Warding:^M Inscription harms those who pass it.
Helping Hand: Ghostly hand leads subject to you.
Ironwood: Magic wood is strong as steel.
Mending, Greater: Repairs an object.
Obscure Object: Masks object against scrying.
Remove Disease: Cures all diseases affecting subject.
Remove Blindness/Deafness: Cures normal or magical conditions.
Remove Curse: Frees object or person from curse.
Speak with Dead: Corpse answers one question/two levels.

1.9.4 4th-level Divine Rituals

Divination: Provides useful advice for specific proposed actions.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Planar Ally, Lesser: Exchange services with a 6 HV extraplanar creature.
Reincarnate: Brings dead subject back in a random body.
Restoration: Restores level and attribute score drains.
Sending: Delivers short message anywhere, instantly.

1.9.5 5th-level Divine Rituals

Atonement:^{FM} Removes burden of misdeeds from subject.
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Commune: Deity answers one yes-or-no question/level.
Commune with Nature: Learn about terrain for 1 mile/level.
Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.
Mark of Justice: Designates action that will trigger curse on subject.
Raise Dead: Restores life to subject who died as long as thirty days ago.
Scrying:^F Spies on subject from a distance.
Tree Stride: Step from one tree to another far away.
Unhallow: Designates location as unholy.

1.9.6 6th-level Divine Rituals

Create Undead: Create ghouls, ghosts, mummies, or mohrgs.
Find the Path: Shows most direct way to a location.
Geas/Quest: As *lesser geas*, plus it affects any creature.
Glyph of Warding, Greater: As *glyph of warding*, but up to 10d10 damage or 6th level spell.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Move Earth: Digs trenches and builds hills.
Planar Ally: As lesser planar ally, but up to 12 HV.
Plane Shift:^F As many as eight subjects travel to another plane.
Stone Tell: Talk to natural or worked stone.
Transport via Plants: Move instantly from one plant to another of the same kind.
Wind Walk: You and your allies turn vaporous and travel fast.

1.9.7 7th-level Divine Rituals

Hallow: Designates location as holy.
Instant Refuge: Alters item to transport its possessor to you.
Restoration, Greater: As restoration, plus other conditions.
Resurrection: Fully restore dead subject.
Symbol of Destruction: Trap kills triggering creature.

1.9.8 8th-level Divine Rituals

Awaken: Animal or tree gains human intellect
Create Greater Undead: Create shadows, wraiths, spectres, or devourers.
Discern Location: Reveals exact location of creature or object.
Forbiddance: Blocks planar travel, damages creatures of different alignment.
Planar Ally, Greater: As *lesser planar ally*, but up to 18 HV.
Scrying, Greater: As *scrying*, but faster and longer.

1.9.9 9th-level Divine Rituals

Antipathy: Object or location affected by spell repels certain creatures.
Shambler: Summons 1d4+2 shambling mounds to fight for you.
Soul Bind:^F Traps newly dead soul to prevent resurrection.
Sympathy: Object or location attracts certain creatures.
True Resurrection: As resurrection, plus remains aren't needed.

1.10 Spell Descriptions

Ablative Fortress

You instantly create a simmering field of magical energy, protecting you and your allies from hostile magic.

Abjuration (Negation) [Magic]

Level: Sor/Wiz 4

Area: Medium (20 ft.) radius limit centered on you

Targets: All allies within the area

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: This spell functions like *ablative shield*, except that it affects multiple creatures.

Ablative Shield

You instantly encase yourself a shimmering field of magical energy, protecting you from hostile magic.

Abjuration (Negation) [Magic]

Level: Sor/Wiz 2

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

Effect: You gain magical damage reduction 10, causing you to ignore the first 10 damage dealt to you in the round if the damage is dealt by spells or spell-like abilities.

Note: Spells that are not subject to spell resistance are not affected by *ablative shield*.

You can cast this spell instantly - quickly enough to gain its benefits in an emergency. Casting the spell is an immediate action, so you can use this spell even when it's not your turn.

Acid Arrow

You fire a magical arrow of acid from your hand that speeds to its target.

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Range: Medium (100 ft.)

Manifestation: One arrow of acid

Duration: 1 round per two levels

Saving Throw: None

Spell Resistance: No

Damage: 2d8 acid damage + d8 per round

Effect: You must succeed on a ranged touch attack to hit your target. The acid remains on the target after the initial impact, dealing damage each round on your turn.

Acid Arrow, Greater

You fire a magical arrow of acid from your hand that speeds to its target.

Conjuration (Creation) [Acid]

Level: Sor/Wiz 5

Range: Far (300 ft.)

Saving Throw: None/Fortitude negates

Damage: 5d8 acid damage + d8 per round

Effect: This spell functions as *acid arrow*, except that the target is also sickened for the duration of the spell if it fails a Fortitude save.

Acid Fog

A billowing mass of acidic vapors fills the area, slowing creatures down and obscuring sight.

Conjuration (Creation) [Acid]

Level: Sor/Wiz 8, Destruction 8

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius spread

Manifestation: Fog in the area

Duration: Short (Concentration + 5 rounds)

Saving Throw: None/Fortitude half

Spell Resistance: No

Damage: 3d10 acid damage per round

Effect: This spell functions like *solid fog*, except that the spell's vapors are highly acidic, dealing damage to All creatures and objects within the area on each round at the start of your turn. The fog does not do damage in the round it is cast. A successful Fortitude save halves the damage.

Aid

You fill the target with confidence, improving its resilience and stamina in combat.

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Clr 3, Good 3, Pal 3

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains temporary hit points equal to 10 + 1 per caster level and a +2 bonus to attack rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Air Walk

You imbue the subject with the ability to walk on nothing but air.

Transmutation (Imbue) [Air]

Level: Air 4, Clr 4, Drd 4, Travel 4

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject can walk on air as if it were solid ground. The magic only affects the subject's legs, and does not grant the ability to climb vertically through the air.

Should the spell end 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 damage per 10 feet of fall.

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

You can cast *air walk* on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of *air walk* (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

Align Weapon

You enhance a weapon while bringing it closer to your ideals.

Evocation/Transmutation (Augment, Channeling) [see text]

Level: Chaos 2, Clr 2, Evil 2, Good 2, Law 2

Effect: This spell functions like *magic weapon*, except that it also makes a weapon good, evil, lawful, or chaotic, as you choose, allowing it to overcome damage reduction of the appropriate type. When cast on a weapon that already has an alignment, this spell overrides the alignment of the weapon unless the weapon makes a Will save.

Note: When you make a weapon good, evil, lawful, or chaotic, *align weapon* is a good, evil, lawful, or chaotic spell, respectively.

Analyze Dweomer

You discern all spells and magical properties present in a number of creatures or objects.

Divination (Awareness, Knowledge) [Magic]

Level: Brd 6, Div 6

Components: V, S, F

Range: Close (30 ft.)

Target: One object or creature per round

Duration: 1 round/level (D)

Saving Throw: None or Will negates; see text

Spell Resistance: No

Effect: Each round, you may examine a single creature or object that you can see as a swift action. In the case of a magic item, you learn its functions, 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.

Note: *Analyze dweomer* gives only partial information when used on an artifact.

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

Animal Growth

You cause a number of animals grow to twice their normal size and eight times their normal weight.

Transmutation (Polymorph) [Size-Affecting]

Level: Drd 6, Nature 6

Area: Medium (20 ft.) radius limit

Targets: Five animals (Gargantuan or smaller) within the area

Effect: This spell functions like *enlarge person*, except that it affects multiple animals, as noted above.

Animate Objects

You imbue inanimate objects with mobility and a semblance of life.

Transmutation (Animation)

Level: Chaos 5, Trans 5

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Targets: One Small object/level within the area; see text

Duration: Short (Concentration + 5 rounds)

Saving Throw: None

Spell Resistance: No

Effect: Each animated object immediately attacks whomever or whatever you initially designate. Your control of the objects is limited to simple commands ("Attack," "Defend," "Stop," and so forth).

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

Note: This spell cannot animate objects carried or worn by a creature.

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

Animate Plants

You imbue inanimate plants with mobility and a semblance of life.

Transmutation (Animation)

Level: Drd 5, Plant 5

Targets: One Small plant/level within the area; see text

Effect: This spell functions as *animate objects*, except that you animate

plants instead of inanimate objects.

Note: *Animate plants* cannot affect plant creatures, nor does it affect nonliving vegetable material.

Antilife Shell

You create an immobile, spherical energy field that hedges out living creatures.

Abjuration (Interdiction) [Barrier]

Level: Clr 7, Drd 6, Nature 6

Area: Small (10 ft.) radius emanation, centered on your location

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: Living creatures cannot enter the spell's area. Nonliving creatures, such as constructs and undead, suffer no ill effect.

Note: Barrier spells may be used only defensively, not aggressively. Creatures in the area at the time that the spell is cast are unaffected by the spell.

Antimagic Field

You create a mobile, spherical energy field that suppresses magic.

Abjuration (Negation) [Magic]

Level: Clr 8, Magic 7, Sor/Wiz 7, Abjur 6

Area: Small (10 ft.) radius emanation, centered on you

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: No

Effect: All spells, spell-like abilities, supernatural abilities, and magic items fail to function within the area of this spell. They cannot be activated from within the field, and any existing effects brought into or cast into the area are suppressed. Time spent within an *antimagic field* counts against a suppressed spell's duration.

Summoned creatures of any type and incorporeal undead disappear if they enter an *antimagic field*. They reappear in the same spot once the field goes away. (The effects of instantaneous conjurations, such as *create water*, are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result.)

Creatures within an *antimagic field* cannot dismiss spells. However, you can dismiss your own *antimagic field*.

Note: 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. 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.

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

Any part of a creature that lies outside the field is unaffected by the field.

Artifacts and deities are unaffected by mortal magic such as this.

Arcane Sight

Your eyes glow blue with power. All nearby magical auras become apparent to you.

Divination (Awareness) [Magic]

Level: Sor/Wiz 2

Range: Personal

Target: You

Duration: Long (1 hour) (D)

Effect: You know the location and power of all magical auras that you can see within Medium (100 ft.) range of you. An aura's power depends

on a spell's functioning level or an item's caster level, as noted in the description of the Spellcraft skill. 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 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within Medium range 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.

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

Arcane Sight, Greater

Your eyes glow an intense blue as you gain the ability to discern all nearby magical auras at a glance.

Divination (Awareness) [Magic]

Level: Sor/Wiz 7

Effect: This spell functions like *arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Greater arcane sight doesn't let you identify magic items.

Note: Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

Assimilate

Your pointing finger turns black as obsidian. You touch a creature and it dissolves into dust as you assimilate its form into your own body.

Necromancy/Transmutation (Augment, Life)

Level: Evil 9, Sor/Wiz 9

Range: Touch

Target: Living creature touched

Duration: Instantaneous and one hour; see text

Saving Throw: Fortitude half

Spell Resistance: Yes (Fortitude)

Damage: 18d10 life damage + d8 per four caster levels above 18th

Any creature reduced to 0 or fewer hit points by this spell is entirely assimilated into your form, leaving behind only a trace of fine dust. An assimilated creature's equipment is unaffected.

If the creature has at least 1 hit point following your use of this power, you gain temporary hit points equal to half the damage you dealt for 1 hour.

If the creature is completely assimilated, you gain a number of temporary hit points equal to the damage you dealt and a +4 bonus to each of your attributes for 1 hour. In addition, you gain the appearance of the creature for 1 hour, granting you a +10 bonus on Disguise checks made to appear as that creature during that time.

Attraction

You cause the subject to feel attracted to something.

Enchantment (Emotion) [Mind-Affecting]

Level: Bard 1, Sor/Wiz 1

Range: Medium (100 ft.)

Target: One creature

Duration: Extreme (12 hours)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: An affected creature feels attracted to a particular person or object. The subject will take reasonable steps to meet, get close to, attend, or find the object of its implanted attraction. For the purpose of this spell, "reasonable" means that, while attracted, the subject doesn't suffer from blind obsession. He will act on this attraction only when not engaged in combat. The subject won't perform obviously suicidal actions. He can still recognize danger but will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him

indiscriminately, although he will be willing to listen to you (even if he disagrees).

This spell grants you a +4 circumstance bonus on any social interaction checks you make involving the subject (such as Bluff, Diplomacy, Intimidate, and Sense Motive).

Aversion

You make the subject want to avoid something.

Enchantment (Emotion) [Mind-Affecting]

Level: Bard 2, Sor/Wiz 2

Range: Medium (100 ft.)

Target: One creature

Duration: Extreme (12 hours)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: An affected creature feels an aversion to a particular person or object. If the object of the implanted aversion is an individual or a physical object, she will prefer not to approach within 30 feet of it. If it is a word, she will try not to utter it; if it is an action, she will not willingly attempt to perform it; and if it is an event, she will not willingly attend it. The subject will take reasonable steps to avoid the object of its aversion, but will not put herself in jeopardy by doing so.

If the subject is forced into taking an action she has an aversion to, she is bewildered as long as she is performing the action.

Backbiter

You subtly animate a weapon so that it strikes its wielder instead of its intended target.

Transmutation (Animation)

Level: Trans 1

Range: Medium (100 ft.)

Target: One weapon

Duration: Short (Concentration + 5 rounds) or until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: The next time the affected weapon is used to make a melee attack, it twists around so that the weapon automatically strikes the wielder instead. The wielder gets no warning or knowledge of the spell's effect on his weapon, and though he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage.

Once the weapon attacks its wielder (whether successfully or not), the spell is discharged.

Baleful Polymorph

You transmute your foe into a small, insignificant animal.

Transmutation (Polymorph)

Level: Drd 5, Trans 5

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds) or Permanent (D); see text

Saving Throw: Fortitude negates, Will partial; see text

Spell Resistance: Yes (Fortitude)

Healthy Effect: The subject is sickened.

Bloodied Effect: You change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, or toad). The subject takes on all the statistics and special abilities of an average member of the new form in place of its own except as follows:

- The target retains its own alignment, personality, and mental attribute scores.
- If the target has the shapechanger subtype, it retains that subtype.
- The target retains its own hit points.
- The target is treated as having its normal Hit Dice for purpose of

adjudicating effects based on HD, though it uses the new form's base attack bonus, base save bonuses, and all other statistics derived from Hit Dice.

- The target also retains the ability to understand (but not to speak) the languages it understood in its original form. It can write in the languages it understands, but only the form is capable of writing in some manner (such as drawing in the dirt with a paw).

With those exceptions, the target's normal game statistics are replaced by those of the new form. The target loses all the special abilities it has in its normal form, including its class features.

All items worn or carried by the subject fall to the ground at its feet, even if they could be worn or carried by the new form.

If the new form would prove fatal to the creature (for example, if you polymorphed a landbound target into a fish, or an airborne target into a toad), the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If the second save fails, the transformation is permanent. Otherwise, the creature reverts to its true form after the Short (Concentration + 5 rounds) duration.

If the subject remains in the new form for 24 consecutive hours, it must attempt another Will save. If this save fails, it loses its ability to understand language, as well as all other memories of its previous form, and its Hit Dice, hit points, and mental attribute scores change to match an average creature of its new form. These abilities and statistics return to normal if the effect is later ended. The subject must repeat this save every 24 hours that it remains in its new form.

Note: Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action (which ends the spell's effect).

Bane

You fill your enemies with dismay, impairing their ability to fight.

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Clr 1, Evil 1

Area: Medium (20 ft.) radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: All enemies within the area take a –2 penalty to attack rolls for 5 rounds.

Note: *Bane* counters and dispels *bless*.

Banishment

You force extraplanar creatures back to their home plane.

Abjuration/Conjuration (Interdiction, Translocation) [Planar]

Level: Clr 6, Sor/Wiz 6

Components: V, S, F

Range: Medium (100 ft.)

Targets: One extraplanar creature/round

Duration: Concentration

Effect: This spell functions like *dismissal*, except that you can banish one additional extraplanar creature each round that you concentrate on the spell. An individual creature can only be targeted once per casting of this spell.

Note: 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 +2 circumstance bonus on your caster level with the spell. For example, if this spell were cast on a demon that hated light and was vulnerable to holy water and cold iron weapons, you might use iron, holy water, and a torch in the spell. The three items would give you a +6 bonus on your caster level.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +4 circumstance bonus to your

caster level).

Focus: Any item that is distasteful to the subject (optional, see above)

Barkskin

You toughen a creature's skin, giving it the appearance of tree bark.

Transmutation (Augment)

Level: Drd 2

Range: Touch

Target: Living creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject gains a +2 bonus to its natural armor modifier and physical damage reduction equal to your caster level. It ignores an amount of physical damage each round equal to your caster level, though an adamantite weapon bypasses the reduction. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: If the creature takes fire damage, it loses its damage reduction for 1 round (including against the initial attack, if it also dealt physical damage).

Bestow Curse

You place a curse on your foe, crippling its ability to act.

Necromancy [Curse]

Level: Clr 3, Evil 3, Sor/Wiz 3

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject suffers one of the following three effects, chosen by you:

- –6 decrease to an attribute score (minimum 1).
- –4 penalty on attack rolls, saves, checks, and armor class.
- Each turn, the target has a 25% 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.

Note: Curses cannot be dispelled. *Bestow curse* counters *remove curse*.

Black Tentacles

You conjure a field of rubbery black tentacles, each 5 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot – including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Conjuration/Transmutation (Animation, Creation)

Level: Sor/Wiz 6

Range: Close (30 ft.)

Area: Medium (20 ft.) radius spread

Manifestation: Black tentacles in the area

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: No

Effect: Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. Roll only once each round for the entire spell effect, and apply the result to all creatures within the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d8+4 damage. Each round that black tentacles succeeds on a grapple attack, it deals an

additional 1d8+4 damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

The tentacles are immune to all types of damage. The entire area of effect is considered difficult terrain while the tentacles last, and any creature that enters the area of the spell is immediately attacked by the tentacles.

Blade Barrier

You create an immobile, vertical curtain of whirling blades shaped of pure force.

Evocation (Energy) [Force, Wall]

Level: Clr 6, War 6

Range: Medium (100 ft.)

Manifestation: Wall of whirling blades up to 100 ft. long, or a ringed wall of whirling blades with a radius of up to 20 ft.; either form 20 ft. high

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: Yes (Reflex)

Damage: 6d10 force damage + d10 per four caster levels above 12th

Effect: Any creature passing through the wall takes damage, with a Reflex save for half. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *blade barrier* provides cover (+4 circumstance bonus to AC, +2 circumstance bonus on Reflex saves) against attacks made through it.

Blasphemy

You speak an unholy utterance of great power, afflicting all those nearby who do not share your allegiance to evil.

Evocation (Channeling) [Evil]

Level: Evil 7

Components: V

Area: Large (50 ft.) radius spread centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Will)

Healthy Effect:

Each nonevil creature in the area is sickened for 5 rounds.

Bloodied Effect:

Each nonevil creature in the area suffers one or more of the following ill effects, depending on its Hit Dice.

HD	Effect
Equal to caster level	Sickened
Up to caster level –5	Nauseated, sickened
Up to caster level –10	Paralyzed, nauseated, sickened
Up to caster level –15	Killed ¹

¹ Living creatures die. Nonliving creatures are destroyed.

Sickened: The creature is sickened for 5 rounds.

Nauseated: The creature is nauseated for 1 round.

Paralyzed: The creature is paralyzed and helpless for 5 rounds.

Killed: Living creatures die. Nonliving creatures are destroyed.

Note: Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy*.

Bless

You fill your allies with confidence, improving their prowess in combat.

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Clr 1, Good 1, Pal 1, War 1

Area: Medium (20 ft.) radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: All allies within the area gain a +2 bonus to attack rolls for 5 rounds. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: *Bless* counters and dispels *bane*.

Bless Weapon

You imbue a weapon with divine power, causing it to strike true against evil foes.

Evocation/Transmutation (Channeling, Imbuement) [Good]

Level: Pal 1

Components: V

Duration: Medium (5 minutes)

Effect: This spell functions like *magic weapon*, except that the weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.)

Blindness/Deafness

You afflict one of the subject's senses.

Necromancy (Flesh)

Level: Clr 3, Sor/Wiz 3

Components: V

Range: Touch

Target: Living creature touched

Duration: Long (1 hour) (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Healthy Effect: The subject is sickened.

Bloodied Effect: The subject is blinded, deafened, or sickened, as you choose.

Note: The choice of bloodied conditions is made at the time the spell is cast.

Blink

You rapidly blink in and out of reality, confounding your foes and protecting you from their attacks.

Conjuration (Translocation) [Planar]

Level: Sor/Wiz 3

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Effect: You “blink” back and forth between the Material Plane and the Ethereal Plane. This has several effects, as follows.

- All attacks made against you and spells targeted on you have a 50% chance to fail. This failure chance is reduced to 20% if the attack can strike ethereal targets or if the attacker can see ethereal targets. If both are true, the attack suffers no chance of failure. Force effects can strike ethereal targets.
- You take half damage from area attacks (but full damage from those that extend onto the Ethereal Plane).
- You take half damage from falling, since you fall only while you are material.
- All of your attacks and spells have a 20% chance to happen while you are in the Ethereal Plane, which usually means they have no effect.
- You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.)
- 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 damage per 5 feet so traveled.
- You can see and interact with ethereal creatures in roughly the same

way you interact with material ones.

Blur

You distort the subject's outline so it appears blurred, shifting, and wavering.

Illusion (Glamer)

Level: Brd 2, Sor/Wiz 2

Components: V

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains concealment (20% miss chance) and a +2 bonus to Hide checks. This concealment is not sufficient by itself to make a Hide check.

Note: 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).

Burning Hands

You expel a cone of searing flame shoots from your fingertips, searing creatures in front of you.

Evocation (Energy) [Fire]

Level: Destruction 1, Fire 1, Evoc 1

Area: Medium (20 ft.) cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes (Reflex)

Damage: 1d10 fire damage + 1d10 per four caster levels above 1st

Effect: Everything in the area takes damage. Unattended flammable objects burn if the flames touch them. A character can extinguish burning items as a full-round action.

Call Lightning

You repeatedly call bolts of lightning that flash down from thin air to smite your foes.

Evocation (Energy) [Electricity]

Level: Air 3, Drd 3

Casting Time: Full-round action

Range: Medium (100 ft.)

Area: Large (50 ft.) vertical line of lightning, 5 ft. wide

Duration: Instantaneous and Medium (5 minutes) (D); see text

Saving Throw: Reflex half

Spell Resistance: Yes (Reflex)

Damage: 3d8 electricity damage + d8 per four caster levels above 6th

Effect: Immediately upon completion of the spell, and once per round thereafter, you may call down a vertical bolt of lightning which deals damage to anyone in its path. Calling a bolt is a standard action that requires concentration. You may call a total number of bolts equal to your caster level.

If you are outdoors and in a stormy area – a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size) – each bolt deals 3d10 electricity damage + d10 per four caster levels above 6th instead.

Note: This spell functions indoors or underground, but not underwater.

Call Lightning, Greater

You repeatedly call intense bolts of lightning that flash down from thin air to smite your foes.

Evocation (Energy) [Electricity]

Level: Air 5, Drd 5

Range: Far (300 ft.)

Saving Throw: Reflex half/Reflex negates

Damage: 5d8 electricity damage + d8 per four caster levels above 10th

Bloodied Effect: A creature struck by a bolt is also staggered for 1 round. A successful Reflex save halves the damage and negates the staggering.

Effect: This spell functions like *call lightning*, except as noted above. If you are outdoors in a stormy area, each bolt deals 5d10 electricity damage + d10 per four caster levels above 10th instead.

Calm Emotions

You calm a group of creatures, preventing the situation from getting out of hand.

Enchantment (Emotion) [Mind-Affecting]

Level: Brd 2

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius spread

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: Creatures in the area have their emotions calmed. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive.

Note: Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any effects of spells or abilities that affect or require emotions, including all other enchantment (emotion) spells.

Cause Fear

You fill your enemy with fear.

Enchantment (Emotion) [Fear, Mind-Affecting]

Level: Brd 1,Clr 1, Sor/Wiz 1

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds) / 1 round (D)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The subject is shaken.

Bloodied Effect: As the healthy effect, plus the subject is frightened for 1 round.

Chain Lightning

You create a stroke of lightning which strikes a single foe before arcing to hit a number of other foes of your choice.

Evocation (Energy) [Electricity]

Level: Air 6, Sor/Wiz 5

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius centered on the primary target

Targets: One primary target, plus five secondary targets within the area

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes (Reflex)

Damage: 10d6 electricity damage + d6 per two caster levels above 10th

Effect: This spell deals full damage to the primary target and half damage to each of the secondary targets. No secondary target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Changestaff

You plant your staff in the ground and transform it into a massive tree-like creature which obeys your every command.

Transmutation (Alteration, Animation)

Level: Drd 7, Nature 8

Components: V, S, F

Casting Time: 1 round

Range: Touch

Target: Your touched staff

Duration: Medium (5 minutes) (D)

Saving Throw: None

Spell Resistance: No

Effect: Your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

Focus: The quarterstaff, which must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew, then cured, shaped, carved, and polished (a process requiring twenty-eight days). You cannot adventure or engage in other strenuous activity during the shaping and carving of the staff.

Chaos Hammer

You unleash a multicolored explosion of leaping, ricocheting energy to smite your foes.

Evocation (Channeling) [Chaotic]

Level: Chaos 4

Area: Medium (20 ft.) radius burst centered on you

Duration: Instantaneous

Saving Throw: Will half/Will negates

Spell Resistance: Yes (Will)

Damage: 4d10 divine damage + d10 per four caster levels above 8th

Effect: Nonchaotic creatures in the area take damage and are bewildered for 5 rounds. A successful Will save reduces the damage by half and negates the bewildering.

Charm Monster

You manipulate a creature's mind so it thinks of you as a trusted friend and ally.

Enchantment (Emotion) [Charm, Mind-Affecting]

Level: Brd 4, Ench 5

Duration: Long (1 hour)

Target: One living creature

Effect: This spell functions like *charm person*, except that the effect is not restricted by creature type and has a shorter duration.

Charm Person

You manipulate a person's mind so he thinks of you as a trusted friend and ally.

Enchantment (Emotion) [Charm, Mind-Affecting]

Level: Brd 2, Ench 2

Range: Medium (100 ft.)

Target: One humanoid creature

Duration: Long (1 hour)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: This charm makes a humanoid creature regard you as its trusted friend and ally. If it is currently faced with any obvious threat from you or your allies, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the creature, it receives a +5 circumstance bonus on its saving throw.

The spell does not enable you to control the subject 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 succeed at a Diplomacy check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) Treat the target as a friend (a +10 relationship modifier) for the purpose of the Diplomacy check. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

Note: Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. A creature that makes its saving throw against *charm person* is immune to all further attempts by the same spellcaster for 24 hours.

Charm Person, Mass

You manipulate the minds of many people so they think of you as a trusted friend and ally.

Enchantment (Emotion) [Charm, Mind-Affecting]

Level: Brd 6, Ench 7

Range: Far (300 ft.)

Area: Medium (20 ft.) radius

Targets: Five humanoid creatures within the area

Effect: This spell functions like *charm person*, except that it affects multiple creatures at a longer range.

Chill Touch

Your hand glows with dark energy as you strike your foes, channeling negative energy into their bodies to disrupt their life force.

Necromancy (Vitalism) [Negative]

Level: Sor/Wiz 1

Range: Touch

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

Duration: Instantaneous/5 rounds

Saving Throw: Fortitude half/Fortitude negates; see text

Spell Resistance: Yes (Fortitude)

Damage: 1 Strength damage and d6 negative energy damage + casting attribute value

Effect: A successful Fortitude save negates the Strength damage. You can use this melee touch attack up to one time per level. If you can make multiple attacks, you can use this touch attack on each of those attacks.

An undead creature you touch takes no damage of either sort, but it is sickened for 5 rounds. A successful Fortitude save negates the effect.

Circle of Death

You snuff out the life force of your weakened foes by flooding them with negative energy.

Necromancy (Vitalism) [Death, Negative]

Level: Death 6, Sor/Wiz 6

Components: V, S, M

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Targets: Several living creatures within the area

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Bloodied Effect: The subjects immediately die.

Note: This spell can affect 2 HD worth of living creatures per caster level. 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 more HD than half your caster level can be affected, and Hit Dice that are not sufficient to affect a creature are wasted. Healthy creatures are not affected by the spell, and do not count against the spell's HD limit.

Material Components: The powder of a crushed black pearl with a minimum value of 750 gp.

Clenched Fist

You create a floating, disembodied hand made of magical force that strikes your foe.

Evocation (Control) [Force]

Level: Sor/Wiz 9, Strength 9

Saving Throw: None/Fortitude negates

Spell Resistance: Yes (Fortitude)

Damage: 2d10 force damage + 1-1/2 casting attribute value

Effect: This spell functions like *interposing hand*, except that the hand can also strike one opponent that you select. 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 casting attribute, which is the hand's Strength score, -1 for being Large.

Bloodied Effect: The struck creature is dazed for 1 round. A save negates the dazing, but not the damage.

Note: Directing the spell to a new target is a swift action.

Cloak of Chaos

You shield your allies with an an powerful aura that resembles a random pattern of color – an affront to your lawful foes.

Abjuration (Shielding) [Chaotic]

Level: Chaos 8

Components: V, S, F

Area: Medium (20 ft.) radius burst centered on you

Targets: Five creatures within the area

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Effect: This spell has four effects.

First, each shielded creature gains a +5 bonus to its saving throws.

Second, each shielded creature gains spell resistance 10 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from law* does.

Finally, if a lawful creature within Medium (100 ft.) range of the shielded creature successfully attacks it in any way, the offending attacker takes 4d6 damage. Any single creature can take this damage only once per round.

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

Cloudkill

You conjure a yellowish green fog bank that obscures vision and slowly poisons creatures inside.

Conjuration (Creation) [Fog, Poison]

Level: Sor/Wiz 7

Saving Throw: None/Fortitude negates

Effect: This spell functions like *fog cloud*, except that living creatures inside the fog take 1d4 Constitution damage on your turn each round. A successful Fortitude save negates the damage for that round.

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

Note: Holding one's breath doesn't help against the poison, but creatures immune to poison are unaffected.

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

Color Spray

You project a vivid cone of clashing colors from your outstretched hand, striking creatures in front of you.

Illusion (Figment) [Light]

Level: Sor/Wiz 1

Area: Medium (20 ft.) cone-shaped burst

Duration: 2d4 rounds/1 round

Saving Throw: Will partial

Spell Resistance: Yes (Will)

Effect: Creatures in the area are dazzled. A successful Will save reduces the duration to 1 round.

Note: A dazzled creature treats everything it sees as if it had concealment (20% miss chance), and takes a -4 penalty to Spot checks. It is unable to use darkvision.

Creatures who cannot see the light are not affected by this spell. Merely closing one's eyes is insufficient protection.

Combat Transformation

You become a virtual fighting machine – stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat instead of casting spells, even from magic items.

Transmutation (Imbuement)

Level: Sor/Wiz 5

Components: V, S, M

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Effect: You gain a +4 bonus to Strength, Dexterity, Constitution, natural armor, and Fortitude saves. In addition, you gain proficiency with any weapons you hold (except exotic weapons).

Note: If you cast a spell or use a spell activation or spell completion magic item, the spell immediately ends.

Material Components: A potion of *totemic power* (which costs 400 gp), which you drink (and whose effects are subsumed by the spell effects).

Command

You compel a foe to obey a single command of your choice.

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

Level: Clr 1, Law 1

Components: V

Range: Medium (100 ft.)

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The subject is bewildered.

Bloodied Effect: The subject must perform one of the following actions of your choice.

Approach: On its turn, the subject moves toward you as quickly and directly as possible. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: As soon as possible, the subject drops whatever it is holding. It may act normally on its turn, except that it can't pick up any dropped items.

Fall: As soon as possible, the subject falls to the ground. It may act normally on its turn, except that it can't get up from its prone position.

Flee: On its turn, the subject moves away from you as quickly as possible. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: On its turn, the subject can take no actions, but it can defend itself normally.

Note: If the subject can't understand or carry out your command, the spell automatically fails.

Command, Mass

You compel many foes to obey your command.

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

Level: Clr 5

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

Effect: This spell functions like *command*, except that it affects multiple creatures.

Comprehend Languages

You can understand any language.

Divination (Communication)

Level: Brd 1, Clr 2, Knowledge 1, Sor/Wiz 2

Range: Personal

Target: You

Duration: Long (1 hour)

Effect: 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.

Note: This spell can be foiled by certain obscuring magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text. You may be unable to understand dead or extremely obscure languages.

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

Cone of Cold, Lesser

You create an area of extreme cold that drains heat from creatures in the area.

Evocation (Energy) [Cold]

Level: Drd 2, Sor/Wiz 2

Area: Medium (20 ft.) cone-shaped burst

Duration: Instantaneous and 1 round

Saving Throw: Reflex half/Reflex negates

Spell Resistance: Yes (Reflex)

Damage: 2d10 cold damage + d10 per four caster levels above 4th.

Effect: Everything in the area takes damage. Creatures damaged by the spell are fatigued for 1 round. A successful Reflex save halves the damage and negates the fatigue.

Cone of Cold

You create an area of extreme cold that drains heat from creatures in the area, diminishing their ability to move and fight.

Evocation (Energy) [Cold]

Level: Drd 5, Sor/Wiz 5

Damage: 5d10 cold damage + d10 per four caster levels above 10th.

Effect: This spell functions as *cone of cold*, except that affected creatures are fatigued for 1 round even if they make their Reflex save, and are fatigued for 5 rounds if they fail.

Cone of Cold, Greater

You create a massive area of extreme cold that drains heat from creatures in the area, diminishing their ability to move and fight.

Evocation (Energy) [Cold]

Level: Drd 8, Sor/Wiz 8

Area: Large (50 ft.) cone-shaped burst

Damage: 8d10 cold damage + d10 per four caster levels above 16th.

Effect: This spell functions as *cone of cold*, except that it affects a larger area, and affected creatures are fatigued for 5 rounds whether or not they make their Reflex save.

Confusion

You compel a creature to act randomly, sowing confusion in your foes' ranks.

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Chaos 3, Sor/Wiz 3, Trickery 3

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The subject is bewildered.

Bloodied Effect: The subject is confused. Each turn, it has a random chance to take one of four actions: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently. 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: A bewildered creature takes a –2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Attackers are not at any special advantage when attacking a *confused* character. 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).

Confusion, Mass

You compel a group of creatures to act randomly, sowing confusion in your foes' ranks.

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 8, Trickery 8

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Targets: All creatures within the area, to a maximum of five creatures

Effect: This spell functions like *confusion*, except that it affects multiple creatures. If there are more creatures in the area than you can affect, randomly determine which creatures are affected.

Contagion

You infect your foe with a contagious disease, knowing he will inadvertently spread it to his allies when he escapes.

Necromancy (Flesh) [Disease]

Level: Clr 3, Death 3, Destruction 3, Drd 3, Sor/Wiz 3

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Effect: The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC for both the initial and subsequent saving throws is equal to this spell's save DC.

Control Water

You manipulate elemental forces to control water around you.

Evocation (Control) [Water]

Level: Drd 3, Sor/Wiz 4, Water 3

Range: Far (300 ft.)

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: Long (1 hour) (D)

Saving Throw: None; see text

Disease	Damage
Blinding sickness	1d4 Str ¹
Cackle fever	1d6 Wis
Filth fever	1d3 Dex and 1d3 Con
Mindfire	1d4 Int
Red ache	1d6 Str
Shakes	1d8 Dex
Slimy doom	1d4 Con

¹ Each time a victim takes 2 or more Strength damage from blinding sickness, he or she must make another Fortitude save or be permanently blinded.

Spell Resistance: No

Effect: Depending on the version you choose, the *control water* spell raises or lowers water.

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 x 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.

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.

Note: With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Create Sound

Illusion (Figment) [Unreal]

Level: Brd 1, Sor/Wiz 1, Trickery 1

Range: Close (30 ft.)

Manifestation: Illusory sounds

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Effect: This spell allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound this spell 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 two normal humans per caster level. 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, including speech. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Note: *Create sound* can be made permanent with a *permanency* spell.

Creeping Doom

You summon uncountable hordes of centipedes to overwhelm your foes.
Conjuration (Summoning)

Level: Drd 7

Casting Time: Full-round action

Range: Close (30 ft.) ; see text

Manifestation: One swarm of centipedes per two levels

Duration: Medium (5 minutes)

Saving Throw: None

Spell Resistance: No

Effect: This spell creates one centipede swarm per two caster levels.

They must all be adjacent at least one other swarm. You may summon the centipede swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless you command the creeping doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within Medium (100 ft.) range of you. You cannot command any swarm to move more than Medium (100 ft.) range away from you, and if you exceed that distance, the swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within range).

Crush Life

You attack the life force of a single foe directly, allowing no possibility for escape.

Necromancy (Life)

Level: Necro 2

Range: Close (30 ft.)

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fort)

Damage: 4d6 life damage + d6 per two caster levels above 4th

Effect: The target takes damage.

Crush Life, Greater

You obliterate the life force of a single foe directly, allowing no possibility for escape.

Necromancy (Life)

Level: Necro 5

Damage: 10d6 life damage + d6 per two caster levels above 10th

Effect: This spell functions like *crush life*, except that the target is also sickened for 5 rounds.

Crush Life, Mass

You obliterate the life force of all of your foes directly, allowing no possibility for escape.

Necromancy (Unlife)

Level: Necro 8

Range: Far (300 ft.)

Area: Large (50 ft.) radius limit

Targets: Five living creatures within the area

Damage: 8d8 life damage + d8 per four caster levels above 16th

Effect: This spell functions as *crush life*, except that it affects many targets in a broad area.

Crushing Despair

You fill a number of creatures with sadness and gloom.

Enchantment (Emotion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Area: Medium (20 ft.) cone-shaped burst

Duration: Medium (5 minutes)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: Each creature in the area is demoralized.

Note: A demoralized creature takes a -2 penalty on attack rolls, saving throws, checks, and armor class. *Crushing despair* counters and dispels *good hope*.

Crushing Hand

You create a floating, disembodied hand made of magical force that crushes your foe in its grasp.

Evocation (Control) [Force]

Level: Sor/Wiz 8, Strength 8

Saving Throw: Fortitude partial

Spell Resistance: Yes (Fortitude)

Damage: 2d6 + casting attribute value

Effect: This spell functions like *grasping hand*, except that the hand deals lethal damage on each successful grapple attack against an opponent.

Note: Directing the spell to a new target is a swift action.

Cure Critical Wounds

You lay your hand on a creature and channel positive energy into it, healing even the most grievous injuries.

Necromancy (Life) [Healing, Positive]

Level: Brd 4, Clr 4, Drd 4, Life 4, Pal 4

Healing: 8d10 damage + d10 per two caster levels above 8th

Effect: This spell functions like *cure light wounds*, except that for every 10 points of healing granted by the spell, it can instead cure 1 point of critical damage.

Cure Critical Wounds, Mass

You stretch out your hand and channel positive energy into all of your allies, healing even their most grievous injuries.

Necromancy (Life) [Healing, Positive]

Level: Clr 8, Drd 8, Life 8

Healing: 8d8 damage + d8 per four caster levels above 16th

Effect: This spell functions like *mass cure light wounds*, except that for every 10 points of healing granted by the spell, it can instead cure 1 point of critical damage.

Cure Light Wounds

You lay your hand on a creature and channel positive energy into it, healing some of its wounds.

Necromancy (Life) [Healing, Positive]

Level: Brd 1, Clr 1, Drd 1, Pal 1

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half; see text

Spell Resistance: Yes (Will)

Healing: 2d10 damage + d10 per two caster levels above 1st

Effect: You heal the touched creature. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. You must succeed on a melee touch attack to hit a target that does not allow you to touch it.

Cure Light Wounds, Mass

You stretch out your hand and channel positive energy into all of your allies, healing some of their wounds.

Necromancy (Life) [Healing, Positive]

Level: Brd 5, Clr 5, Drd 5, Life 5

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half; see text

Spell Resistance: Yes (Will)

Healing: 5d8 damage + d8 per four caster levels above 10th

Effect: You heal the targets. Like other *cure* spells, this spell deals damage to affected undead rather than curing them.

Cure Moderate Wounds

You lay your hand on a creature and channel positive energy into it, healing its wounds.

Necromancy (Life) [Healing, Positive]

Level: Brd 2, Clr 2, Drd 2, Life 2, Pal 2

Healing: 4d10 damage + d10 per two caster levels above 4th

Effect: This spell functions like *cure light wounds*, except that for every 20 points of healing granted by the spell, it can instead cure 1 point of critical damage.

Cure Moderate Wounds, Mass

You stretch out your hand and channel positive energy into all of your allies, healing their wounds.

Necromancy (Life) [Healing, Positive]

Level: Brd 6, Clr 6, Drd 6, Life 6

Healing: 6d8 damage + d8 per four caster levels above 12th

Effect: This spell functions like *mass cure light wounds*, except that for every 20 points of healing granted by the spell, it can instead cure 1 point of critical damage.

Cure Serious Wounds

You lay your hand on a creature and channel positive energy into it, healing even serious injuries.

Necromancy (Life) [Healing, Positive]

Level: Brd 3, Clr 3, Drd 3, Life 3, Pal 3

Healing: 6d10 damage + d10 per two caster levels above 6th

Effect: This spell functions like *cure light wounds*, except that for every 15 points of healing granted by the spell, it can instead cure 1 point of critical damage.

Cure Serious Wounds, Mass

You stretch out your hand and channel positive energy into all of your allies, healing even serious injuries.

Necromancy (Life) [Healing, Positive]

Level: Clr 7, Drd 7, Life 7

Healing: 7d8 damage + d8 per four caster levels above 14th

Effect: This spell functions like *mass cure light wounds*, except that for every 15 points of healing granted by the spell, it can instead cure 1 point of critical damage.

Dancing Lights

Illusion (Figment) [Light]

Level: Brd 1, Sor/Wiz 1

Range: Medium (100 ft.)

Area: Small (10 ft.) radius limit

Manifestation: Up to four lights within the area

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: No

Effect: 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 Small (10 ft.) radius in relation to each other. You can spend a swift action on your turn to move the lights as you desire: 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.

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

Darkness

Illusion (Glamer) [Darkness]

Level: Brd 2, Sor/Wiz 2, Trickery 2

Components: V

Range: Touch

Target: Object touched

Duration: Medium (5 minutes) (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell causes an object to radiate shadowy illumination out to a Medium (20 ft.) radius. This causes the level of illumination to drop to shadowy illumination or the current prevailing condition, whichever is lower. Darkvision is ineffective in magical darkness, and confers no advantage over normal vision.

Note: 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.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area or shining through it, as are light spells of lower level. Such effects are also suppressed if they originate from within the area of the darkness, preventing them from shining light elsewhere. Higher level light spells are not affected by darkness.

Darkness counters or dispels any light spell of equal or lower spell level.

Darkvision

Divination (Awareness)

Level: Sor/Wiz 2

Range: Touch

Target: Creature touched

Duration: Long (1 hour)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject gains the ability to see 60 feet even in total darkness. Beyond 60 feet, the subject can see dimly, treating areas of darkness as shadowy illumination. Darkvision does not function if a creature is in an area of bright light or is dazzled. Darkvision is black and white only, but otherwise like normal sight.

Note: *Darkvision* does not grant one the ability to see in magical darkness.

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

Daylight

Illusion (Figment) [Light]

Level: Clr 2, Pal 2

Range: Touch

Target: Object touched

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: No

Effect: The object touched sheds light as bright as full daylight in a Large (50 ft.) radius, and dim light for an additional 50 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of sunlight for the purposes of creatures that are damaged or destroyed by bright 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.

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

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

Daze

You cloud the mind of your foe, preventing it from taking any actions.

Enchantment (Inhibition) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: None/Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The subject is bewildered.

Bloodied Effect: As the healthy effect, and the subject is also dazed for 1 round if it fails a Will save. A dazed creature can take no actions, though it can defend itself normally.

Note: A bewildered creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Daze

Mass

You cloud the mind of your foes, preventing them from taking any actions.

Enchantment (Inhibition) [Mind-Affecting]

Level: Sor/Wiz 9

Range: Medium (100 ft.)

Area: Medium (20 ft.) limit

Targets: Five creatures within the area

Effect: This spell functions like *daze*, except that it affects multiple creatures.

Death Knell

You draw forth the ebbing life force of a creature and use it to fuel your own power.

Necromancy (Unlife) [Death]

Level: Death 2, Evil 2, Necro 2

Range: Touch

Target: Living creature touched

Duration: Instantaneous/10 minutes per HD of subject; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Effect: Upon casting this spell, you touch a living creature that is disabled or dying. If the subject fails its saving throw, it dies, and you gain 10 temporary hit points +1 per caster level. If the creature had more than 4 HD, you gain a +1 bonus to your caster level. If the creature had more than 8 HD, you a +2 bonus to Strength, Dexterity, and Constitution. These effects last for 10 minutes per HD of the subject creature. If the creature had less than 1 HD, the bonuses last for 5 rounds.

Death Ward

Abjuration/Necromancy (Life, Shielding) [Positive]

Level: Clr 4, Death 4, Good 4, Life 4, Necro 4, Pal 4, Protection 4

Range: Touch

Target: Living creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

Note: This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

Death Ward, Mass

Abjuration/Necromancy (Life, Shielding) [Positive]

Level: Clr 8, Good 8, Life 8, Protection 8

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five living creatures within the area

Effect: This spell functions like *death ward*, except that it affects multiple creatures.

Deep Slumber

You fill your foe with an overpowering urge to sleep, inevitably rendering him comatose.

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Range: Close (30 ft.)

Target: One creature

Duration: Long (1 hour)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The subject is bewildered.

Bloodied Effect: The subject immediately falls asleep. If left undisturbed, it will sleep until it dies. As long as it remains bloodied, it cannot be awakened until the spell's duration expires, though it can be awakened normally after that point.

Note: A bewildered creature takes a –2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Delay Poison

Necromancy (Flesh)

Level: Clr 1, Drd 1, Pal 1

Range: Touch

Target: Creature touched

Duration: Long (1 hour)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired.

Note: This spell does not cure any damage that poison may have already done.

Delayed Blast Fireball

Evocation (Energy) [Fire]

Level: Fire 6, Evoc 6

Area: Medium (20 ft.) radius spread

Duration: 5 rounds or less; see text

Damage: 6d10 fire damage + d10 per four caster levels above 12th

Effect: This spell functions like *fireball*, except that it is larger and can detonate up to 5 rounds after the spell is cast. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). For every round that this spell is delayed, your caster level with it increases by 2.

If you choose a delay, a glowing bead sits at the point of origin until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled. A creature holding the bead (not merely standing next to or even touching the bead) receives no saving throw against the spell's effect.

Destruction

Necromancy (Flesh) [Death]

Level: Clr 7, Destruction 7

Components: V, S, F

Range: Close (30 ft.)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Healthy Effect: The target is staggered for 5 rounds.

Bloodied Effect: The target is instantly slain.

Note: The remains of a creature killed by this spell are consumed utterly

(but not its equipment or possessions). The only way to restore life such a creature is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

Focus: A special holy (or unholy) symbol of silver marked with verses of anathema (cost 500 gp).

Detect Animals or Plants

Divination (Awareness) [Detection]

Level: Drd 1, Nature 1

Area: Large (50 ft.) cone-shaped emanation from you

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Effect: You know the direction to any animals in the area by seeing their auras. If you concentrate on a particular aura, you learn its location. You must choose to detect either animals or plants. Alternately, you can choose to detect a particular kind of animal or plant. Each round, you can change what you are trying to detect.

Note: Each round, you can turn to detect animals or plants in a new area. A detection 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 Chaos

Divination (Awareness) [Detection]

Level: Clr 1, Pal 1

Effect: This spell functions like *detect evil*, except that it detects chaotic auras, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

Detect Evil

You sense the presence of evil.

Divination (Awareness) [Detection]

Level: Clr 1

Area: Large (50 ft.) cone-shaped emanation from you

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Effect: You know the direction to any evil creatures or objects in the area by seeing their auras. If you concentrate on a particular aura, you learn how powerful it is, as determined by the table below.

If the HD or level of the aura's source is at least twice your caster level, the power of the aura increases by one step, with strong auras becoming overwhelming. If you are good, and you concentrate on a creature with an overwhelming aura, you must make a Will save or be stunned for 1 round (which typically breaks your concentration, ending the spell).

Creature/Object	Aura Power
Evil creature	Faint
Undead	Moderate
Evil magic item or spell	Moderate ¹
Evil outsider	Strong
Cleric of an evil deity ²	Strong

¹ Use the item or spell's caster level to determine whether the power of the aura is unusually strong.

² Some characters who are not clerics (such as blackguards) may radiate an aura of equivalent power. The class description will indicate whether this applies.

Lingering Aura: An evil aura can linger after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). Most auras only linger for a few rounds, but strong or overwhelming auras can linger for

days.

Note: Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them.

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

Detect Good

Divination (Awareness) [Detection]

Level: Clr 1

Effect: This spell functions like *detect evil*, except that it detects good auras, and you are vulnerable to an overwhelming good aura if you are evil.

Note: Healing potions, antidotes, and similar beneficial items are not good, and as such this spell does not detect them.

Detect Law

Divination (Awareness) [Detection]

Level: Clr 1

Effect: This spell functions like *detect evil*, except that it detects lawful auras, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

Detect Poison

Divination (Awareness) [Detection]

Level: Clr 1, Drd 1, Sor/Wiz 1

Area: Large (50 ft.) cone-shaped emanation from you

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Effect: You know the direction to any poisons in the area by seeing their auras. If you concentrate on a particular aura, you learn its location.

Note: A detection 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 Secret Doors

You can detect secret doors, compartments, caches, and so forth.

Divination (Awareness) [Detection]

Level: Brd 1, Sor/Wiz 1

Area: Large (50 ft.) cone-shaped emanation from you

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Effect: You know the direction to any hidden passages, doors, or openings in the area. If you concentrate on a particular aura, you learn its location. This does not automatically grant you the ability to see or open the door – merely the knowledge that such a door exists in that location.

Note: Each round, you can turn to detect secret doors in a new area. A detection spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts

Divination (Awareness) [Detection] [Mind-Affecting]

Level: Brd 3, Knowledge 3, Sor/Wiz 3

Area: Large (50 ft.) cone-shaped emanation from you

Duration: Concentration

Saving Throw: Will negates; see text

Spell Resistance: Yes (Will)

Effect: 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 20 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 that you can pick up. You need not be able to see a creature to detect thoughts from it. You gain a +4 circumstance bonus to Bluff, Diplomacy, and Intimidate checks against creatures whose mind you are reading.

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

Detect Thoughts, Greater

Divination (Awareness) [Detection] [Mind-Affecting]

Level: Knowledge 8, Sor/Wiz 8

Duration: Long (1 hour) (D)

Effect: This spell functions as *detect thoughts*, except that it does not require concentration to maintain. You automatically detect the presence or absence of thoughts, the number of thinking minds, and the Intelligence score of each. You must concentrate to detect surface thoughts, but it only takes you a single round.

Detect Undead

Divination (Awareness) [Detection]

Level: Clr 1, Sor/Wiz 1

Area: Large (50 ft.) cone-shaped emanation from you

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Effect: You know the direction of all undead creatures in the spell's area. If you concentrate on a particular undead creature, you learn the strength of its aura, determined by the table below. 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 following table:

HD	Strength
1 or lower	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

Lingering Aura: An undead aura can linger 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. Most auras only linger for a few rounds, but strong or overwhelming auras can linger for days.

Note: Each round, you can turn to detect undead in a new area. A detection spell can penetrate barriers, but 1 foot of stone, 1 inch of common

metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Dictum

Evocation (Channeling) [Lawful]

Level: Law 7

Components: V

Area: 40 foot cube-shaped spread centered on you

Duration: Instantaneous/5 rounds

Saving Throw: None

Spell Resistance: Yes (Will)

Healthy Effect:

Each nonlawful creature in the area is deafened for 5 rounds.

Bloodied Effect:

Each nonlawful creature in the area suffers one or more of the following ill effects, depending on its Hit Dice.

HD	Effect
Equal to caster level	Staggered
Up to caster level –5	Stunned, staggered
Up to caster level –10	Paralyzed, slowed, deafened
Up to caster level –15	Killed ¹

¹ Living creatures die. Nonliving creatures are destroyed.

Staggered: The creature is staggered for 5 rounds.

Stunned: The creature is stunned for 1 round.

Paralyzed: The creature is paralyzed and helpless for 5 rounds.

Killed: Living creatures die. Nonliving creatures are destroyed.

Note: Creatures whose Hit Dice exceed your caster level are unaffected by this spell.

Dimension Door

Conjuration (Translocation) [Teleportation]

Level: Travel 5, Sor/Wiz 4

Range: Far (300 ft.)

Target: You

Duration: Instantaneous

Effect: 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 are dazed until the start of your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load.

If you arrive in a place that is already occupied by a solid body, you take 1d6 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 take an additional 2d6 damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you take an additional 4d6 damage and the spell simply fails.

Dimension Door, Mass

Conjuration (Translocation) [Teleportation]

Level: Conj 7, Travel 8

Area: Medium (20 ft.) radius limit centered on you

Targets: You and up to five other willing creatures within the area

Saving Throw: None

Spell Resistance: No

Effect: This spell functions like *dimension door*, except that it affects multiple creatures. Creatures must be willing to be teleported. You choose the destinations for each affected creature freely, within the range of the spell. Each affected creature is dazed until the start of your next turn.

Dimension Slide

Conjuration (Translocation) [Teleportation]

Level: Conj 3, Travel 3

Range: Close (30 ft.)

Target: You; see text

Duration: Instantaneous

Effect: You instantly transfer yourself from your current location to any other spot within range to which you have line of sight. You can bring along objects as long as their weight doesn't exceed your maximum load. Movement caused by the use of dimension slide does not provoke attacks of opportunity.

If you somehow attempt to transfer yourself to a location occupied by a solid body or a location you can't see, the spell simply fails to function.

Dimensional Anchor

Abjuration (Negation)

Level: Clr 3, Sor/Wiz 3

Range: Medium (100 ft.)

Manifestation: Ray

Duration: Medium (5 minutes)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: A green ray springs from your outstretched 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*, *dimension slide*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

Note: 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.

Discern Lies

You can discern subtle magical disturbances caused by lying.

Divination (Awareness) [Detection]

Level: Clr 3, Law 3, Pal 3

Area: Large (50 ft.) cone-shaped emanation from you

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Effect: You know when any creature in the area deliberately and knowingly speaks a lie. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Note: Each round, you can turn to discern lies in a new area. A detection 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.

Discern Vulnerability

Divination (Knowledge)

Level: Div 4

Casting Time: 1 swift action

Range: Medium (100 ft.)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: You instantly recognize all of the target's vulnerabilities. This grants you a +2 circumstance bonus to attack rolls, weapon damage rolls, save DCs, and spell resistance checks against that creature. In addition, you learn any significant weaknesses the creature has. This includes, but is not limited to, the following information:

- Which of the target's saving throws is lowest
- If the target has any vulnerabilities to specific damage types
- How to overcome the target's damage reduction, regeneration, or other similar abilities

Note: This spell gives no information about a creature's strengths or abilities – only its weaknesses.

Disguise Self

Illusion (Glamer) [Unreal]

Level: Brd 1, Illus 1, Trickery 1

Range: Personal

Target: You

Duration: Extreme (12 hours) (D)

Effect: You make yourself – including clothing, armor, weapons, and equipment – look different. You can seem 20% (about 1 foot for an average human) shorter or taller, thin, fat, or in between. You cannot change your body type. 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.

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.

Note: A creature that interacts with the effect gets a Will save to recognize it as an illusion. In order to interact with the illusion with a Spot check, the creature must make a Spot check that beats your saving throw DC with this spell or your Disguise check (if used as part of a disguise), whichever is higher.

Disintegrate

You shoot a thin, green ray from your pointing finger that completely destroys whatever it hits.

Transmutation (Alteration)

Level: Destruction 6, Sor/Wiz 6

Range: Close (30 ft.)

Manifestation: Ray

Duration: Instantaneous

Saving Throw: Fortitude half (object)

Spell Resistance: Yes (Fortitude)

Damage: 12d10 physical damage + d10 per two caster levels above 12th

Effect: Any creature reduced to 0 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 one 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*.

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

Dismissal

Abjuration/Conjuration (Interdiction, Translocation) [Planar]

Level: Clr 4, Sor/Wiz 4

Range: Close (30 ft.)

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes (Will)

Effect: This spell forces an extraplanar creature, including any summoned creature, back to its proper plane. 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.

Dispel Magic

Abjuration (Negation) [Magic]

Level: Abjur 2, Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius burst; see text

Target: One creature or object; or everything in the area

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

Effect: You can use *dispel magic* to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells.

Note: 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 three ways: a targeted dispel, an area dispel, or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make a single dispel check (1d20 + your caster level) which applies against all spells or effects currently active on the target. The DC for this dispel check is 11 + the caster level of the effect. Your check is compared against each effect's DC. If you succeed on the check, each effect with that DC is dispelled.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning) and you succeed on your dispel check, you end the spell that conjured the object or creature.

If the object that you target is a magic item, you compare your dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 5 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface (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 may choose to automatically succeed on your dispel check against any spell that you cast yourself.

Area Dispel: When dispel magic is used in this way, the spell affects everything within a Medium (20 ft.) radius.

This functions as a targeted dispel against every creature, object, and ongoing spell in the area, except that you can only dispel one effect from each target in the area. The effect dispelled is the one with the highest spell level that your dispel check would succeed against. If multiple spells qualify, choose randomly. Attended magic items are unaffected by an area dispel.

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 to counter the other spellcaster's spell.

Dispel Magic, Greater

Abjuration (Negation) [Magic]

Level: Brd 5, Clr 6, Drd 6, Magic 6, Sor/Wiz 6

Effect: This spell functions like *dispel magic*, except that it affects every spell and effect in the area when used as an area dispel, as if a targeted dispel had been cast on every creature, object, and ongoing spell in the area. Attended magic items are unaffected.

Additionally, this spell has a chance to dispel any effect that

remove curse can remove, even if *dispel magic* can't dispel that effect.

Dispel Magic, Lesser

Abjuration (Negation) [Magic]

Level: Brd 1, Clr 1, Drd 2, Magic 1, Sor/Wiz 1

Effect: This spell functions like a targeted *dispel magic*, except that you add half your caster level to your dispel check.

Displacement

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 4

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: 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. However, unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally, and it does not allow the creature to hide.

Note: True seeing reveals the subject's true location.

Disrupting Weapon

Necromancy/Transmutation (Imbuement, Positive)

Level: Clr 5

Range: Touch

Target: One melee weapon

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (object); see text

Spell Resistance: Yes (Will)

Effect: This spell infuses a melee weapon with positive energy, making it deadly to undead. Once per round, the first bloodied undead creature struck in combat with this weapon must succeed on a Will save or be destroyed utterly. Healthy undead creatures suffer no ill effect. Spell resistance does not apply against the destruction effect.

Dissipating Touch

Conjuration (Translocation) [Teleportation]

Level: Conj 2

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: Your mere touch can disperse the surface material of a foe or object, sending a tiny portion of it far away. This effect is disruptive; thus, your successful melee touch attack deals damage. This damage ignores the hardness of objects.

Divine Favor

You imbue yourself with skill in combat by calling upon the divine power of your patron.

Transmutation (Augment)

Level: Clr 1, Pal 1, War 1

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds)

Effect: You gain a +2 bonus on attack and weapon damage rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Divine Power

You imbue yourself with great strength and skill in combat by calling upon the divine power of your patron.

Transmutation (Augment)

Level: Clr 4, Pal 3, Strength 4, War 4

Effect: This spell functions like *divine favor*, except that you also gain a +4 bonus to Strength and 10 + caster level temporary hit points.

Dominate Monster

Enchantment (Compulsion) [Domination, Mind-Affecting]

Level: Ench 8

Target: One creature

Effect: This spell functions like *dominate person*, except that the spell is not restricted by creature type.

Dominate Person

Enchantment (Compulsion) [Domination, Mind-Affecting]

Level: Brd 5, Ench 6

Casting Time: Full-round action

Range: Close (30 ft.)

Target: One humanoid

Duration: One day

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: 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." If you concentrate on the spell, you know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description). It takes time for the link to be established. For the first hour after the spell is cast, you must concentrate on the spell (a standard action) to control the subject's actions. While you are not concentrating on the spell, the creature acts as if confused, as the *confusion* spell, except that it never attacks you. If the subject would randomly attack you, it instead is forced to follow your commands. At the end of the hour, the creature makes a second saving throw against the spell effect. If you concentrate on the spell during this time, it takes a -4 penalty on the saving throw. If it succeeds, it ignores the spell effect; otherwise, you dominate it fully for the remainder of the spell duration.

After the first hour, changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it 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. This does not apply when a subject is merely ordered to perform an action it disagrees with – the action must be directly opposed to the subject's beliefs. Ordering a paladin to murder an innocent would grant the paladin a saving throw, but ordering him to build a bridge that would allow an evil army to cross a river would not grant him a saving throw. Obviously self-destructive orders are never 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 recast this spell on a subject you have dominated before it escapes your control, you can extend the duration of the spell indefinitely. The subject does not get a new saving throw when you renew your control in this fashion.

Note: Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so shielded, but such an effect neither prevents the establishment of domination nor dispels it.

Earthquake

Evocation (Control) [Earth]

Level: Destruction 8, Drd 8, Earth 7, Trans 8

Range: Far (300 ft.)

Area: Large (50 ft.) radius spread (S)

Duration: 1 round

Saving Throw: See text

Spell Resistance: No

Effect: An intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground who attempts to cast a spell must make a Concentration check against a DC equal to (this spell's save DC + double the level of the spell being cast) or lose the spell. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d10 bludgeoning damage + d10 per four caster levels above 14th to any creature caught under the cave-in (Reflex half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d8 bludgeoning damage + d8 per four caster levels above 14th (Reflex half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex save to avoid, whether the creature fell down or not). At the end of the spell, all fissures grind shut, dealing 14d6 bludgeoning damage + d6 per two caster levels above 14th to any creatures trapped in them and ejecting their bodies (dead or alive).

Structure: Any structure standing on open ground takes 10 damage per caster level, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 7d8 bludgeoning damage + d8 per four caster levels above 14th (Reflex half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Note: Any creature pinned beneath rubble takes 1d6 nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 lethal damage each minute thereafter until freed or dead.

Elemental Swarm

Conjuration (Summoning) [see text]

Level: Air 9, Drd 9, Earth 9, Fire 9, Water 9

Range: Medium (100 ft.)

Manifestation: Two or more summoned creatures in a Medium (20 ft.) radius

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose the 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. Five minutes later, 1d4 Huge elementals appear. Five 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.

Emancipation

Abjuration (Negation)

Level: Sor/Wiz 9

Range: Medium (100 ft.) or see text

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject is freed from all spells and effects that restrict its actions, including binding, charms, entangle, daze, domination, grappling, imprisonment, *maze*, nausea, paralysis, petrification, pinning, sleep, slow, stun, *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*.

Energy Conversion

Abjuration/Evocation (Energy, Shielding) [see text]

Level: Sor/Wiz 7

Range: Personal and Close (30 ft.) ; see text

Manifestation: Ray; see text

Duration: Long (1 hour) or until discharged

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Effect: This spell functions like *greater resist energy*, except that you store up the energy you absorb and can later discharge it as a ray. To discharge a ray requires a standard action. You can choose to fire any number of rays during the spell's duration. The ray you fire must be of one of the energy types you have stored (if you have stored more than one type, you can choose what kind of energy to use for each ray). If a ray successfully strikes its target (requiring a ranged touch attack), the target takes damage equal to the amount of energy damage of that type you have stored, up to a maximum of three times your caster level. As long as this power remains in effect, you can continue to absorb energy damage and fire additional rays using the stored damage.

Note: This spell's subtype is the same as the type of energy you discharge in a ray; thus, its subtype can change during the course of the spell's duration.

Energy Drain

Necromancy (Vitalism) [Negative]

Level: Clr 8, Death 8, Evil 8, Sor/Wiz 8

Duration: Extreme (12 hours)

Saving Throw: Fortitude half; see text

Effect: This spell functions like *enervation*, except that the creature struck gains four negative levels, and the negative levels last longer.

An undead creature struck by the ray gains 40 temporary hit points +1 per caster level instead.

Enervation

Necromancy (Vitalism) [Negative]

Level: Death 4, Evil 4, Sor/Wiz 4

Range: Close (30 ft.)

Manifestation: Ray of negative energy

Duration: Long (1 hour)

Saving Throw: Fortitude half

Spell Resistance: Yes (Fortitude)

Effect: You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains two negative levels. A successful Fortitude save halves the number of negative levels.

If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a –1 penalty on attack rolls, saving throws, checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from his or her highest available level.

An undead creature struck by the ray gains 20 temporary hit points +1 per caster level instead.

Note: This spell stacks with any effect that bestows negative levels, including itself.

Enlarge Person

Transmutation (Polymorph) [Size-Affecting]

Level: Sor/Wiz 3, Strength 3

Casting Time: Full-round action

Range: Close (30 ft.)

Target: One humanoid creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Effect: 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 bonus to Strength 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 and projectile weapons affected by this spell deal more 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 weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell.

Note: 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.

Enlarge Person, Mass

Transmutation (Polymorph) [Size-Affecting]

Level: Trans 7

Area: Medium (20 ft.) radius limit

Targets: Five humanoid creatures within the area

Effect: This spell functions like *enlarge person*, except that it affects multiple creatures.

Entangle

Transmutation (Animation)

Level: Drd 1, Nature 1

Range: Medium (100 ft.)

Area: Small (10 ft.) radius spread

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Reflex partial

Spell Resistance: No

Effect: Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a standard action to make a combat maneuver check or an Escape Artist check against this spell's save DC. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Note: The effects of the spell may be altered somewhat based on the nature of the entangling plants. If no plants exist in the area, the spell has no effect.

Entangling Growth

Transmutation (Alteration, Animation)

Level: Drd 4, Nature 4

Area: Medium (20 ft.) radius spread

Effect: This spell functions like *entangle*, except that it affects a wider area and also grows new plants in the area. These plants grow from any terrain, even if it would not normally support plant life, and entangle creatures in the area for the duration of the spell. When the magic fades, the plants with and recede into the ground, leaving no trace that they were ever there.

Entropic Shield

You surround your ally with a magical field that glows with a chaotic blast of multicolored hues. This field deflects incoming ranged attacks, causing them to chaotically swerve away from their intended target.

Abjuration (Shielding)

Level: Chaos 1, Clr 1

Range: Touch

Target: Touched creature

Duration: Short (Concentration + 5 rounds) (D)

Effect: Each ranged attack directed at the subject for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Ethereal Jaunt

Conjuration (Translocation) [Planar]

Level: Sor/Wiz 7, Travel 7

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Effect: You become ethereal, along with your equipment. For the duration of the spell, you are in a place called the Ethereal Plane, which

overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

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 (such as a basilisk's gaze attack). 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 damage per 5 feet that you so travel.

Etherealness

Conjuration (Translocation) [Planar]

Level: Sor/Wiz 9, Travel 9

Range: Touch; see text

Targets: You and up to five other willing touched creatures

Duration: Medium (5 minutes) (D)

Spell Resistance: Yes (Will)

Effect: This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Once ethereal, the subjects need not stay together.

Note: When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

Expeditious Retreat

Transmutation (Temporal)

Level: Brd 1, Sor/Wiz 1

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Effect: This spell doubles your base land speed, to a maximum of a +30 foot increase. (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.

Faerie Fire

Illusion (Figment) [Light, Unreal]

Level: Drd 2

Range: Far (300 ft.)

Area: Small (10 ft.) radius limit

Manifestation: Dim lights in the area

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: A pale glow surrounds and outlines all creatures and objects in the area. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 3rd-level or higher magical darkness effect functions normally), *blur*, *displacement*, *invisibility*, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. This spell does not cause any harm to the objects or creatures thus outlined.

False Life

You harness the power of life to grant yourself a limited ability to avoid death.

Necromancy (Life)

Level: Necro 1

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds)

Effect: You gain 10 temporary hit points + 1 per caster level.

Farsight

You grant the subject the ability to see farther and more accurately.

Divination (Awareness)

Level: Div 1

Range: Touch

Target: Creature touched

Duration: Long (1 hour) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a +2 bonus to Spot checks and takes half the normal penalty for range increments and for Spot checks made at a distance.

Fear

You project an invisible cone that drives creatures away from you in abject fear.

Enchantment (Emotion) [Fear, Mind-Affecting]

Level: Brd 4, Sor/Wiz 5

Area: Medium (20 ft.) cone-shaped burst

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: Creatures in the area are shaken.

Bloodied Effect: Creatures in the area are frightened.

Feather Fall

Transmutation (Imbuement)

Level: Sor/Wiz 1

Components: V

Casting Time: 1 immediate action

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five Medium or smaller freefalling object or creatures within the area

Duration: Short (Concentration + 5 rounds) or until landing

Saving Throw: Will negates (harmless) or Will negates (object)

Spell Resistance: Yes (Will)

Effect: 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. However, 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 two Large creatures or objects, and so forth.

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.

Note: You can cast this spell instantaneously, quickly enough to save yourself if you unexpectedly fall.

Feather fall works only upon free-falling objects. It has no special effect on ranged weapons unless they are falling quite a distance. It does not affect a

sword blow or a charging or flying creature.

Feeblemind

Enchantment (Inhibition) [Mind-Affecting]

Level: Evil 5, Sor/Wiz 5

Range: Touch

Target: Touched creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The target is bewildered for 5 minutes.

Bloodied Effect: The target's Intelligence and Charisma scores each drop to 1, giving it roughly the intellect of a lizard. It 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.

Note: The target must be bloodied when the spell is cast to suffer the bloodied effect.

Finger of Death

Necromancy (Life) [Death]

Level: Death 7, Necro 7

Range: Close (30 ft.)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Healthy Effect: The target is staggered for 5 rounds.

Bloodied Effect: The target is instantly slain.

Fire Seeds

Evocation/Transmutation (Energy, Imbuement) [Fire]

Level: Drd 6, Fire 6, Nature 6

Range: Touch

Area: Small (10 ft.) or Medium (20 ft.) radius burst from the touched objects; see text

Targets: Up to four touched acorns or up to eight touched holly berries

Duration: Long (1 hour) or until used

Saving Throw: None or Reflex half; see text

Spell Resistance: Yes (Reflex)

Damage: 6d10 fire damage + d10 per four caster levels above 12th (acorn grenades);

12d6 fire damage + d6 per two caster levels above 12th (holly berry bombs)

Effect: Depending on the version of fire seeds you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

Acorn Grenades: As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 6d8 fire damage + d8 per four caster levels above 12th, divided up among the acorns as you wish.

Each acorn explodes upon striking any hard surface, damaging all creatures in a Small (10 ft.) radius burst. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). Together, the holly berries are capable of dealing 6d10 fire damage + d10

per four caster levels above 12th, divided up among the berries as you wish.

If you are within Medium (100 ft.) range and speak a word of command (as a standard action), each berry instantly bursts into flame, striking every creature in a Medium (20 ft.) radius burst. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Note: You can only have one *fire seeds* active at any time.

Material Component The acorns or holly berries.

Fire Shield

Abjuration/Evocation (Energy, Shielding) [Fire or Cold]

Level: Fire 5, Sor/Wiz 4

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Damage: 2d6 fire or cold damage

Effect: 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 (your choice).

Any creature striking you with its body or a handheld weapon deals normal damage. Its first attack each round causes the attacker to take damage. This damage is either cold damage (if the shield protects against cold-based attacks) or fire damage (if the shield protects against fire-based attacks). If the attacker has spell resistance, it applies to this effect (this spell is a Reflex effect). Creatures wielding weapons with exceptional 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, giving off light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color) – blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each version are as follows.

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

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

Fire Storm

You fill a massive area with sheets of roaring flame, burning everyone who opposes you.

Evocation (Energy) [Fire]

Level: Destruction 8, Drd 8, Fire 8, War 8

Area: Large (50 ft.) spread centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes (Reflex)

Damage: 8d10 fire damage + d10 per four caster levels above 16th

Effect: The spell deals damage to all enemies in the area, leaving your allies unscathed.

Fireball

You create an explosion of flame that detonates with a low roar, damaging nearby creatures and objects.

Evocation (Energy) [Destructive, Fire]

Level: Sor/Wiz 3

Range: Far (300 ft.)

Area: Small (10 ft.) radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes (Reflex)

Damage: 3d10 fire damage + d10 per four caster levels above 6th.

Effect: Everything in the area takes damage.

Note: If a destructive spell deals enough damage to an interposing barrier to shatter or breaks through it, its effects may continue beyond the barrier if the area permits; otherwise, it stops at the barrier just as any other spell effect does.

Flame Strike

You call a vertical column of divine fire that roars downward, consuming your unworthy foes.

Evocation (Channeling, Energy) [Fire]

Level: Clr 5, Destruction 5, Fire 5, War 5

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius cylinder, 40 ft. high

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes (Reflex)

Damage: 5d10 fire and divine damage + d10 per four caster levels above 8th; see text

Effect: Half the damage is fire damage, but the other half results directly from divine power and is therefore not typed. Your allies in the area take only the fire damage.

Flame Weapon

Evocation (Energy) [Fire]

Level: Drd 2, Fire 2

Range: 0 ft.

Manifestation: Sword-like beam

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Effect: A 3 foot long beam of red-hot fire springs forth from your hand. In addition to providing illumination like a torch, you can wield this bladelike beam as if it were a scimitar. Attacks with the flame weapon are touch attacks, and deal 1d10 fire damage + your key attribute value. Since the blade is immaterial, it is treated as a light weapon, and your Strength value does not apply to the damage. A flame weapon can ignite combustible materials such as parchment, straw, dry sticks, and cloth. Alternately, you can hurl flames from the weapon up to Medium (100 ft.) range as if it were a thrown weapon.

Note: The spell does not function underwater.

Fly

Transmutation (Imbuement)

Level: Sor/Wiz 4

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: 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.

Note: 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 damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Fog Cloud

You conjure a bank of fog from a location you choose, concealing those inside.

Conjuration (Creation) [Fog]

Level: Drd 3, Sor/Wiz 3, Water 3

Range: Medium (100 ft.)

Manifestation: Fog in the area

Duration: Short (Concentration + 5 rounds)

Saving Throw: None

Spell Resistance: No

Effect: This spell functions like *obscuring mist*, except that you can create the cloud at any point within the spell's range.

Note: Fog spells do not function underwater and can be dispersed by wind. A moderate wind (11+ mph) disperses the fog in 5 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Forcecage

Evocation (Control) [Force]

Level: Evoc 7

Components: V, S, M

Range: Close (30 ft.)

Manifestation: Barred cage (20 ft. cube) or windowless cell (10 ft. cube)

Duration: Medium (5 minutes) (D)

Saving Throw: Reflex negates; see text

Spell Resistance: No

Effect: This powerful spell brings into being 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.

A creature who makes a Reflex save chooses whether it wants to be inside or outside of the forcecage when it forms. The forcecage is formed regardless.

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

Barred Cage: 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. 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.

Material Components: Ruby dust worth 1000 gp, which is tossed into the air and disappears when you cast the spell.

Forceful Hand

Evocation (Control) [Force]

Level: Sor/Wiz 6, Strength 6

Effect: This spell functions like *interposing hand*, except that it can also pursue and bull rush one opponent you select. The *forceful hand* gets one bull rush attack per round. This attack does not provoke an attack of opportunity. Its CMA for bull rush checks uses your caster level for its base attack bonus + your casting attribute for its strength score, with a +4 bonus for being Large.

The hand always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose, but it cannot exceed

the spell's range.

Note: A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it.

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

Foresight

Divination (Knowledge)

Level: Protection 9, Sor/Wiz 9

Range: Personal or touch

Target: See text

Duration: Long (1 hour)

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (Will)

Effect: 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, and you gain a bonus on initiative checks equal to your caster level. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +5 bonus to Reflex saves and dodge modifier. This bonus is lost whenever you would lose a Dexterity 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 bonus to AC and Reflex saves.

Freedom

Transmutation (Imbuement)

Level: Clr 4, Drd 4, Travel 4

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject can 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*. The subject gains a +20 bonus to CMD against grapple attacks, as well as on grapple attacks or Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, provided that the weapon is wielded in the hand rather than hurled.

Freedom, Mass

Transmutation (Imbuement)

Level: Clr 8, Drd 8, Travel 8

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

Effect: This spell functions like *freedom*, except that it affects multiple creatures.

Freezing Sphere

You create a frigid globe of cold energy that streaks from your fingertips to a location you select and explodes.

Evocation (Energy) [Cold]

Level: Sor/Wiz 7, Water 7

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius burst

Duration: Instantaneous/5 rounds; see text

Saving Throw: Reflex half; see text

Spell Resistance: Yes (Reflex)

Damage: 7d10 cold damage + d10 per four caster levels after 14th

Effect: Creatures in the area take damage. 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 over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet). This ice lasts for 5 rounds. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a Strength check or an Escape Artist check against this spell's save DC to do so.

Gaseous Form

Transmutation (Polymorph)

Level: Air 3, Sor/Wiz 3

Components: S

Range: Touch

Target: Willing corporeal creature touched

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: No

Effect: The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though other modifiers continue to apply normally. The subject gains physical damage reduction 10/magic and becomes immune to poison 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 or Still Spell.) 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 (maneuverability perfect). 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.

Ghoul Touch

Necromancy (Flesh)

Level: Sor/Wiz 2

Range: Touch

Target: Living humanoid touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: None/Fortitude negates

Spell Resistance: Yes (Fortitude)

Healthy Effect: The subject is sickened.

Bloodied Effect: As the healthy effect, and the subject is paralyzed if it fails a Fortitude save. Each round that it is paralyzed, the subject can make a new saving throw. If it succeeds, it is no longer paralyzed by the spell, though it is still sickened. In addition, as long as it is paralyzed, the subject exudes a carrion stench that causes all living creatures (except you) in a Small (10 ft.) radius spread to become sickened (Fortitude negates) for 5 rounds.

Giant Vermin

Transmutation (Polymorph)

Level: Drd 4, Nature 4

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Targets: Up to three vermin within the area

Duration: Medium (5 minutes)

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Effect: You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into Large-sized forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size.

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

Glibness

Your speech becomes more fluent and believable.

Enchantment/Transmutation (Imbue)

Level: Brd 3

Components: S

Range: Personal

Target: You

Duration: Long (1 hour) (D)

Effect: You gain a +20 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn’t apply to other uses of the Bluff skill, such as creating a diversion to hide or communicating a hidden message via innuendo.)

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

At the end of the duration of the spell, anyone who only believed your words because of the bonus from *glibness* realizes that they have been lied to.

Glitterdust

Conjuration (Creation)

Level: Sor/Wiz 2

Range: Medium (100 ft.)

Area: Small (10 ft.) radius spread

Manifestation: Glittering particles in the area

Duration: Short (Concentration + 5 rounds)

Saving Throw: None

Spell Resistance: No

Effect: A cloud of golden particles covers everyone and everything in the area, visibly outlining invisible things for the duration of the spell. It likewise negates the effects of blur and displacement, and reveals figments, mirror images, and projected images for what they are. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

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

Glitterdust, Greater

Conjuration (Creation)

Level: Sor/Wiz 5

Saving Throw: None/Will negates

Effect: This spell functions like *glitterdust*, except that creatures in the area must also make Will saves or be dazzled for the duration of the spell.

Globe of Invulnerability

Abjuration (Negation) [Magic]

Level: Sor/Wiz 6

Effect: This spell functions like *lesser globe of invulnerability*, except that it also excludes 4th level spells and spell-like effects.

Globe of Invulnerability, Lesser

Abjuration (Negation) [Magic]

Level: Sor/Wiz 4

Area: Small (10 ft.) radius emanation, centered on you

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: No

Effect: 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. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *dispel magic* spell or similar effects. You can leave and return to the globe without penalty.

Note: 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.

Good Hope

You instill powerful hope and confidence in your ally.

Enchantment (Compulsion) [Mind-Affecting, Morale]

Level: Brd 3

Area: Small (10 ft.) radius limit centered on you

Target: Five creatures within the area

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subjects gain 10 temporary hit points + 1 per caster level and a +2 bonus on attack rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: *Good hope* counters and dispels *crushing despair*.

Grasping Hand

Evocation (Control) [Force]

Level: Sor/Wiz 7, Strength 7

Effect: This spell functions like *interposing hand*, except the hand can also grapple one opponent that you select. The grasping hand gets one grapple attack per round.

Its combat maneuver bonus to grapple equals your caster level + your casting ability modifier, +4 for being Large. The hand holds but does not harm creatures it grapples. Its CMD is equal to 10 + its CMA.

Note: Directing the spell to a new target is a swift action.

Grease

You conjure a layer of slippery grease on the ground, tripping up your foes.

Conjuration (Creation)

Level: Brd 1, Sor/Wiz 1

Range: Close (30 ft.)

Target or Area: One object or a 10 ft. square

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: See text

Spell Resistance: No

Effect: 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 Balance check. Failure means it can't move that round, while failure by 5 or more means it falls (see the Balance skill for details). A creature standing in a greased area loses its Dexterity and dodge modifiers to AC due to the slippery surface.

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 receives a Reflex saving throw to avoid the effect entirely. If the initial saving throw fails, the creature immediately drops the item. If the item is successfully greased, 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 bonus on Escape Artist checks and on grapple attacks made to resist or escape a grapple or to escape a pin.

Greater (Spell Name)

Any spell whose name begins with greater is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a greater spell appears near the description of the spell on which it is based. Spell chains that have greater spells in them include those based on the spells arcane sight, command, dispel magic, glyph of warding, invisibility, magic fang, magic weapon, planar ally, planar binding, prying eyes, restoration, scrying, shadow conjuration, shadow evocation, shout, and teleport.

Gust of Wind

Evocation (Control) [Air]

Level: Air 1, Drd 1, Sor/Wiz 1

Area: Large (50 ft.) line-shaped emanation from you

Manifestation: Wind within the area

Duration: 1 round

Saving Throw: Fortitude partial; see text.

Spell Resistance: No

Effect: This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. Creatures are affected according to their size category. A successful Fortitude save causes a creature to be affected as if it were one size category larger. Flying creatures are affected as if one size category smaller.

- Tiny or smaller creatures are knocked prone and blown to the edge of the spell's range.
- Small creatures are knocked prone by the force of the wind.
- Medium creatures are unable to move forward against the force of the wind.
- Large or larger creatures may move normally.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the spell's area.

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 extinguish open flames, 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.

Note: *Gust of wind* can be made permanent with a *permanency* ritual.

Harm

You fill your foe with a massive influx of negative energy, crippling its life force.

Necromancy (Vitalism) [Negative]

Level: Clr 6, Death 6, Evil 6, Necro 6

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half; see text

Spell Resistance: Yes (Will)

Damage: 12d10 + d10 per two caster levels above 12th

Effect: For every 10 points of damage dealt in excess of the subject's hit points, this spell can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Note: If used on an undead creature, *harm* acts like *heal*.

Haste

You accelerate your ally's motions, causing her to move and act more quickly than normal.

Transmutation (Temporal)

Level: Sor/Wiz 3

Range: Close (30 ft.)

Targets: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject is hasted. This has two 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.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed, to a maximum of an additional 30 ft. of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

Note: *Haste* dispels and counters *slow*. The extra attack granted is not cumulative with similar effects, such as that provided by a weapon of speed, 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.

Haste, Mass

You accelerate your allies' motions, causing them to move and act more quickly than normal.

Transmutation (Temporal)

Level: Sor/Wiz 8

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

Effect: This spell functions like *haste*, except that it affects multiple creatures.

Heal

You fill the subject with a massive influx of positive energy, restoring its life force to its fullest.

Necromancy (Vitalism) [Healing, Positive]

Level: Clr 6, Drd 7, Good 6, Life 6

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Healing: 12d10 + d10 per two caster levels above 12th

Effect: This spell heals the subject and immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned.

In addition, for every 10 points of healing granted by the spell, it can instead cure 1 point of critical damage.

Note: *Heal* does not remove negative levels, restore permanently drained levels, or restore permanently drained attribute score points.

If used against an undead creature, *heal* instead acts like *harm*.

Heal, Mass

You fill your allies with a massive influx of positive energy, restoring their life force to its fullest.

Necromancy (Vitalism) [Healing, Positive]

Level: Clr 9, Good 9, Healing 9

Range: Close (30 ft.)

Targets: One or more creatures in a Medium (20 ft.) radius

Healing: 9d6 + d6 per four caster levels above 18th

Effect: This spell functions like *heal*, except that it affects multiple creatures.

Heal Mount

You fill your mount with a massive influx of positive energy, restoring its life force to its fullest.

Necromancy (Vitalism) [Healing, Positive]

Level: Pal 3

Components: V

Range: Touch

Target: Your mount touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Healing: 6d10 + d10 per two caster levels above 6th

Effect: This spell functions like *heal*, but it affects only the paladin's special mount.

Heat Metal

Evocation (Energy) [Fire]

Level: Drd 2

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Target: Metal equipment of Five creatures within the area or 25 lb. of metal/level within the area

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes

Damage: d6 fire damage per round

Effect: Heat metal makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

A creature takes damage each round if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage (1 point) if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight.

Note: If cast underwater, heat metal deals half damage and boils the surrounding water. Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. *Heat metal* counters and dispels *chill metal*.

Heroism

You imbue your ally with great bravery and morale in battle.

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Brd 3, Ench 3

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a +2 bonus on attack rolls and saving throws. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Heroism, Greater

Enchantment (Emotion) [Mind-Affecting, Morale]

Level: Brd 5, Sor/Wiz 6

Effect: This spell functions like *heroism*, except the subject also gains the same bonus to checks. In addition, it is immune to fear effects.

Hideous Laughter

You force the subject to collapse into gales of manic laughter with an unnaturally amusing joke.

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Chaos 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The subject is bewildered.

Bloodied Effect: The subject falls prone and can take no actions. It loses its Dexterity and dodge modifiers to AC. Each round on its turn, the affected creature can attempt a new saving throw. If it succeeds, the effect ends, though it can take no other actions that round.

Note: 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 circumstance bonus on its saving throw, because humor doesn't "translate" well.

Note: A bewildered creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Hold Monster

Enchantment (Inhibition) [Mind-Affecting]

Level: Brd 4, Law 4, Sor/Wiz 4

Range: Medium (100 ft.)

Target: One living creature

Effect: This spell functions like *hold person*, except that it is not limited by creature type.

Hold Monster, Mass

Enchantment (Inhibition) [Mind-Affecting]

Level: Sor/Wiz 9

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

Effect: This spell functions like *hold monster*, except that it affects multiple creatures.

Hold Person

Enchantment (Inhibition) [Mind-Affecting]

Level: Brd 2, Clr 2, Sor/Wiz 2, War 2

Range: Close (30 ft.)

Target: One humanoid creature

Duration: Short (Concentration + 5 rounds) (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes (Will)

Healthy Effect: The subject is bewildered.

Bloodied Effect: The subject is paralyzed and unable to act. Each round on its turn, the subject may attempt a new saving throw to end the effect. If it succeeds, it is no longer paralyzed, though it can take no other actions

that round.

Note: A bewildered creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Hold Person, Mass

Enchantment (Inhibition) [Mind-Affecting]
Level: Brd 6, Clr 7, Sor/Wiz 7
Area: Medium (20 ft.) radius limit
Targets: Five creatures within the area
Effect: This spell functions like *hold person*, except that it affects multiple creatures.

Holy Aura

Abjuration (Interdiction) [Good]
Level: Clr 8, Good 8
Components: V, S, F
Area: Medium (20 ft.) radius limit centered on you
Targets: Five creatures within the area
Duration: Short (Concentration + 5 rounds) (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)
Effect: A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and damaging evil creatures when they strike the subjects. This abjuration has four effects.
First, each shielded creature gains a +5 bonus to its saving throws.
Second, each shielded creature gains spell resistance 10 against evil spells and spells cast by evil creatures.
Third, the abjuration blocks possession and mental influence, just as protection from evil does.
Finally, if a evil creature within Medium (100 ft.) range of the shielded creature successfully attacks it in any way, the offending attacker takes 4d6 damage. Any single creature can take this damage only once per round.
Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.

Holy Smite

Evocation (Channeling) [Good]
Level: Good 4
Area: Medium (20 ft.) radius burst centered on you
Duration: Instantaneous and 5 rounds; see text
Saving Throw: Will half/Will negates
Spell Resistance: Yes (Will)
Damage: 4d10 divine damage + d10 per four caster levels above 8th
Effect: Nongood creatures in the area take damage and are dazzled for 5 rounds. A successful Will save reduces the damage by half and negates the dazzling.

Holy Sword

You channel holy power into your sword, or any other melee weapon you choose, allowing it to smite your foes with ease.
Evocation/Transmutation (Imbuement, Channeling) [Good]
Level: Pal 4
Components: V
Range: Touch
Target: Melee weapon touched
Duration: Medium (5 minutes)
Saving Throw: Will negates (object)
Spell Resistance: Yes (Will)
Effect: The affected weapon acts as a +5 holy weapon. The spell is automatically cancelled 1 round after the weapon leaves your hand. You cannot have more than one *holy sword* at a time.
If this spell is cast on a magic weapon, the powers of the spell supersede

any that the weapon normally has, rendering the normal bonus and powers of the weapon inoperative for the duration of the spell.
Note: This spell is not cumulative with any other spell that might modify the weapon in any way. It does not work on artifacts.

Holy Word

Evocation (Channeling) [Good]
Level: Good 7
Components: V
Area: Large (50 ft.) radius spread centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Will)
Healthy Effect:
Each nongood creature in the area is deafened for 5 rounds.
Bloodied Effect:
Each nongood creature in the area suffers one or more of the following ill effects, depending on its Hit Dice.

HD	Effect
Equal to caster level	Deafened
Up to caster level -5	Blinded, deafened
Up to caster level -10	Paralyzed, nauseated, deafened
Up to caster level -15	Killed ¹

1 Living creatures die. Nonliving creatures are destroyed.

Deafened: The creature is deafened for 5 rounds.
Blinded: The creature is blinded for 2 rounds.
Paralyzed: The creature is paralyzed and helpless for 5 rounds.
Killed: Living creatures die. Nonliving creatures are destroyed.
Note: Creatures whose Hit Dice exceed your caster level are unaffected by *holy word*.

Hypnotic Pattern

You create a twisting pattern of subtle, shifting colors that weaves through the air, fascinating creatures within it.
Enchantment/Illusion (Compulsion, Figment) [Light, Mind-Affecting]
Level: Brd 2, Sor/Wiz 2
Components: V (Brd only), S; see text
Range: Medium (100 ft.)
Area: Small (10 ft.) radius spread
Manifestation: Colorful lights in the area
Duration: Concentration + 2 rounds
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect: Creatures within the spell's area are fascinated.
Note: Creatures who cannot see the lights are not affected by this spell.
A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform a verbal component.

Ice Storm

You conjure magical hailstones that pound down, smashing and chilling creatures in their path.
Conjuration/Evocation (Creation, Energy) [Cold]
Level: Drd 4, Sor/Wiz 4, Water 5
Range: Medium (100 ft.)
Area: Small (10 ft.) radius cylinder, 20 ft. high
Duration: Instantaneous and 1 round; see text
Saving Throw: None
Spell Resistance: Yes (Reflex)
Damage: 4d6 cold and bludgeoning damage + d6 per four caster levels above 8th
Effect: All creatures within the area take damage. The area of the ice storm's effect is difficult terrain until the spell ends.

Implosion

You create a destructive resonance in your foe's body that destroys it from the inside out.

Evocation (Control)

Level: Clr 9, Destruction 9, Evoc 9

Range: Close (30 ft.)

Targets: One corporeal creature/round

Duration: Instantaneous and concentration (up to 5 rounds); see text

Saving Throw: None/Fortitude negates

Spell Resistance: Yes (Fortitude)

Healthy Effect: The target is staggered for 5 rounds.

Bloodied Effect: The target is instantly slain.

Note: You can concentrate on one creature per round. You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in *gaseous form* or on incorporeal creatures.

Imprisonment

Conjuration/Transmutation (Time, Translocation) [Teleportation]

Level: Earth 9, Law 9, Sor/Wiz 9

Range: Medium (100 ft.)

Target: One creature

Duration: Instantaneous and Permanent

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The subject is slowed for 5 rounds.

Bloodied Effect: The subject is entombed in a state of suspended animation (as the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. It remains there unless an *emancipation* spell is cast at the locale where the imprisonment took place.

Note: A slowed creature can take only a single move action or standard action each turn, but not both. Additionally, it takes a -2 penalty to attack rolls, Strength and Dexterity-based skill checks, and armor class.

The subject must be bloodied at the time that the spell is cast to be imprisoned. Magical search by a crystal ball, a *locate creature* 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.

Inertial Shield

Abjuration (Shielding)

Level: Abjur 4

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds)

Effect: You create a barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. You gain physical damage reduction 8, allowing you to ignore the first 8 damage you take each round. This damage reduction increases by 1 per two caster levels above 8th. Inertial barrier also absorbs half the damage you take from any fall.

Inflict Critical Wounds

Necromancy (Vitalism) [Negative]

Level: Clr 4

Damage: 8d10 negative energy damage + d10 per four caster levels above 8th

Effect: This spell functions like *inflict light wounds*, except that for every 10 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Inflict Critical Wounds, Mass

Necromancy (Vitalism) [Negative]

Level: Clr 8

Damage: 8d10 negative energy damage + d10 per four caster levels above 10th

Effect: This spell functions like *mass inflict light wounds*, except that for every 10 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Inflict Light Wounds

Necromancy (Vitalism) [Negative]

Level: Clr 1

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes (Will)

Damage: 2d10 negative energy damage + d10 per two caster levels above 1st

Effect: The touched creature takes damage. Since undead are powered by negative energy, this spell heals them instead of dealing damage. You must succeed on a melee touch attack to hit a target that does not allow you to touch it.

Inflict Light Wounds, Mass

Necromancy (Vitalism) [Negative]

Level: Clr 5

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes (Will)

Damage: 5d10 negative energy damage + d10 per four caster levels above 10th

Note: The targets take damage. Like other *inflict* spells, *mass inflict light wounds* heals undead instead of dealing damage. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

Inflict Moderate Wounds

Necromancy (Vitalism) [Negative]

Level: Clr 2

Damage: 4d10 negative energy damage + d10 per four caster levels above 4th

Effect: This spell functions like *inflict light wounds*, except that for every 20 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Inflict Moderate Wounds, Mass

Necromancy (Vitalism) [Negative]

Level: Clr 6

Damage: 6d10 negative energy damage + d10 per four caster levels above 10th

Effect: This spell functions like *mass inflict light wounds*, except that for every 20 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Inflict Serious Wounds

Necromancy (Vitalism) [Negative]

Level: Clr 3

Damage: 6d10 negative energy damage + d10 per four caster levels above 6th

Effect: This spell functions like *inflict light wounds*, except that for every 15 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Inflict Serious Wounds, Mass

Necromancy (Vitalism) [Negative]

Level: Clr 7

Damage: 7d10 negative energy damage + d10 per four caster levels above 10th

Effect: This spell functions like *mass inflict light wounds*, except that for every 15 points of damage dealt in excess of the subject's hit points, it can instead inflict 1 point of critical damage.

Note: This effect can cause a creature to begin dying without being disabled first.

Insanity

Enchantment (Compulsion) [Mind-Affecting]

Level: Chaos 6, Ench 6

Range: Touch

Target: Living creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The creature is bewildered.

Bloodied Effect:

The affected creature is confused (see the *confusion* spell).

Note: A bewildered creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC. *Remove curse* and *dispel magic* do not remove *insanity*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

Interposing Hand

You create a floating, disembodied hand made of magical force that shields you from your foe's blows.

Evocation (Control) [Force]

Level: Sor/Wiz 4

Range: Medium (100 ft.)

Manifestation: Large hand made of force

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Effect: The hand created by this spell stays between you and one opponent, providing you with cover (+4 AC) from that creature. In addition, if the creature is Large size or smaller, it moves at half speed while moving towards you.

Once it has a target, nothing can fool the hand – it sticks with the selected opponent in spite of darkness, invisibility, or any other attempt at hiding or disguise. However, you must be able to see a target to direct the hand to protect you from it. The hand does not pursue opponents.

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

The hand 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.

Note: *Disintegrate* or a successful *dispel magic* destroys the hand without a saving throw. Directing the hand to a new target is a swift action.

Invest Magic

Transmutation (Augment)

Level: Clr 4, Sor/Wiz 4, War 4

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: All weapons and armor that the subject wields gain a +3 bonus for as long as she wields them. This bonus increases to +4 at 14th level, and to +5 at 20th level.

Invisibility

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3, Trickery 3

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates (harmless) or Will negates (harmless, object)

Spell Resistance: Yes (Will)

Effect: The creature or object touched becomes invisible, vanishing from sight, even from darkvision. 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 stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. 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.

Note: Invisibility can be made permanent (on objects only) with a *permanency* ritual.

Invisibility, Greater

Illusion (Glamer)

Level: Illus 6

Effect: This spell functions like *invisibility*, except that the subject becomes invisible again at the start of each of its turns, even if it attacked a creature during its previous turn.

Invisibility Purge

Abjuration (Negation)

Level: Abjur 3, Clr 3

Area: Large (50 ft.) radius emanation, centered on you

Duration: Long (1 hour) (D)

Effect: You surround yourself with a mobile sphere of power that suppresses all forms of invisibility. Anything invisible becomes visible while in the area.

Invisibility Sphere

Illusion (Glamer)

Level: Brd 4, Sor/Wiz 5

Area: Small (10 ft.) radius emanation around the creature or object touched

Effect: This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within a Small (10 ft.) radius emanation of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

Iron Body

Transmutation (Polymorph)

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

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Effect: This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain physical damage reduction 15/adamantine. You are immune to blindness, critical hits, attribute score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds.

You gain a +6 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 50% and a –8 armor check penalty. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attacks deal 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 ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean – at least until the spell duration expires.

Irresistible Dance

You fill your enemy with an overpowering urge to dance and caper in place. Against its will, it begins doing so, complete with foot shuffling and tapping.

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 6, Ench 9

Range: Close (30 ft.)

Target: One living creature

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: The subject is flat-footed and must spend a standard action each round to do nothing but dance, which provokes attacks of opportunity.

Jump

Transmutation (Augment)

Level: Drd 1, Sor/Wiz 1, Strength 1

Range: Touch

Target: Creature touched

Duration: Long (1 hour) (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject gains a +10 bonus on Jump checks.

Knock

Transmutation (Control)

Level: Sor/Wiz 2

Components: V

Range: Close (30 ft.)

Target: One Medium or smaller door, box, or chest

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

Effect: The knock spell telekinetically opens stuck, barred, locked, held, or arcane locked doors. If the object is stuck or held, you can immediately make an Strength check to break down the door, using your caster level instead of your Strength. Others can aid you on this check as normal. In addition, if the object is locked, you can immediately make a Disable Device check to open the lock as if you had rolled a 20 on the check. You get a bonus on the Disable Device check equal to half your caster level.

Note: If knock is cast on an *arcane locked* door, make a caster level check against a DC of 11 + the caster level of the *arcane lock*. If you succeed, the *arcane lock* is suppressed for 10 minutes. If you fail, you may still bypass the door with the checks above, if possible.

Lesser (Spell Name)

Any spell whose name begins with lesser is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a lesser spell appears near the description of the spell on which it is based. Spell chains that have lesser spells in them include those based on the spells confusion, geas, globe of invulnerability, planar ally, planar binding, and restoration.

Levitate

Evocation (Control)

Level: Sor/Wiz 3

Range: Close (30 ft.)

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: This spell allows you to telekinetically move the subject 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 swift 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).

Light

Illusion (Figment) [Light]

Level: Brd 1, Clr 1, Drd 1, Sor/Wiz 1

Range: Touch

Target: Object touched

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell causes an object to glow like a torch, shedding bright light in a Medium (20 ft.) radius (and dim light for an additional 20 feet)

from the point you touch. The effect is immobile, but it can be cast on a movable object. *Light* taken into an area of magical darkness does not function.

Note: A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

Lightning Bolt

Evocation (Energy) [Electricity]

Level: Destruction 3, Drd 3, Sor/Wiz 3

Area: 100 ft. line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes (Reflex)

Damage: 3d10 electricity damage + d10 per four caster levels above 6th

Effect: You release a powerful stroke of electrical energy that deals damage 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.

Limited Wish

Universal

Level: Sor/Wiz 7

Components: V, S, M

Range: See text

Target or Area: See text

Duration: See text

Saving Throw: None; see text

Spell Resistance: Yes (Will)

Effect: 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 general sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any general sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.
- Duplicate any other spell of 4th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 3rd level or lower, even if it's of a prohibited school.
- Undo the harmful effects of many spells, such as *geas/quest* 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 -5 penalty on its next saving throw.

When casting a limited wish, you do not specify the exact spell or effect you wish to duplicate. Instead, you make a wish, describing what you want to have happen, and make a DC 15 Wisdom check. If the check fails, your intent is redirected or perverted in some way. For example, a *limited wish* to turn a foe to stone would normally mimic the flesh to stone effect of the *transmute flesh and stone* spell. However, if the Wisdom check failed, your foe might gain the benefit of a *stoneskin* spell instead.

A duplicated spell allows saving throws and spell resistance as normal for the 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 cost for this spell).

Material Components: A diamond worth no less than 1,500 gp (see above).

Link Vitality

Necromancy (Life)

Level: Life 3, Necro 3

Area: Medium (20 ft.) radius limit centered on you

Targets: Any two living creatures within the area

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: You temporarily link the fates of any two creatures, if both fail their saving throws. If either linked creature experiences pain, both feel it. When one loses hit points, the other loses the same amount. If one takes nonlethal damage, so does the other. Likewise, when one regains hit points, the other heals the same amount. Excess healing is simply lost. If one creature is subjected to an effect to which it is immune (such as a type of energy damage), the linked creature is not subjected to it.

Note: No other effects are transferred by *link vitality*.

Link Vitality, Mass

Necromancy (Life)

Level: Sor/Wiz 7

Targets: Five living creatures within the area

Effect: This spell functions as *link vitality*, except that it affects many creatures. The spell links all creatures who fail their saving throws. If any of the linked creatures lose or gain hit points, all linked creatures lose or gain the same amount, and so on.

Locate Entity

Divination (Awareness) [Detection]

Level: Knowledge 6, Sor/Wiz 6

Area: Circle, centered on you, with a 1 mile radius

Duration: Long (1 hour) (D)

Effect: This spell functions as *locate object*, except that it can also detect creatures, as *locate creature*. When you cast this spell, you choose to locate an object or creature, following the restrictions stated in the respective location spells.

Locate Creature

Divination (Awareness) [Detection]

Level: Knowledge 4, Sor/Wiz 4

Duration: Long (1 hour) (D)

Effect: This spell functions like *locate object*, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided 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.

Note: Detection spells are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. In addition, running water blocks *locate creature*. It cannot detect objects. It can be fooled by *mislead* and *nondetection* spells.

Locate Object

Divination (Awareness) [Detection]

Level: Clr 2, Knowledge 2, Sor/Wiz 2

Area: Circle, centered on you, with a 500 ft. radius

Duration: Medium (5 minutes) (D)

Saving Throw: None

Spell Resistance: No

Effect: 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 one 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).

Note: The spell is blocked by even a thin sheet of lead, but not by other materials. Creatures cannot be found by this spell.

Longstrider

Transmutation (Augment)

Level: Drd 1, Travel 1

Range: Personal

Target: You

Duration: Extreme (12 hours) (D)

Effect: This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Mage Armor

You create an invisible but tangible field of force that surrounds you, protecting you from attacks.

Abjuration/Evocation (Control, Shielding) [Force]

Level: Sor/Wiz 1

Range: Personal

Target: You

Duration: Long (1 hour) (D)

Effect: You gain a +2 armor modifier to AC. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. It is considered light armor for the purpose of class features and abilities, though you do not need to be proficient with it to use it. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Note: This armor is treated as a separate piece of armor from any other armor the creature is wearing, so it does not stack with any existing armor modifier.

Mage Hand

Evocation (Control)

Level: Brd 1, Sor/Wiz 1

Range: Close (30 ft.)

Target: One nonmagical, unattended object weighing up to 5 lb.

Duration: Concentration

Saving Throw: None

Spell Resistance: No

Effect: You point your finger at an object and can lift it and move it in any direction from a distance. While concentrating on the spell, you can propel the object as far as 15 feet in any direction each round, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Note: Fine manipulation, including any motion other than simply moving the object in a particular direction, is not possible with this spell.

Mage's Disjunction

Abjuration (Negation) [Magic]

Level: Magic 9, Abjur 9

Range: Medium (100 ft.)

Target or Area: One magic item or Medium (20 ft.) radius burst

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: No

Effect: All magical effects within the radius of the spell, except for those on you, are disjoined. That is, spells and spell-like effects are separated

into their individual components (ending the effect as a dispel magic spell does).

You also have a 2% chance per caster level of destroying an *antimagic field*.

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 rendered nonmagical. Even artifacts are subject to this use of disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you permanently lose the ability to cast *mage's disjunction*. (This ability cannot be recovered by mortal magic, not even *miracle* or *wish*.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Mage's Sword

Evocation (Control) [Force]

Level: Sor/Wiz 7

Range: Close (30 ft.)

Manifestation: One sword

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: This spell brings into being a shimmering, swordlike 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 casting attribute 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 x 2.

The sword always strikes from your direction. It does not contribute to overwhelm penalties, but it benefits from any that exist. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Note: Each round after the first, you can redirect the sword to a new target as a swift action. 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 10 (10, +0 size bonus for being a Medium object)

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 full effect on that creature for the duration of the spell.

Magic Circle against Chaos

Abjuration (Interdiction) [Barrier, Lawful]

Level: Clr 5, Chaos 5, Pal 4, Sor/Wiz 5

Effect: This spell functions like *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*, and it hedges out nonchaotic summoned creatures.

Magic Circle against Evil

Abjuration (Interdiction) [Barrier, Good]

Level: Clr 5, Good 5, Pal 4, Sor/Wiz 5

Range: Touch

Area: Small (10 ft.) emanation from touched creature

Duration: Long (1 hour) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: All creatures within the area gain the effects of a

protection from evil spell. In addition, no nongood summoned creatures can enter the area unless they make a successful Will save.

Magic Circle against Good

Abjuration (Interdiction) [Barrier, Evil]

Level: Clr 5, Evil 5 Sor/Wiz 5

Effect: This spell functions like *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*, and it hedges out nonevil summoned creatures.

Magic Circle against Law

Abjuration (Interdiction) [Barrier, Chaotic]

Level: Clr 5, Chaos 5, Sor/Wiz 5

Effect: This spell functions like *magic circle against evil*, except that it is similar to *protection from law* instead of *protection from evil*, and it hedges out nonlawful summoned creatures.

Magic Fang

Transmutation (Augment)

Level: Drd 1

Range: Touch

Target: Living creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: This spell makes one of the subject's natural weapons a +2 magic weapon, granting a +2 bonus to attack rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage. *Magic fang* can be made permanent with a *permanency* spell.

Magic Fang, Greater

Transmutation (Augment)

Level: Drd 3

Target: One living creature

Effect: This spell functions like *magic fang*, except that it affects one of the creature's natural weapons per four caster levels.

Note: *Greater magic fang* can be made permanent with a *permanency* spell.

Magic Missile

Evocation (Control) [Force]

Level: Sor/Wiz 1

Range: Medium (100 ft.)

Area: Medium (100 ft.) limit

Targets: Up to five creatures in the area

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Damage: 2d6 force damage + d6 per two caster levels after 1st; see text

Effect: A missile of magical energy darts forth from your fingertip and strikes its target. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every four caster levels beyond 1st, you gain an additional missile. 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.

Magic Vestment

Transmutation (Augment)

Level: Clr 1, Sor/Wiz 1, War 1

Range: Touch

Target: Armor or shield touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (Will)

Effect: You imbue a suit of armor or a shield with a +2 enhancement bonus. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Magic Weapon

Transmutation (Augment)

Level: Clr 1, Magic 1, Sor/Wiz 1

Range: Touch

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

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (Will)

Effect: You imbue a weapon or stack of projectiles with a +2 enhancement bonus. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Note: 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.

If you use this spell to enhance projectiles, 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 when used. (Treat darts and shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

Major Image

Illusion (Figment) [Unreal]

Level: Brd 4, Illus 4

Range: Far (300 ft.)

Duration: Short (Concentration + 5 rounds)

Effect: This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. By concentrating on the spell, you can move the image within the range.

Note: The image disappears when struck by an opponent unless you cause the illusion to react appropriately. Even then, the opponent who struck the image gets a Will save to disbelieve the illusion for interacting with the image.

Mass (Spell Name)

Any spell whose name begins with mass is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a mass spell appears near the description of the spell on which it is based. Spell chains that have mass spells in them include those based on the spells charm monster, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, enlarge person, heal, hold monster, hold person, inflict critical wounds, inflict light wounds, inflict moderate wounds, inflict serious wounds, invisibility, reduce person, suggestion, totemic mind, and totemic power.

Maze

Conjuration (Translocation) [Planar]

Level: Conj 8, Trickery 9

Range: Close (30 ft.)

Target: One creature

Duration: Instantaneous; see text

Saving Throw: Will partial

Spell Resistance: Yes (Will)

Effect: You banish the subject into an extradimensional labyrinth of force planes. 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 5 minutes, forcing the subject back to the location where it was originally banished. A successful Will save prevents you from placing it in the middle of the labyrinth, lowering the DC of the Intelligence check to 15.

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.

Note: 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 can escape the spell automatically.

Meld into Stone

Transmutation (Polymorph) [Earth]

Level: Drd 3, Earth 3

Range: Personal

Target: You

Duration: Long (1 hour)

Effect: This spell enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 20 Fortitude save.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

Note: The following spells harm you if cast upon the stone that you are occupying: *transmute flesh and stone* expels you and deals 6d6 points of damage. *Shape stone* deals 3d6 points of damage but does not expel you. *Passwall* expels you without damage.

Message

Divination (Communication)

Level: Brd 1, Sor/Wiz 1

Components: S

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

Duration: Long (1 hour)

Saving Throw: None

Spell Resistance: No

Effect: You can whisper messages and receive whispered replies with little chance of being overheard. 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.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Meteor Swarm

You call a swarm of meteors that streak down from the heavens, leaving a fiery trail behind them. The meteors crash into your foes, driving flying creatures to the ground and knocking your foes off their feet.

Evocation (Energy) [Fire]

Level: Destruction 9, Fire 9, Evoc 9

Range: Far (300 ft.)

Area: A Large (50 ft.) radius cylinder, 100 ft. high

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes (Reflex)

Damage: 9d10 fire damage + d10 per four caster levels after 18th

Effect: Every creature and object in the area takes damage. Flying creatures within the area of size Huge or smaller that fail their Reflex saves are driven to the ground, taking falling damage appropriate to the distance they descended. Creatures on the ground that fail their Reflex saves are knocked prone.

Note: This spell functions indoors or underground, but not underwater.

Mind Fog

You conjure a fog bank that hampers the mental acuity of those caught in it.

Conjuration/Enchantment (Creation, Inhibition) [Fog, Mind-Affecting]

Level: Brd 4, Sor/Wiz 5, Trickery 5

Range: Close (30 ft.)

Duration: Long (1 hour) and 5 rounds; see text

Saving Throw: None/Will negates

Spell Resistance: None/Yes (Will)

Effect: This spell functions like *fog cloud*, except each creature in the fog take a -5 penalty to Wisdom unless it makes a Will save. A creature that successfully saves against the fog is not affected, but if it remains in the fog, it must make a new save each minute to avoid being affected. Affected creatures take the penalty as long as they remain in the fog and for 5 rounds thereafter. The fog is stationary and lasts for 1 hour (or until dispersed by wind).

Note: A moderate wind (11+ mph) disperses the fog in 5 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Minor Image

Illusion (Figment) [Unreal]

Level: Brd 3, Illus 3

Range: Medium (100 ft.)

Duration: Short (Concentration + 5 rounds)

Effect: This spell functions like *silent image*, except that it includes some minor sounds but not understandable speech.

Note: The image disappears when struck by an opponent unless you cause the illusion to react appropriately. Even then, the opponent who struck the image gets a Will save to disbelieve the illusion for interacting with the image.

Miracle

Evocation (Channeling)

Level: Clr 9, Healing 9; see text

Range: See text

Target, Effect, or

Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes (varies; see text)

Effect: You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A miracle can do any of the following things.

- Duplicate any cleric spell of 8th level or lower (including spells to which you have access because of your domains).
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as feeblemind or insanity.
- Have any effect whose power level is in line with the above effects.

Alternatively, a cleric can make a very powerful request. Examples of especially powerful miracles of this sort could include the following.

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

Note: If you request a miracle, your deity (or the power you pray to) will expect something of you in return. You must cast commune to learn what this is within 24 hours, or you will lose the ability to cast any cleric spells other than commune. For more moderate miracles, you may be required to offer 25,000gp worth of incense and gems. For especially powerful miracles, or multiple moderate miracles, you may be geased with a task to complete.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a miracle spell duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

Mirror Image

You create several illusory duplicates of yourself that make it difficult for enemies to know which image to attack.

Illusion (Figment)

Level: Illus 2

Range: Personal; see text

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Effect: This spell creates two illusory duplicates of yourself that mimic your movements perfectly. Enemies attempting to attack you or cast spells at you must select which to attack. Generally, roll randomly to see whether the selected target is real or a figment. An image's AC is 10 + your size modifier.

If an image is hit, it is destroyed. If you are hit, your attacker knows the attack was successful, and can ignore the images. On your turn, you can create new images (to a maximum of two images at any time), preventing your foes from knowing which image to attack.

You can move into and through a mirror image on your turn. When you and the mirror image separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Mirror images can be attacked like any other creature. They count as separate creatures, and can be targeted separately by spells like *magic missile* or feats like Whirlwind Attack, though they are not destroyed by area spells. Destroying an image counts as dropping a creature for the purpose of the Cleave feat and similar abilities.

Note: An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

Mislead

Illusion (Figment, Glamer) [Unreal]

Level: Brd 5, Illus 6, Trickery 6

Range: Personal/Medium (100 ft.)

Target: You

Manifestation: One illusory double

Duration: Short (Concentration + 5 rounds) (D); see text

Saving Throw: None/Will disbelief (if interacted with); see text

Spell Resistance: No

Effect: You become invisible (as *invisibility*, a glamer), and at the same time, an illusory double of you (as *major image*, an unreal 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 lasts as long as you concentrate upon it, plus 5 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The invisibility lasts for 5 minutes, regardless of concentration.

Modify Memory

Enchantment [Mind-Affecting]

Level: Brd 4

Casting Time: Full-round action; see text

Range: Close (30 ft.)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes (Will)

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

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

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

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

Moment of Prescience

Divination (Knowledge)

Level: Div 6, Knowledge 7, Sor/Wiz 7

Effect: This spell functions like *lesser moment of prescience*, except that you also gain a circumstance bonus equal to half your caster level on

the roll. Alternately, you can expend the spell to protect yourself. If you do, you gain a circumstance bonus to your dodge modifier equal to half your caster level, and you stop being flat-footed if you were. This effect can be used even if you are flat-footed, which would normally prevent you from using immediate actions.

Note: You can't have more than one *moment of prescience* effect active on you at the same time.

Moment of Prescience, Greater

Divination (Knowledge)

Level: Div 9

Effect: This spell functions like *moment of prescience*, except that the bonus and extra rolls apply to all attack rolls, opposed checks, and saving throws you make until the beginning of your next turn.

Note: You can't have more than one *moment of prescience* effect active on you at the same time.

Moment of Prescience, Lesser

Divination (Knowledge)

Level: Div 3, Knowledge 4, Sor/Wiz 4

Range: Personal

Target: You

Duration: Extreme (12 hours) or until discharged

Effect: This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. You may roll twice on any single attack roll, opposed check, or saving throw. Activating the effect takes an immediate action, so you can even activate it on another character's turn if needed. Once activated, the spell ends.

Note: You can't have more than one *moment of prescience* effect active on you at the same time.

Oak Body

Transmutation (Polymorph)

Level: Druid 7, Sor/Wiz 7

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Effect: This power transforms your body into living oak, which grants you several advantages.

You gain physical damage reduction 10/slashing and a +5 bonus to natural armor. You are immune to ability damage, blindness, deafness, disease, drowning, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect.

You take only half damage from cold effects of all kinds. However, you become susceptible to all special attacks that affect wood, and you gain vulnerability to fire.

You gain a +4 bonus to Strength and Constitution, but you take a -2 penalty to Dexterity (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You can speak but cannot drink (and thus can't use potions). You have an armor check penalty of -4 and an arcane spell failure chance of 25.

Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters, 1d6 for Medium characters), and you are considered armed when making unarmed attacks. When you make a full attack against an object or structure using your unarmed strike, you deal double damage.

Obscuring Mist

You conjure a bank of fog that arises around you, concealing you and your allies.

Conjuration (Creation) [Fog]

Level: Clr 1, Drd 1, Sor/Wiz 1, Water 1

Area: Medium (20 ft.) radius cylinder-shaped spread centered on you

Manifestation: Fog in the area

Duration: Medium (5 minutes)

Saving Throw: None

Spell Resistance: No

Effect: Creatures within the spell's area have concealment (20% miss chance). The cloud is stationary once created.

Note: A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 5 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fire spell burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Order's Wrath

Evocation (Channeling) [Lawful]

Level: Law 4

Area: 30 ft. cube-shaped burst centered on you

Duration: Instantaneous

Saving Throw: Will half/Will negates

Spell Resistance: Yes (Will)

Damage: 4d10 divine damage + d10 per four caster levels above 8th

Effect: Nonlawful creatures in the area take damage and are bewildered for 5 rounds. A successful Will save reduces the damage by half and negates the bewildering.

Note: A bewildered creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Overland Flight

Transmutation (Imbuement)

Level: Trans 7

Range: Personal

Target: You

Duration: Extreme (12 hours)

Effect: At any point during the duration of the spell, you can concentrate as a standard action to fly for 1 round, as the *fly* spell. When using this spell for long-distance movement, you can concentrate to fly each round without taking nonlethal damage, but you cannot take a forced march. This means you can cover 60 miles in an ten-hour period of flight (or 40 miles at a speed of 40 feet).

Passwall

Transmutation (Alteration)

Level: Trans 5, Travel 5

Range: Touch

Manifestation: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: 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.

Note: 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.

Persistent Image

Illusion (Figment)

Level: Brd 5, Illus 6

Range: Far (300 ft.)

Duration: Medium (5 minutes) (D)

Effect: This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Phantasmal Killer

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.

Enchantment/Illusion (Emotion, Phantasm) [Death, Fear, Mind-Affecting, Unreal]

Level: Sor/Wiz 4

Range: Close (30 ft.)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief and Fortitude negates; see text

Spell Resistance: Yes (Will)

Healthy Effect: If the subject fails its Will save, it is shaken for 5 rounds.

Bloodied Effect: As the healthy effect, and if it fails its Will save, it immediately dies unless it makes a successful Fortitude save.

Phantom Maze

You manipulate the subject's perceptions, causing it to believe that it is trapped in a labyrinth.

Illusion (Phantasm) [Unreal]

Level: Illus 6

Range: Close (30 ft.)

Target: One creature

Duration: Medium (5 minutes)

Saving Throw: Will disbelief

Spell Resistance: Yes (Will)

Effect: The subject is blinded and deafened, and acts as if it has been affected by a *maze* spell. Typically, this means it moves in a random direction each round. If it encounters any physical resistance in its movements or takes any damage, it may immediately make a Will save to disbelieve the effect.

Phantom Steed

You create a quasi-real horselike creature to serve you or one of your allies. It has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. On its body, it bears what seems to be a saddle, bit, and bridle sized perfectly for its intended rider.

Illusion/Transmutation (Imbuement, Shadow)

Level: Sor/Wiz 3

Casting Time: 1 standard action

Range: Close (30 ft.)

Manifestation: One quasi-real, horselike creature

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell creates a Large, horselike creature that can only be ridden by you or one person you designate. The mount cannot fight, and has an AC of 18 (–1 size, +4 natural armor, +5 Dex) and 10 hit points + 1 per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 10 feet per two caster levels. 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.

12th level: The mount can use *water walk* at will (as the spell, no action required to activate this ability).

16th 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.

20th level: The mount can fly at its speed (good maneuverability) by concentrating, as the *overland flight* spell.

Phase Door

Conjuration (Creation/Translocation) [Planar]

Level: Conj 6, Travel 7

Components: V

Range: 0 ft.

Manifestation: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels

Duration: Extreme (12 hours) or until discharged

Saving Throw: None

Spell Resistance: No

Effect: 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. It can be used a number of times equal to half your caster level before the spell ends. 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.

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, Hit Dice, and hit points don't qualify.

Note: The *true seeing* spell 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.

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

Poison

Necromancy (Flesh) [Poison]

Level: Clr 4, Drd 3

Range: Touch

Target: Living creature touched

Duration: Instantaneous; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes (Fortitude)

Effect: Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison that drains its life force by making a successful melee touch attack. The poison deals 1d6 points of Constitution damage immediately. A Fortitude save negates this damage. The spell continues dealing another 1d6 points of Constitution damage every 5 rounds until the subject makes two successful Fortitude saves to resist the poison.

Polar Ray

You fire a blue-white ray of frigid air and ice, freezing your foe in place.

Evocation (Energy) [Cold]

Level: Sor/Wiz 8, Water 8

Range: Close (30 ft.)

Manifestation: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Damage: 16d8 cold damage + d8 per two caster levels above 16th

Effect: The struck target takes damage and is slowed for 5 rounds. A slowed creature can take only a single move action or standard action each turn, but not both. Additionally, it takes a –2 penalty to attack rolls, Strength and Dexterity-based skill checks, and armor class.

Power Word Blind

Necromancy (Flesh)

Level: Sor/Wiz 7

Components: V

Range: Close (30 ft.)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Healthy Effect: The target is sickened for 5 rounds.

Bloodied Effect: The target is blinded for 5 rounds.

Note: The target must be bloodied when the spell is cast to suffer the bloodied effect.

Power Word Kill

You utter a single word of power that instantly kills your foe, whether it can hear the word or not.

Necromancy (Life) [Death]

Level: Death 9, Sor/Wiz 9

Components: V

Range: Close (30 ft.)

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Healthy Effect: The target is sickened for 5 rounds.

Bloodied Effect: The target is instantly slain.

Note: The target must be bloodied when the spell is cast to suffer the bloodied effect. A creature whose HD exceeds your caster level are sickened instead of killed.

Power Word Confuse

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 6

Components: V

Range: Close (30 ft.)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Will)

Healthy Effect: The target is bewildered for 5 rounds.

Bloodied Effect: The target is confused for 5 rounds. Each turn, it has a random chance to take one of four actions: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently. 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: The target must be bloodied when the spell is cast to suffer the bloodied effect.

Power Word Stun

You utter a single word of power that instantly causes your foe to become stunned, whether the creature can hear the word or not.

Enchantment (Inhibition) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V

Range: Close (30 ft.)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Will)

Healthy Effect: The target is bewildered for 5 rounds.

Bloodied Effect: The target is stunned for 5 rounds.

Note: The target must be bloodied when the spell is cast to suffer the bloodied effect.

Precognition, Lesser

You extend your awareness a fraction of a second into the future, allowing you to strike at your foes more accurately.

Divination (Knowledge)

Level: Div 1

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Effect: You gain a +2 bonus to your attack rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Precognition

You extend your awareness a fraction of a second into the future, allowing you to strike at your foes more accurately and avoid hostile effects more easily.

Divination (Knowledge)

Level: Div 2

Effect: This spell functions like *lesser precognition*, but it also affects your saving throws.

Precognition, Greater

You extend your awareness a fraction of a second into the future, allowing you to strike at your foes more accurately and avoid hostile attacks and effects more effectively.

Divination (Knowledge)

Level: Div 4

Effect: This spell functions like *lesser precognition*, but it also affects your saving throws and dodge modifier.

Prismatic Sphere

Evocation (Control, Energy) [Light]

Level: Sor/Wiz 9

Manifestation: Small (10 ft.) radius hollow sphere centered on you

Effect: This spell functions like *prismatic wall*, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

You can pass into and out of the prismatic sphere and remain near it without harm. However, the sphere blocks any attempt to project something through it (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time. You can fight from partially within the sphere. If you do, you gain cover from anyone outside the sphere.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a prismatic wall.

Note: *Prismatic sphere* can be made permanent with a *permanency* spell.

Prismatic Spray

Evocation (Control, Energy) [Light]

Level: Chaos 7, Sor/Wiz 7

Area: Large (50 ft.) cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes (varies)

Effect: This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Every creature in the area is randomly struck by one or more beams, which have unique effects.

1d8	Color of Beam	Effect
1	Red	15 points fire damage (Reflex half)
2	Orange	30 points acid damage (Reflex half)
3	Yellow	45 points electricity damage (Reflex half)
4	Green	40 damage and nauseated for 1 round (Fortitude negates)
5	Blue	Petrified if bloodied, slowed for 5 rounds if healthy (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Will negates)
7	Violet	Sent to another plane, as <i>plane shift</i> ritual (Will negates)
8		Struck by two rays; roll twice more, ignoring any “8” results.

Prismatic Wall

Evocation (Control, Energy) [Light]

Level: Chaos 8, Sor/Wiz 8

Range: Close (30 ft.)

Manifestation: Wall up to 50 ft. wide, 30 ft. high

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: See text

Spell Resistance: See text

Effect: This spell creates a vertical, opaque wall – a shimmering, multi-colored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 1 minute by the colors if it looks at the wall.

The wall’s maximum proportions are 50 feet wide and 30 feet high. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first 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 cannot dispel the wall or anything beyond it. Spell resistance is effective against a prismatic wall, but the caster level check must be repeated for each color present.

Note: *Prismatic wall* can be made permanent with a permanency spell.

Project Image

Illusion (Shadow)

Level: Brd 6, Illus 7

Range: Medium (100 ft.)

Manifestation: One shadow duplicate

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Effect: 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 swift 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.

Note: 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.

Protection from Chaos

Abjuration (Interdiction) [Lawful]

Level: Abjur 1, Clr 1, Law 1, Pal 1

Effect: This spell functions like *protection from evil*, except that it protects against lawful effects.

Protection from Energy

Abjuration (Shielding)

Level: Clr 3, Drd 3, Pal 3, Protection 3, Sor/Wiz 3

Range: Touch

Target: Creature touched

Duration: Long (1 hour) or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: This spell grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 10 points per caster level of energy damage, it is discharged.

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

Protection from Energy, Greater

Abjuration (Shielding)

Level: Clr 6, Drd 6, Sor/Wiz 6

Effect: This spell functions like *protection from energy*, except that it protects from all five types of energy. When the spell absorbs 10 points per caster level of damage of any type, it is discharged.

Protection from Evil

You guard your ally with a faint pure white aura, shielding him from evil influence.

Abjuration (Interdiction) [Good]

Level: Abjur 1, Clr 1, Good 1, Pal 1

Range: Touch

Target: Creature touched

Duration: Medium (5 minutes) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No; See text

Color	Order	Effect of Color	Negated By
Red	1st	Stops nonmagical ranged weapons. Deals 15 points of fire damage (Reflex half).	<i>cone of cold</i>
Orange	2nd	Stops magical ranged weapons. Deals 30 points of acid damage (Reflex half).	<i>Gust of wind</i>
Yellow	3rd	Stops poisons, gases, and petrification. Deals 45 points of electricity damage (Reflex half).	<i>Disintegrate</i>
Green	4th	Stops breath weapons. Poison (40 damage and nauseated for 1 round; Fortitude negates).	<i>Passwall</i>
Blue	5th	Stops divination and mental attacks. Petrified if bloodied, slowed and entangled for 1 minute if healthy (Fortitude negates).	<i>Magic missile</i>
Indigo	6th	Stops all spells. Will save or become insane (as <i>insanity</i> spell).	<i>Daylight</i>
Violet	7th	Energy field destroys all objects and effects. ¹ Creatures sent to another plane (as <i>plane shift</i> ritual) (Will negates).	<i>Dispel magic</i>

¹ The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magical effects can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

Effect: The subject gains a +2 bonus on saving throws against attacks made by or effects created by evil creatures. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

In addition, the spell blocks any evil attempt to possess or exercise mental control over the creature (such as any domination effect). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from evil* spell. If the *protection from evil* spell ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This effect works only against attacks by evil creatures or from evil effects.

Protection from Good

Abjuration (Interdiction) [Evil]

Level: Abjur 1,Clr 1, Evil 1

Effect: This spell functions like *protection from evil*, except that it protects against good effects.

Protection from Law

Abjuration (Interdiction) [Chaotic]

Level: Abjur 1, Chaos 1,Clr 1

Effect: This spell functions like *protection from evil*, except that it protects against chaotic effects.

Protection from Spells

Abjuration (Shielding) [Magic]

Level: Magic 8, Sor/Wiz 8

Effect: This spell functions like *spell resistance*, except that the subject also gains a +5 bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Rainbow Pattern

You create a glowing, rainbow-hued pattern of interweaving colors that fascinates those within it.

Enchantment/Illusion (Compulsion, Figment) [Light, Mind-Affecting, Sight-Dependent]

Level: Brd 4, Sor/Wiz 4

Components: V (Brd only), S; see text

Range: Medium (100 ft.)

Area: Small (10 ft.) radius spread

Manifestation: Colorful lights in the area

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: Creatures in the spell's area are fascinated. While concentrating on the spell, you can make the 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 get or 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.

Note: The spell does not affect sightless creatures.

Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

Ray of Clumsiness

You fire a coruscating ray from your hand. When it strikes your foe, he becomes clumsier and less agile.

Necromancy (Flesh)

Level: Sor/Wiz 1

Range: Close (30 ft.)

Manifestation: Ray

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude half

Spell Resistance: Yes (Fortitude)

Effect: You must succeed on a ranged touch attack. The subject takes a -4 penalty to Dexterity.

Note: The subject's Dexterity score cannot drop below 1.

Ray of Enfeeblement

You fire a coruscating ray from your hand. When it strikes your foe, he becomes weaker.

Necromancy (Unlife)

Level: Sor/Wiz 1

Range: Close (30 ft.)

Manifestation: Ray

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude half

Spell Resistance: Yes (Fortitude)

Effect: You must succeed on a ranged touch attack. The subject takes a -4 penalty to Strength.

Note: The subject's Strength score cannot drop below 1.

Ray of Exhaustion

You fire a black ray at your foe, depleting his stamina.

Necromancy (Flesh)

Level: Sor/Wiz 3

Range: Close (30 ft.)

Manifestation: Ray

Duration: Medium (5 minutes)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes (Fortitude)

Effect: If you succeed on a ranged touch attack with the ray, the subject is immediately exhausted. A successful Fortitude save means the creature is only fatigued.

Note: A creature that is already fatigued instead becomes exhausted. A creature that is already exhausted suffers no further penalties. Unlike

normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Ray of Frost

You fire a ray of freezing air and ice at your foe, painfully chilling him.

Evocation (Energy) [Cold]

Level: Sor/Wiz 1, Water 1

Range: Close (30 ft.)

Manifestation: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Damage: 2d8 cold damage + d8 per two caster levels above 1st

Effect: If you succeed on a ranged touch attack with the ray, the target takes damage.

Redirection

Abjuration (Shielding)

Level: Protection 3, Abjur 3

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Effect: While this spell is active, attacks made against you have a 20% miss chance. This miss chance stacks with and is rolled before any other miss chance, such as from concealment. Any attack that misses you because of this miss chance is instead made against a new creature of your choice, other than the attacker.

The new target must be a creature adjacent to you that the attacker threatens (if using a melee weapon) or can target (if using a ranged weapon). The new target must also be a creature that you can see and target. If there is no such creature, the attack strikes you normally.

Reduce Person

Transmutation (Polymorph) [Size-Affecting]

Level: Trans 2

Casting Time: Full-round action

Range: Close (30 ft.)

Target: One humanoid creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Effect: 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 bonus to Dexterity, a -2 penalty to Strength (to a minimum of 1), a +4 inherent bonus to Hide checks, and a +1 inherent 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).

Note: 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.

Reduce Person, Mass

Transmutation (Polymorph) [Size-Affecting]

Level: Trans 6

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five humanoid creatures within the area

Effect: This spell functions like *reduce person*, except that it affects multiple creatures.

Regenerate

Necromancy (Flesh) [Healing]

Level: Clr 8, Drd 8, Life 7

Range: Touch

Target: Living creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: You grant immense healing power to a creature with a touch. The target of this spell automatically heals a number of hit points each round equal to your caster level.

You can also use this spell to regrow lost portions of the subject's body and to reattach severed limbs or body parts, if you do nothing but concentrate on regrowing the lost body part or reattaching the severed limb for 5 minutes.

Repulsion

Abjuration (Shielding) [Barrier]

Level: Abjur 6, Protection 6, Travel 6

Area: Up to a Large (50 ft.) radius emanation centered on you

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting. 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. 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.

Note: Unlike most barrier spells, this spell does not collapse if you move towards a creature held at bay by the barrier. The spell continues to prevent that creature from approaching you, but the creature suffers no other ill effect.

Resilient Sphere

Evocation (Control) [Force]

Level: Sor/Wiz 4

Range: Close (30 ft.)

Manifestation: 5 ft. radius sphere, centered around creatures or objects

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Reflex negates

Spell Resistance: Yes (Reflex)

Effect: This spell creates a globe of shimmering force centered around a creature or object. The sphere persists for the spell's duration, containing any creatures or objects held inside, provided they are small enough to fit within the diameter of the sphere. It is not subject to damage of any sort.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Note: The sphere can only be affected a *disintegrate* spell, a targeted *dispel magic* spell, or similar effects. These effects destroy the sphere

without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

Resist Energy

Abjuration (Shielding)

Level: Abjur 1, Clr 2, Drd 2, Pal 2, Protection 2, Sor/Wiz 2

Range: Touch

Target: Creature touched

Duration: Long (1 hour) or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The subject gains damage reduction 10 against whichever of the five energy types that you select: acid, cold, electricity, fire, or sonic. Each round, the subject ignores the first 10 damage of that energy type that would be dealt to it. This damage reduction increases by 5 for every two caster levels above 4th.

The spell can absorb a maximum amount of damage equal to 10 points per caster level. After it absorbs its maximum amount of damage, the spell ends.

Note: 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 shielded by both spells, the *protection* spell absorbs damage until its power is exhausted. A character can only be affected by one *resist energy* spell at once.

Resist Energy, Greater

Abjuration (Shielding)

Level: Clr 4, Drd 4, Pal 4, Sor/Wiz 4

Effect: This spell functions like *resist energy*, except that the creature gains protection from all five energy types at once. The spell can absorb a total amount of damage equal to 10 points per caster level.

Note: A character can only be affected by one *resist energy* spell at once.

Resist Impact

Abjuration (Shielding)

Level: Abjur 1

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round or until discharged

Effect: You gain physical damage reduction 10/magic against the next attack against you.

Note: You can cast this spell instantaneously, quickly enough react to an opponent attacking you (but before the attack is rolled).

Retributive Shield

Abjuration (Shielding)

Level: Sor/Wiz 5

Effect: This spell functions like *inertial barrier*, except that it reflects the damage back at your attackers. Any creature striking you with its body or a natural weapon takes damage equal to the amount of damage resisted by this spell.

Retrieve

Conjuration (Translocation) [Teleportation]

Level: Conj 1

Range: Close (30 ft.)

Target: One object you can hold or carry in one hand, weighing up to 10 lb./level

Duration: Instantaneous

Saving Throw: None (object)

Spell Resistance: Yes (Will)

Effect: You teleport an item you can see within range directly to your hand. If the object is attended, this spell automatically fails.

Retrieve, Greater

Conjuration (Translocation) [Teleportation]

Level: Conj 5

Range: Medium (100 ft.)

Saving Throw: Will negates (object)

Effect: This spell functions like *retrieve*, except that if the object is attended, it comes to your hand if the creature holding the item fails a Will save.

Revelation

Divination (Knowledge)

Level: Div 8, Sor/Wiz 9

Range: Medium (100 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds) /1 round

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: You grant the target a powerful revelatory vision of a possible future. This spell has different effects depending on the version chosen. Creatures without an Intelligence score are not affected by this spell. A successful Will save reduces the duration to 1 round.

Revelation of Destruction: You inflict a vision of a terrible future upon the target. It takes a -4 penalty to attack rolls, checks, saving throws, and AC as it struggles to avoid the certainty of its own doom.

Revelation of Prowess: You show the target a vision of its success in the combat to come. It gains the benefits of a *greater precognition* spell.

Revelation of Truth: You show the target the truth of the world around it. It gains the benefits of a *true seeing* spell.

Reverse Gravity

Transmutation

Level: Air 8, Trickery 8, Sor/Wiz 8

Range: Close (30 ft.)

Area: Up to five 10 ft. cubes (S)

Duration: Concentration (up to 5 rounds)

Saving Throw: None; see text

Spell Resistance: No

Effect: This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

A creature caught in the area can attempt a Reflex save to react to the shift in gravity. Common reactions include securing oneself if possible, or jumping to reach more stable ground.

Note: Creatures who can fly or levitate can keep themselves from falling, though the shift in gravity can be disorienting. A creature that reacts by jumping does not actually move until its turn, but it moves in the direction of its jump, rather than simply falling upwards.

Revivify

You reconnect a corpse's soul with its body before the soul has completely passed on.

Necromancy (Life, Soul)

Level: Cleric 5

Components: V, S, M

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: This spell restores a creature to life like the *raise dead* ritual, except that the affected creature suffers no negative effects for having died. However, the spell must be cast within one round of the creature's death per four caster levels. After that time, it has no effect (and the material components are not consumed).

The creature has 0 hit points and 1 point of critical damage (but is stable) after being restored to life.

Material Components: Diamonds worth at least 1,000 gp.

Righteous Might

Transmutation (Imbuement, Polymorph) [Size-Affecting]

Level: Clr 5, Good 5, Strength 5

Range: Personal

Target: You

Effect: This spell functions like *enlarge person*, except that it affects only you, regardless of your creature type. In addition, you gain a +4 bonus to Strength (which replaces the bonus to Strength from *enlarge person*) and physical damage reduction equal to 10 + 1 per two caster levels above 10th. This damage reduction is only overcome by the alignment most opposed to your own. If you are neutral, choose the most appropriate alignment.

Note: Multiple magical effects that increase size do not stack.

Sanctuary

Abjuration/Enchantment (Compulsion, Shielding)

Level: Clr 1, Protection 1

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless) and Will negates; see text

Spell Resistance: Yes (Will)

Effect: Any opponent attempting to strike or otherwise directly attack the shielded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the shielded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the shielded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Scintillating Pattern

You create a massive spread of colorful lights that spin and whirl in a complex pattern that bewilders your foes.

Enchantment/Illusion (Compulsion, Figment) [Mind-Affecting, Sight-Dependent]

Level: Sor/Wiz 8

Area: Large (50 ft.) radius spread centered on you

Manifestation: Colorful lights in the area

Duration: Short (Concentration + 5 rounds)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: All enemies within the spell's area are bewildered for as long as they can see the lights, and for 5 rounds thereafter. In addition, the area is illuminated in bright light out to a 100 ft. radius, and dim light extends an additional 100 ft. beyond that.

Note: A bewildered creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC. Your allies, and creatures unable to see the

lights, are unaffected.

Scorching Ray

You blast your enemies with fiery rays.

Evocation (Energy) [Fire]

Level: Fire 2, Sor/Wiz 2

Range: Close (30 ft.)

Manifestation: One or more rays

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Reflex)

Damage: 4d8 fire damage + d8 per two caster levels above 4th

Effect: You may fire up to three rays at the same or separate targets. Each ray requires a ranged touch attack to hit. You may split the damage among the rays as you choose. The rays may be fired at the same or different targets, but all must be aimed at targets within 30 feet of each other and fired simultaneously. Precision damage can only be applied with one of the rays.

Sculpt Sound

Illusion (Glamer)

Level: Brd 3

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Targets: Five creatures or objects within the area

Duration: Extreme (12 hours) (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: You change the sounds that creatures or objects make. You can deaden sounds that exist or transform sounds into other sounds, but you cannot create new sounds where none existed. All affected creatures or objects must have their sounds altered in the same way. Once the effect is chosen, you cannot change it.

Note: You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. A spellcaster whose voice is changed dramatically is treated as deafened when casting spells (20% chance of failure)

Sea of Fog

Conjuration (Creation)

Level: Drd 8, Sor/Wiz 8

Area: 200 ft. radius spread centered on you, 50 ft. high

Manifestation: Fog in the area

Effect: This spell functions like *obscuring mist*, except that the effect is much larger.

Note: A severe wind disperses the fog within 1 minute, a windstorm disperses it within 5 rounds, and a hurricane disperses it within a round.

Searing Light

You channel divine power into a searing blast of light that erupts your palm, striking your unworthy foe.

Evocation (Channeling) [Light]

Level: Clr 3

Range: Close (30 ft.)

Manifestation: Ray

Duration: Instantaneous and see text

Saving Throw: Reflex partial

Spell Resistance: Yes (Reflex)

Damage: 6d8 divine damage + d8 per two caster levels above 6th; see text

Effect: If you succeed on a ranged touch attack to hit with the ray, the target takes damage and is dazzled for 1 round. An undead creature takes 6d10 points of damage + d10 per two caster levels above 6th, and an undead

creature particularly vulnerable to bright light takes 12d6 points of damage + d6 per two caster levels above 6th and is blinded for 1 round instead.

See Invisibility

Divination (Revelation)

Level: Brd 2, Sor/Wiz 2

Range: Touch

Target: Touched creature

Duration: Long (1 hour) (D)

Effect: You grant the touched creature the ability to see any objects or beings that are invisible within its range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible as translucent shapes, allowing the target to easily discern the difference between visible, invisible, and ethereal creatures.

Note: 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.

Seeming

Illusion (Glamer) [Unreal]

Level: Brd 5, Sor/Wiz 5, Trickery 6

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Targets: One creature per level within the area

Duration: Extreme (12 hours) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Effect: This spell functions like *disguise self*, except that it affects multiple creatures. Affected creatures resume their normal appearances if slain.

Shadow Body

Illusion/Transmutation (Polymorph, Shadow)

Level: Sor/Wiz 8

Range: Personal

Target: You

Duration: Medium (5 minutes) (D)

Effect: Your body and all your equipment are subsumed by your shadow. As a living shadow, you blend perfectly into any other shadow and vanish in darkness. You appear as an unattached shadow in areas of full light.

You can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids – even up the face of a waterfall.

Your space does not change, so you cannot move into locations you would not normally be able to move into.

While in your shadow body, you gain damage reduction 10/magic and darkvision out to 60 feet. You are immune to ability damage, disease, drowning, and poison. You take only half damage from acid, electricity, and fire of all kinds.

While affected by this spell, you can be detected by spells that read thoughts, life, or presences (including true seeing), or if you make suspicious movements in lighted areas.

You cannot harm anyone physically or manipulate any objects, but you can use your spells normally. Doing so may attract notice, but if you remain in a shadowed area, you get a +15 bonus on your Hide check to remain unnoticed.

Shadow Conjunction

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces.

Illusion (Shadow)

Level: Brd 4, Illus 4

Range: See text

Manifestation: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies, see text

Spell Resistance: Yes (Will); See text

Effect: Shadow conjuration can mimic any general sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower. If you summon a creature, as with the *summon monster* spells, you may only summon a creature that you know how to summon with such a spell.

Shadow conjurations are actually half 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 conjured object, force, or creature can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only half damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is half as strong (if applicable) or only half as likely to occur. 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.

A shadow creature has half 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 deals half damage, and all special abilities that do not deal lethal damage are only 50% likely to work. (Roll for each use and each affected character separately.)

Note: A creature that succeeds on its save sees the shadow conjurations as transparent images superimposed on vague, shadowy forms.

When you learn this spell, you choose three creatures from the 3rd-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any summon monster spell.

Objects automatically succeed on their Will saves against this spell.

Shadow Conjunction, Greater

Illusion (Shadow)

Level: Illus 7

Effect: This spell functions like *shadow conjuration*, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower.

Note: When you learn this spell, you choose six creatures from the 6th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any summon monster spell.

Shadow Evocation

Illusion (Shadow)

Level: Brd 5, Illus 5

Range: See text

Manifestation: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies, see text

Spell Resistance: Yes (Will); see text

Effect: You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a general sorcerer or wizard evocation spell of 4th level or lower. (For a spell with more than one level, use the best one applicable to you.)

Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only half damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is half as strong (if applicable) or only half as likely to

occur. 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.

Note: Objects automatically succeed on their Will saves against this spell.

Shadow Evocation, Greater

Illusion (Shadow)

Level: Illus 8

Effect: This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower.

Shadow Puppet

Conjuration/Illusion (Shadow, Translocation) [Planar, Unreal]

Level: Sor/Wiz 9

Range: Personal/Far (300 ft.) ; see text

Target: You

Manifestation: One shadow duplicate

Duration: Medium (5 minutes)

Saving Throw: None/Will disbelief (if interacted with)

Spell Resistance: No

Effect: You step into the Plane of Shadow (as *shadow walk*, a planar translocation effect), and at the same time, you create a quasi-real, illusory version of yourself (as *project image*, an unreal shadow effect). The double appears superimposed over your body so that observers don't notice an image appearing and you disappearing. You can then control the image and cast spells through it even though you are on a different plane.

Note: If the image moves farther than Far (300 ft.) range away from where it was originally created, or if you leave the Plane of Shadow, the image ceases to exist.

Shape Stone

Transmutation (Alteration) [Earth]

Level: Drd 3, Earth 3, Sor/Wiz 3

Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: 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 shape stone, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Shape Wood

Transmutation (Alteration)

Level: Drd 2

Range: Touch

Target: One touched piece of wood no larger than 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (Fortitude)

Effect: This spell enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Share Pain

Abjuration/Necromancy (Life, Shielding)

Level:Clr 2, Evil 2, Sor/Wiz 2

Range: Medium (100 ft.)

Targets: You and one willing creature, or two willing creatures; see text

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: This spell creates a connection between you and a willing subject so that some of your wounds are transferred to the subject. You take half damage (rounded up) from all attacks that deal hit point damage to you, and the subject takes the remainder. If your hit points are reduced by a lowered Constitution score, that reduction is not shared with the subject because it is not a form of hit point damage. If you are immune to the type of damage dealt, or if you convert lethal damage into nonlethal damage, the target takes no damage. When this spell ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move out of range of each other, the spell is suppressed until the subject gets within range of you.

Alternately, you can cast this spell on two willing subjects, one of which you designate to share its damage with the other. If the two subjects move out of range of each other, the spell is suppressed until the subjects get within range of each other.

Share Pain, Forced

Abjuration/Necromancy (Life, Shielding)

Level:Clr 3, Sor/Wiz 3

Range: Medium (100 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates

Effect: This spell functions like *share pain*, except that it can affect unwilling creatures.

Share Pain, Greater

Abjuration/Necromancy (Life, Shielding)

Level: Necro 6

Duration: Short (Concentration + 5 rounds) (D)

Effect: This spell functions like *share pain*, except that you take no damage from all wounds and attacks that deal hit point damage, and all of that damage is taken by the willing subject.

Alternately, you can cast this spell on two willing subjects, one of which you designate to share its damage with the other.

Shatter

You create a loud, ringing noise that sunders solid objects.

Evocation (Energy) [Sonic]

Level: Brd 2, Destruction 2, Sor/Wiz 2

Range: Close (30 ft.)

Target or Area: One solid object or one crystalline creature; or Small (10 ft.) radius spread

Duration: Instantaneous

Saving Throw: Will negates (object)/Will negates (object) or Fortitude half; see text

Spell Resistance: Yes (Will)

Damage: 4d8 sonic damage + d8 per two caster levels after 4th

Effect: Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a Small (10 ft.) 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 a single solid object or crystalline creature. In the case of large objects, such as walls, you target a 5 ft. cube. The target takes damage, with a Fortitude save for half damage.

A creature holding vulnerable objects can attempt a Will save to negate any effect on to those objects.

Shield

You create an invisible, heavy shield-sized mobile disk of force that hovers in front of you. It automatically moves to protect you from enemy blows.

Abjuration (Shielding) [Force]

Level: Sor/Wiz 1

Range: Personal

Target: You

Duration: Short (Concentration + 5 rounds) (D)

Effect: You gain a +2 shield modifier to AC. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. The shield has no armor check penalty or arcane spell failure chance. It is considered light armor for the purpose of class features and abilities. Unlike with a normal tower shield, you can't use the shield spell for cover. The bonus provided by the shield applies against incorporeal touch attacks, since it is a force effect.

Note: This shield is considered to be separate from any other shields the creature is using, so it never stacks with existing shield modifiers.

Shield of Faith

You create a shimmering, magical shield that protects your ally.

Abjuration (Shielding)

Level: Clr 1, Protection 1

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a +2 bonus to its shield modifier. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. The subject is not encumbered or hindered in any way by the shield.

Note: This shield does not stack with any shield the subject uses; only the higher modifier applies.

Shield of Law

Abjuration (Shielding) [Lawful]

Level: Clr 8, Law 8

Components: V, S, F

Area: Medium (20 ft.) radius limit centered on you

Targets: Five creatures within the area

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes (Will)

Effect: A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each shielded creature gains a +5 bonus to its saving throws.

Second, each shielded creature gains spell resistance 10 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as *protection from chaos* does.

Finally, if a chaotic creature within Medium (100 ft.) range of the shielded creature successfully attacks it in any way, the offending attacker takes 4d6 damage. Any single creature can take this damage only once per round.

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

Shield Other

Abjuration/Necromancy (Life, Shielding)

Level: Clr 2, Good 2, Pal 2, Protection 2, Sor/Wiz 2

Range: Medium (100 ft.)

Target: One creature

Duration: Long (1 hour) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: This spell creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the shielded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell is suppressed until the subject moves within range of you again.

Shield Other, Greater

Abjuration/Necromancy (Life, Shielding)

Level: Abjur 6, Protection 6

Duration: Short (Concentration + 5 rounds) (D)

Effect: This spell functions like *shield other*, except that the subject takes no damage from all wounds and attacks that deal hit point damage, and all of that damage is taken by you.

Shillelagh

Transmutation

Level: Drd 1

Range: Touch

Target: One touched nonmagical oak club or quarterstaff

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: Your own nonmagical club or quarterstaff becomes a weapon with a +2 enhancement bonus on attack and damage rolls. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level. (A quarterstaff gains this enhancement for both ends of the weapon.) In addition, the weapon deals damage as if it were one size category larger (a Small club or quarterstaff so transmuted deals 1d6 points of damage, a Medium 1d8, and a Large 1d10).

Note: These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Shocking Grasp

You deliver a powerful electrical shock to your foe.

Evocation (Energy) [Electricity]

Level: Destruction 1, Sor/Wiz 1

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Fortitude)

Damage: 2d8 electricity damage + d8 per two caster levels above 1st

Effect: If you hit with a touch attack, the target takes damage. When delivering the jolt, you gain a +2 circumstance bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Shout

You emit an ear-splitting yell that deafens and damages creatures in its path.

Evocation (Energy) [Sonic]

Level: Brd 4, Destruction 4, Sor/Wiz 4, Strength 4

Components: V

Area: Medium (20 ft.) cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude half/Fortitude negates

Spell Resistance: Yes (Fortitude)

Damage: 4d10 sonic damage + d10 per four caster levels above 8th; see text

Effect: Any creature in the area takes damage and is deafened for 5 rounds. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 8d6 points of sonic damage + d6 per two caster levels above 8th.

Shout, Greater

Evocation (Energy) [Sonic]

Level: Brd 6, Destruction 7, Sor/Wiz 7, Strength 7

Area: Large (50 ft.) cone-shaped burst

Saving Throw: Fortitude partial or Reflex negates (object); See text

Damage: 7d10 sonic damage + d10 per four caster levels above 14th; see text

Effect: This spell functions like *shout*, except that it is larger and the deafness lasts for 5 rounds. Any exposed brittle or crystalline object or crystalline creature takes 14d6 points of sonic damage + d6 per two caster levels above 14th.

Shrink Item

Transmutation (Alteration)

Level: Trans 3

Range: Touch

Target: One Small (or larger) nonmagical object; see text

Duration: 24 hours; see text

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: You are able to shrink one nonmagical item 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. The object must be resting on a stable surface to return to its original size; if the command word is spoken while the object is not stable (such as while it is in the air), the object returns to its original size as soon as it finds a resting point. 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.

You can shrink a Medium object at 8th level, a Large object at 12th level, a Huge object at 16th level, or a Gargantuan object at 24th level.

Note: *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. If you recast the spell each day on an object, you can keep it at its small size indefinitely.

Silence

Illusion (Glamer)

Level: Brd 2, Clr 2, Trickery 2

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius emanation centered on a creature, object, or point in space

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will negates; see text or none (object)

Spell Resistance: Yes (Will); see text

Effect: Upon the casting of this spell, complete silence prevails in the affected area. No sound can be heard or made in the area, but sound passes

through the area normally. Spellcasters are treated as being deafened for the purpose of casting spells with verbal components, and suffer a 20% chance of spell failure. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature who enters the spell's area can attempt a Will save to negate the spell's effect on them and can use spell resistance, if any. A creature who successfully resists the spell can hear and make sound normally, but still cannot be heard by other creatures in the area (unless they also resisted the spell). Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not.

Note: This spell provides a defense against sound-dependent effects. Sonic effects are too powerful for magic such as this to muffle, and function normally.

Silent Image

Illusion (Figment)

Level: Brd 2, Illus 2

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Manifestation: Visual figment within the area

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Effect: 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.

Slay Living

Your hand seethes with an eerie dark fire as you reach out to touch your foe, instantly snuffing out his life.

Necromancy (Life) [Death]

Level: Clr 5, Death 5

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Healthy Effect: The target is staggered for 5 rounds.

Bloodied Effect: The target is instantly slain.

Sleep

Enchantment (Compulsion) [Mind-Affecting, Sleep]

Level: Brd 1, Sor/Wiz 1

Range: Medium (100 ft.)

Target: One living creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject is fatigued and attempts to go to sleep as soon as possible, though it will not stop fighting to do so. Awaken a creature put to sleep by this spell is difficult, and requires a standard action (an application of the aid another action).

Sleep, Mass

Enchantment (Compulsion) [Mind-Affecting, Sleep]

Level: Brd 4, Sor/Wiz 4

Area: Medium (20 ft.) radius burst

Targets: Five creatures within the area

Effect: This spell functions like *sleep*, except that it affects multiple creatures.

Slow

You decelerate your enemy's motions, causing her to move and act more slowly than normal.

Transmutation (Temporal)

Level: Brd 2, Sor/Wiz 2

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject is slowed. This has two effects.

A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions).

A slowed creature takes a -2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class.

Note: *Slow* counters and dispels *haste*.

Slow, Mass

You decelerate your enemies' motions, causing them to move and act more slowly than normal.

Transmutation (Temporal)

Level: Sor/Wiz 7

Range: Medium (100 ft.)

Targets: Five creatures in an Medium (20 ft.) radius

Effect: This spell functions like *slow*, except that it affects multiple creatures.

Soften Earth and Stone

Transmutation (Alteration) [Earth]

Level: Drd 2, Earth 2

Range: Close (30 ft.)

Area: Large (50 ft.) radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1 round and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but All creatures within the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While *soften earth and stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Solid Fog

Conjuration (Creation)

Level: Druid 6, Sor/Wiz 6, Water 6

Duration: Medium (5 minutes)

Spell Resistance: No

Effect: This spell functions like *fog cloud*, but in addition to obscuring sight, the fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes 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 falling damage by 1d6.

A creature in the fog can take a full-round action to make a Strength check, moving 5 feet for every 5 by which the result exceeds DC 0. This movement is affected by any other effects which impede movement, as normal.

Note: A severe wind (31+ mph) disperses the fog in 5 rounds, and a hurricane force wind disperses the fog in 1 round.

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

Song of Discord

Enchantment (Compulsion) [Auditory, Mind-Affecting]

Level: Brd 6

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius spread

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: This spell causes all creatures within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. After each round that a subject is compelled to attack the nearest target, it may make a saving throw to throw off the effect.

Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Note: Creatures with HD in excess of your caster level are immune to this spell.

Sound Burst

You blast an area with a cacophony of sound.

Evocation (Energy) [Sonic]

Level: Brd 2

Range: Close (30 ft.)

Area: Small (10 ft.) radius spread

Duration: Instantaneous

Saving Throw: Fortitude half/Fortitude negates

Spell Resistance: Yes (Fortitude)

Damage: 2d10 sonic damage + d10 per four caster levels above 4th

Effect: Creatures in the area take damage and are deafened for 5 rounds. A successful Fortitude save halves the damage and negates the deafening.

Spell Immunity

Abjuration (Shielding) [Magic]

Level: Clr 4, Magic 4, Protection 4, Sor/Wiz 4

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The shielded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or

lower.

Note: The shielded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect.

A creature can have only one *spell immunity* effect on it at a time.

Spell Immunity, Greater

Abjuration (Shielding) [Magic]

Level: Clr 8, Magic 8, Protection 8, Sor/Wiz 8

Effect: This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower.

Note: A creature can have only one *spell immunity* effect on it at a time.

Spell Resistance

Abjuration (Shielding) [Magic]

Level: Clr 5, Magic 5, Protection 5

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains spell resistance against all spells.

Note: A creature with spell resistance may always make a saving throw when a spell is cast on it. If it succeeds, the spell has no effect on it. The type of saving throw made is indicated by the spell. If the spell also allows a saving throw of the same type, only one roll is made.

Spellthrift

Abjuration (Negation) [Magic]

Level: Abjur 5

Range: Touch

Target: One spellcaster, creature, or object

Effect: This spell functions like *dispel magic*, except that you can choose to gain the effects of any spells you dispel as if they had been originally cast on you. The effects last for the remainder of their original durations or for 5 rounds, whichever is shorter. Spells that cannot be cast on you, such as spells which have a range of personal, are simply dispelled.

Spellthrift, Greater

Abjuration (Negation) [Magic]

Level: Abjur 8

Range: Touch

Target: One spellcaster, creature, or object

Effect: This spell functions like *greater dispel magic*, except that you can choose to gain the effects of any spells you dispel as if they had been originally cast on you. The effects last for the remainder of their original durations or for 5 rounds, whichever is shorter. Spells that cannot be cast on you, such as spells which have a range of personal, are simply dispelled.

Spellthrift, Lesser

Abjuration (Negation) [Magic]

Level: Abjur 2

Range: Touch

Target: One spellcaster, creature, or object

Effect: This spell functions like *lesser dispel magic*, except that you can choose to gain the effects of any spells you dispel as if they had been originally cast on you. The effects last for the remainder of their original

durations or for 5 rounds, whichever is shorter. Spells that cannot be cast on you, such as spells which have a range of personal, are simply dispelled.

Spell Turning

Abjuration (Shielding) [Magic]

Level: Magic 7, Protection 7, Sor/Wiz 7

Range: Personal

Target: You

Duration: Long (1 hour) or until expended

Effect: 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; both you and the caster each take half damage. For all effects other than damage, there is a 50% chance that you suffer the effects; otherwise, the caster suffers the effects.

Note: If you and a spellcasting attacker are both shielded 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.

Spider Climb

Transmutation (Imbuement)

Level: Drd 2, Sor/Wiz 2, Travel 2

Range: Touch

Target: Creature touched

Duration: Long (1 hour)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: 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 free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity and dodge modifiers 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.

Spike Growth

Transmutation (Alteration)

Level: Drd 1

Range: Medium (100 ft.)

Area: Small (10 ft.) radius

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None/Reflex negates

Spell Resistance: Yes (Reflex)

Effect: Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed. In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any foe moving on foot into or through the spell's area takes 1d4 points of physical piercing damage for each 5 feet of movement through the spiked area. Allies suffer no ill effects.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. The Reflex save must be repeated each round that the creature moves through the area. This speed penalty lasts for 12 hours or until the injured creature receives magical healing. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

Spike Stones

Transmutation (Alteration) [Earth]

Level: Drd 4, Earth 4

Area: Medium (20 ft.) radius

Effect: This spell functions like *spike growth*, except that it deals d8 physical piercing damage to creatures moving through it and it can also be cast on rocky ground, stone floors, and similar surfaces.

Spiritual Weapon

You bring into being a weapon made of pure force which attacks your foes of its own volition.

Evocation (Energy) [Force]

Level: Clr 2, War 2

Range: Medium (100 ft.)

Manifestation: Magic weapon of force

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: The weapon created by this spell attacks once each round on your turn. This functions just as if you were attacking with the weapon, except that you use your casting ability in place of your Strength and you never get multiple attacks with the weapon.

The weapon attacks the same target until you redirect it (a swift action). The weapon is treated as a separate creature for the purpose of overwhelm penalties.

If an attacked creature has spell resistance, you make a spell penetration check the first time the spiritual weapon strikes it. If the weapon is successfully resisted, it cannot harm that creature. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below), and has the same threat range and critical multipliers as a real weapon of its form.

Note: The *spiritual weapon* strikes as a spell, not as a weapon, so, for example, ignores physical damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, and similar effects can affect it. A spiritual weapon's AC against touch attacks is 12 (10 + +2 for being Tiny).

The weapon that you get is usually a force replica of any weapon from your deity's weapon group. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapon groups associated with each alignment are as follows.

Chaos: Axes

Evil: Flexible weapons

Good: Headed weapons

Law: Heavy blades

Stampede

Conjuration (Summoning)

Level: Drd 9, Nature 9

Casting Time: Full-round action

Range: Medium (100 ft.)

Area: Large (50 ft.) radius limit

Manifestation: One Large summoned creature/level within the area

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Reflex half; see text

Spell Resistance: No

Damage: 9d10 bludgeoning damage + d10 per four caster levels above 18th

Effect: This spell summons a stampede of bison to trample your foes. Creatures trampled by the herd of bison take damage from the spell.

The bison are summoned in a place that you designate within the spell's area, with each creature being summoned in the closest free space to the point of origin. If there is insufficient room for all of the bison to appear while standing on stable ground, the spell will summon fewer bison than the maximum. The herd of bison always moves directly away from you, trampling anything of Large size or smaller that gets in their way. If the herd is thinned to 5 bison or fewer, they stop stampeding and scatter in random directions.

The bison do not attack, even if cornered; they will only stampede. At the end of the spell's duration, the bison disappear.

Note: Under normal circumstances, the bison can travel 800 feet over the duration of the spell.

Stinking Cloud

Conjuration (Creation)

Level: Sor/Wiz 5

Saving Throw: None/Fortitude negates

Effect: This spell functions like *fog cloud*, except that creatures within the cloud are sickened. A successful Fortitude save negates the sickening. The condition lasts as long as the creature remains in the cloud and for 5 rounds after it leaves.

Note: Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. *Stinking cloud* can be made permanent with a *permanency* spell. A permanent *stinking cloud* dispersed by wind reforms in 10 minutes.

Stoneskin

You dramatically toughen a creature's skin, giving it the appearance of stone.

Transmutation (Alteration) [Earth]

Level: Drd 5, Earth 5, Protection 5, Strength 5, Trans 5

Effect: This spell functions like *barkskin*, except that it grants physical damage reduction 10/adamantine. The subject ignores the first 10 points of damage it would take each round, though an adamantite weapon bypasses the reduction. This damage reduction increases by 1 per two caster levels above 10th.

Note: Unlike *barkskin*, the damage reduction is not negated if the creature takes fire damage.

Storm of Vengeance

Conjuration/Evocation (Energy, Control, Creation)

Level: Air 9, Drd 9, Clr 9, War 9, Water 9

Casting Time: Full-round action

Range: Far (300 ft.)

Area: 360 ft. radius cylinder, 200 ft. high

Manifestation: Supernatural weather in the area

Duration: Concentration (maximum 10 rounds)

Saving Throw: See text

Spell Resistance: Yes (varies)

Damage: Varies

Effect: This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 5 minutes. Violent rain and wind gusts obscure all sight beyond 100 feet. A creature less than 100 feet away has concealment (20% miss chance). Ranged attacks within the area of the storm take a -4 penalty, and spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to 20 + double the level of the spell.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates new effects in each following round, as noted below. Each effect occurs during your turn.

2nd Round: Acid rains down, dealing 1d10 acid damage to everything in the area (no save).

3rd Round: You call three bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 9d10 electricity damage + d8 per four caster levels after 18th. A creature struck can attempt a Reflex save for half damage. If you do not direct the lightning bolts, each bolt automatically targets the largest available target in the area.

4th Round: Hailstones rain down, dealing 5d10 bludgeoning damage to all enemies in the area.

5th through 10th Rounds: Acid rains down, dealing 1d10 damage to everything in the area (no save).

Strip the Flesh

You rend parts of your foe's skin off its body, inflicting grievous wounds and leaving it vulnerable.

Necromancy (Flesh)

Level: Sor/Wiz 7

Range: Close (30 ft.)

Target: One creature

Duration: Instantaneous/Short (Concentration + 5 rounds)

Saving Throw: None/Fortitude negates

Spell Resistance: Yes (Fortitude)

Damage: 14d6 physical damage + d6 per two caster levels above 14th

Effect: The target takes damage. In addition, if it fails a Fortitude save, for the duration of the spell all damage it takes is doubled. This effect does not double the initial damage dealt by this spell.

Suggestion

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

Level: Brd 4, Sor/Wiz 5

Components: V, M

Range: Close (30 ft.)

Target: One living creature

Duration: Extreme (12 hours) or until completed

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: 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. Additionally, any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, grants the creature a new saving throw with a +5 bonus.

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.

Note: A very reasonable suggestion can cause the save to be made with a -2 or greater penalty. A creature that makes its saving throw against *suggestion* is immune to all further attempts by the same spellcaster for 24 hours.

Suggestion, Mass

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

Level: Brd 6, Sor/Wiz 8

Duration: Short (Concentration + 5 rounds)

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

Effect: This spell functions like *suggestion*, except that it can affect multiple creatures and has a shorter duration. The same suggestion applies to all subjects.

Summon Monster I

Conjuration (Summoning) [see text]

Level: Brd 1, Clr 1, Sor/Wiz 1

Casting Time: Full-round action

Range: Close (30 ft.)

Manifestation: One summoned creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts on your next turn. You must spend a swift action each round to control the creature summoned by this spell. If you do, it attacks your opponents to the best of its ability. You can direct the creature not to attack, to attack particular enemies, or to perform other actions if you can communicate with it. If you do not actively control the creature summoned by this spell, it acts according to its nature.

When you learn this spell, you choose a creature from the 1st-level list on the Summon Monster table. In the case of creatures with multiple options, such as elementals, you must choose one specific kind of creature. You can summon that creature with this or any other summon monster 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.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, lawful, or water creature, it is a spell of that type.

Summon Monster II

Conjuration (Summoning) [see text for summon monster I]

Level: Brd 2, Clr 2, Conj 1, Sor/Wiz 2

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. When you learn this spell, you choose two creatures from the 2nd-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster III

Conjuration (Summoning) [see text for summon monster I]

Level: Brd 3, Chaos 3, Clr 3, Conj 2, Evil 3, Good 3, Law 3, Sor/Wiz 3

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list or 1d3 creatures of the same

kind from a lower-level list. When you learn this spell, you choose three creatures from the 3rd-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster IV

Conjuration (Summoning) [see text for summon monster I]

Level: Brd 4, Clr 4, Conj 3, Sor/Wiz 4

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose four creatures from the 4th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster V

Conjuration (Summoning) [see text for summon monster I]

Level: Air 4, Brd 5, Clr 5, Conj 4, Earth 4, Fire 4, Sor/Wiz 5, Water 4

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose five creatures from the 5th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster VI

Conjuration (Summoning) [see text for summon monster I]

Level: Brd 6, Chaos 6, Clr 6, Conj 5, Evil 6, Good 6, Law 6, Sor/Wiz 6

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose six creatures from the 6th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster VII

Conjuration (Summoning) [see text for summon monster I]

Level: Clr 7, Conj 6, Sor/Wiz 7

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose seven creatures from the 7th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Monster VIII

Conjuration (Summoning) [see text for summon monster I]

Level: Air 7, Clr 8, Conj 7, Earth 7, Fire 7, Sor/Wiz 8, Water 7

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose eight creatures from the 8th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other

summon monster spell.

Summon Monster IX

Conjuration (Summoning) [see text for summon monster I]

Level: Chaos 9, Clr 9, Conj 8, Evil 9, Good 9, Law 9, Sor/Wiz 9

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon monster I*, except that you can summon one creature from the 9th-level list or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose nine creatures from the 9th-level or lower lists on the Summon Monster table, one at each level. You can summon those creatures with this or any other *summon monster* spell.

Summon Nature's Ally I

Conjuration (Summoning)

Level: Drd 1

Casting Time: Full-round action

Range: Close (30 ft.)

Manifestation: One summoned creature

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell summons a natural creature. It appears where you designate and acts on your next turn. You must spend a swift action each round to control the creature summoned by this spell. If you do, it attacks your opponents to the best of its ability. You can direct the creature not to attack, to attack particular enemies, or to perform other actions if you can communicate with it. If you do not actively control the creature summoned by this spell, it acts according to its nature.

When you learn this spell, you choose a creature from the 1st-level list on the Summon Nature's Ally table. In the case of creatures with multiple options, such as elementals, you must choose one specific kind. You can summon that creature with this or any other *summon nature's ally* 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.

All the creatures on the table are neutral unless otherwise noted.

Summon Nature's Ally II

Conjuration (Summoning)

Level: Drd 2

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind. When you learn this spell, you choose two creatures from the 2nd-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally III

Conjuration (Summoning) [see text]

Level: Drd 3

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind. When you learn this spell, you choose three creatures from the 3rd-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Table 1.1: Summon Monster List

1st Level		4th Level		Fiendish monstrous spider, Huge	CE
Celestial dog	LG	Archon, lantern	LG	Fiendish snake, giant constrictor	CE
Celestial owl	LG	Celestial giant owl	LG		
Celestial giant fire beetle	NG	Celestial giant eagle	CG	7th Level	
Celestial porpoise ¹	NG	Celestial lion	CG	Celestial elephant	LG
Celestial badger	CG	Mephit (any)	N	Avoral (guardinal)	NG
Celestial monkey	CG	Fiendish dire wolf	LE	Celestial baleen whale ¹	NG
Fiendish dire rat	LE	Fiendish giant wasp	LE	Djinni (genie)	CG
Fiendish raven	LE	Fiendish giant praying mantis	NE	Elemental, Huge (any)	N
Fiendish monstrous centipede, Medium	NE	Fiendish shark, Large ¹	NE	Invisible stalker	N
Fiendish monstrous scorpion, Small	NE	Yeth hound	NE	Devil, bone	LE
Fiendish hawk	CE	Fiendish monstrous spider, Large	CE	Fiendish megaraptor	LE
Fiendish monstrous spider, Small	CE	Fiendish snake, Huge viper	CE	Fiendish monstrous scorpion, Huge	
NE Fiendish octopus ¹	CE	Howler	CE	Babau (demon)	CE
Fiendish snake, Small viper	CE			Fiendish giant octopus ¹	CE
		5th Level		Fiendish girallon	CE
2nd Level		Archon, hound	K		
Celestial giant bee	LG	Celestial brown bear	LG		
Celestial giant bombardier beetle	NG	Celestial giant stag beetle	LG	8th Level	
Celestial riding dog	NG	Celestial sea cat ¹	NG	Celestial dire bear	LG
Celestial eagle	CG	Celestial griffon	NG	Celestial cachalot whale ¹	NG
Lemure (devil)	LE	Elemental, Medium (any)	CG	Celestial triceratops	NG
Fiendish squid ¹	LE	Achaierai	N	Lillend	CG
Fiendish wolf	LE	Devil, bearded	LE	Elemental, greater (any)	N
Fiendish monstrous centipede, Large	NE	Fiendish deinonychus	LE	Fiendish giant squid ¹	LE
Fiendish monstrous scorpion, Medium	NE	Fiendish dire ape	LE	Hellcat	LE
Fiendish shark, Medium ¹	NE	Fiendish dire boar	LE	Fiendish monstrous centipede, Colossal	NE
Fiendish monstrous spider, Medium	CE	Fiendish shark, Huge	NE	Fiendish dire tiger	CE
Fiendish snake, Medium viper	CE	Fiendish monstrous scorpion, Large	NE	Fiendish monstrous spider, Gargantuan	CE
		Shadow mastiff	NE	Fiendish tyrannosaurus	CE
3rd Level		Fiendish dire wolverine	NE	Vrock (demon)	CE
Celestial black bear	LG	Fiendish giant crocodile	CE		
Celestial bison	NG	Fiendish tiger	CE		
Celestial dire badger	CG			9th Level	
Celestial hippogriff	CG	6th Level		Couatl	LG
Elemental, Small (any)	N	Celestial polar bear	LG	Leonal (guardinal)	NG
Fiendish ape	LE	Celestial orca whale ¹	NG	Celestial roc	CG
Fiendish dire weasel	LE	Bralani (eladrin)	CG	Elemental, elder (any)	N
Hell hound	LE	Celestial dire lion	CG	Devil, barbed	LE
Fiendish snake, constrictor	LE	Elemental, Large (any)	N	Fiendish dire shark ¹	NE
Fiendish boar	NE	Janni (genie)	N	Fiendish monstrous scorpion, Gargantuan	NE
Fiendish dire bat	NE	Chaos beast	CN	Night hag	NE
Fiendish monstrous centipede, Huge	NE	Devil, chain	LE	Bebilith (demon)	CE
Fiendish crocodile	CE	Xill	LE	Fiendish monstrous spider, Colossal	CE
Dretch (demon)	CE	Fiendish monstrous centipede, Gargantuan	NE	Hezrou (demon)	CE
Fiendish snake, Large viper	CE	Fiendish rhinoceros	NE		
Fiendish wolverine	CE	Fiendish elasmosaurus ¹	CE		

¹ May be summoned only into an aquatic or watery environment.

Summon Nature's Ally IV

Conjuration (Summoning) [see text]

Level: Drd 4, Nature 4

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 4th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose four creatures

from the 4th-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally V

Conjuration (Summoning) [see text]

Level: Drd 5

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 5th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose five creatures from the 5th-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally VI

Conjuration (Summoning) [see text]

Level: Drd 6

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 6th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose six creatures from the 6th-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally VII

Conjuration (Summoning) [see text]

Level: Drd 7, Nature 7

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 7th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose seven creatures from the 7th-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally VIII

Conjuration (Summoning) [see text]

Level: Drd 8

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 8th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose eight creatures from the 8th-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Ally IX

Conjuration (Summoning) [see text]

Level: Drd 9, Nature 9

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon one 9th-level creature or 1d3 creatures of the same kind from a lower-level list. When you learn this spell, you choose nine creatures from the 9th-level or lower lists on the Summon Nature's Ally table, one at each level. You can summon those creatures with this or any other *summon nature's ally* spell.

Summon Nature's Army

Conjuration (Summoning)

Level: Drd 8, Nature 8

Area: Medium (20 ft.) radius limit

Manifestation: One or more summoned creatures within the area

Effect: This spell functions like *summon nature's ally I*, except that you can summon up to one creature per caster level from the 4th-level list or lower.

When you learn this spell, you choose a creature from the 4th-level list or lower on the Summon Nature's Ally table. You can only summon that creature with this spell.

Sunbeam

You evoke a dazzling beam of intense light, blinding your foes with the power of the sun itself.

Evocation (Control) [Light]

Level: Drd 5

Area: Large (50 ft.) line

Duration: Instantaneous

Saving Throw: Reflex half/Reflex negates

Spell Resistance: Yes (Reflex)

Damage: 5d10 solar damage + d10 per four caster levels above 10th; see text

Effect: Each creature in the beam takes damage and is dazzled for 1 round. Any creatures to which sunlight is harmful or unnatural instead take 10d6 points of damage + d6 per two caster levels above 10th and are blinded for 1 round. A successful Reflex save negates the dazzling (or blindness) and reduces the damage by half.

Note: A dazzled creature treats everything he sees as if it has concealment (20% miss chance), and takes a -4 penalty to Spot checks. He is also unable to use darkvision. *Sunbeam* dispels any darkness spells of 5th level or lower within its area.

Sunburst

You cause a globe of searing radiance to explode silently from a point you select.

Evocation (Control) [Light]

Level: Drd 8

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius burst

Damage: 8d10 solar damage + d10 per four caster levels above 16th; see text

Effect: This spell functions as *sunbeam*, except that it affects a Medium (20 ft.) radius and deals more damage. Any creatures to which sunlight is harmful or unnatural take 16d6 points of damage + d6 per two caster levels above 16th.

Note: *Sunburst* dispels any darkness spells of 8th level or lower within its area.

Telekinesis

You move objects or creatures by concentrating on them.

Evocation (Control)

Level: Evoc 5

Range: Medium (100 ft.)

Target or Targets: See text

Duration: Concentration, up to Medium (5 minutes) /Instantaneous; see text

Saving Throw: Will negates (object)/None; see text

Spell Resistance: Yes (Will)/None; see text

Effect: 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: As the *telekinetic force* spell.

Combat Maneuver: As the *telekinetic maneuver* spell.

Violent Thrust: Alternatively, the spell energy can be spent in a single round, as the *telekinetic thrust* spell.

Telekinetic Force

Evocation (Control)

Level: Sor/Wiz 3

Range: Medium (100 ft.)

Table 1.2: Summon Nature's Ally List

1st Level	Eagle, giant [NG]	5th Level	7th Level
Dire rat	Lion	Arrowhawk, adult	Arrowhawk, elder
Eagle (animal)	Owl, giant [NG]	Bear, polar (animal)	Dire tiger
Monkey (animal)	Satyr [CN; without pipes]	Dire lion	Elemental, greater (any)
Octopus ¹ (animal)	Shark, Large ¹ (animal)	Elasmosaurus ¹ (dinosaur)	Djinni (genie) [NG]
Owl (animal)	Snake, constrictor (animal)	Elemental, Large (any)	Invisible stalker
Porpoise ¹ (animal)	Snake, Large viper (animal)	Griffon	Pixie ² (sprite) [NG; with sleep arrows]
Snake, Small viper (animal)	Thoqqua	Janni (genie)	Squid, giant ¹ (animal)
Wolf (animal)		Rhinoceros (animal)	Triceratops (dinosaur)
	4th Level	Satyr [CN; with pipes]	Tyrannosaurus (dinosaur)
2nd Level	Arrowhawk, juvenile	Snake, giant constrictor (animal)	Whale, cachalot ¹ (animal)
Bear, black (animal)	Bear, brown (animal)	Nixie (sprite)	Xorn, elder
Crocodile (animal)	Crocodile, giant (animal)	Tojanida, adult ¹	
Dire badger	Deinonychus (dinosaur)	Whale, orca ¹ (animal)	8th Level
Dire bat	Dire ape		Dire shark ¹
Elemental, Small (any)	Dire boar	6th Level	Roc
Hippogriff	Dire wolverine	Dire bear	Salamander, noble [NE]
Shark, Medium ¹ (animal)	Elemental, Medium (any)	Elemental, Huge (any)	Tojanida, elder
Snake, Medium viper (animal)	Salamander, flamebrother [NE]	Elephant (animal)	
Squid ¹ (animal)	Sea cat ¹	Girallon	9th Level
Wolverine (animal)	Shark, Huge ¹ (animal)	Megaraptor (dinosaur)	Elemental, elder
	Snake, Huge viper (animal)	Octopus, giant ¹ (animal)	Grig [NG; with fiddle] (sprite)
3rd Level	Tiger (animal)	Pixie ² (sprite) [NG; no special arrows]	Pixie ³ (sprite) [NG; with sleep and memory loss arrows]
Ape (animal)	Tojanida, juvenile ¹	Salamander, average [NE]	Unicorn, celestial charger
Dire weasel	Unicorn [CG]	Whale, baleen ¹	
Dire wolf	Xorn, minor	Xorn, average	

1 May be summoned only into an aquatic or watery environment.

2 Can't cast irresistible dance

3 Can cast irresistible dance

Target: One object at a time

Duration: Concentration, up to Medium (5 minutes)

Saving Throw: Will negates (object); see text

Spell Resistance: Yes (Will)

Effect: You move an object by concentrating your mind upon its current location and then the location you desire, creating a sustained force. You can move an object weighing no more than 25 pounds per caster 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. 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. Each round, the subject can attempt a new saving throw to negate the effect.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks.

You can drop a weight and pick up another during the spell's duration, as long as you don't stop concentrating on maintaining the power. An object can be telekinetically manipulated as if you were moving it with one hand.

If you spend at least 5 rounds concentrating on an unattended object, you can attempt to break or burst it as if making a Strength check, except that you apply your casting attribute to the check instead of your Strength.

Telekinetic Maneuver

Evocation (Control)

Level: Sor/Wiz 3

Range: Medium (100 ft.)

Target: One creature

Duration: Concentration, up to Medium (5 minutes)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: You can affect a foe by concentrating your mind upon its current status and the status you desire, once per round. You can perform a bull rush, a disarm, a dirty trick, a grapple (including a pin), or a trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus, and you use your casting attribute in place of your Strength. No save is allowed against these attempts, but spell resistance is applied normally.

Telekinetic Thrust

Evocation (Control)

Level: Evoc 5

Range: Medium (100 ft.)

Target or Targets: Five objects or creatures in a Medium (20 ft.) radius + one per four caster levels after 8th

Duration: Instantaneous

Saving Throw: Will negates (object); see text

Spell Resistance: Yes (Will)

Effect: You can throw the affected objects or creatures anywhere within the spell's range. All subjects of this spell must be thrown to the same place. You can hurl up to a total weight of 25 pounds per caster level.

You must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items with the items, applying your caster level and casting attribute to the attack roll instead of your base attack

bonus and Dexterity. Hurling weapons deal their normal damage. Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder).

Creatures are allowed Will saves (and spell resistance) to avoid being hurled or having their held possessions be targeted by this power.

If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 50 feet (5d6 points).

Telepathic Bond

You forge a mental link binding two allies together.

Divination/Transmutation (Communciation, Imbuement)

Level: Sor/Wiz 3

Range: Close (30 ft.)

Targets: You and one willing creature, or two willing creatures

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: The subjects can communicate mentally through telepathy. The communication is instantaneous across any distance within the same plane.

Note: No special influence is established as a result of the bond. *Telepathic bond* can be made permanent with a *permanency* ritual.

Telepathic Bond, Mass

Divination/Transmutation (Communication, Imbuement)

Level: Sor/Wiz 6

Area: Medium (20 ft.) radius limit centered on you

Targets: You up to five willing creatures in the area

Duration: Extreme (12 hours) (D)

Effect: This spell functions like *telepathic bond*, except that it links multiple creatures together into the same bond. Each affected creature can communicate with all other creatures, either privately or to the group as a whole. If desired, you may leave yourself out of the bond forged. This decision must be made at the time of casting.

Note: *Telepathic bond* can be made permanent with a *permanency* ritual.

Temporal Stasis

Transmutation (Temporal)

Level: Sor/Wiz 8

Components: V, S, M

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds) /Permanent

Saving Throw: None/Will negates

Spell Resistance: Yes (Will)

Effect: If you succeed on a melee touch attack, the subject is slowed for a Short (Concentration + 5 rounds) duration.

Bloodied Effect: As the healthy effect, and the subject into a state of suspended animation unless it makes a successful Will save. 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 an *emancipation* spell).

Terror

You fill your foe with an inescapable fear, forcing it to flee from your presence.

Enchantment (Emotion) [Fear, Mind-Affecting]

Level: Ench 7

Range: Close (30 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds)

Saving Throw: None

Spell Resistance: Yes (Will)

Healthy Effect: The subject is shaken.

Bloodied Effect: The subject is frightened.

Note: A shaken character takes a -2 penalty on attack rolls, saving throws, checks, DCs, and AC. A frightened creature is the same, except that it also flees from the source of its fear as best it can. If unable to flee, it may fight.

A character shaken by multiple sources becomes frightened. A character frightened by multiple sources becomes panicked.

Time Stop

Transmutation (Temporal)

Level: Sor/Wiz 9

Range: Personal

Target: You

Duration: 1d3+1 rounds (apparent time); see text

Effect: This spell seems to make time cease to flow for everyone but you. In fact, you step into an alternate timestream, causing you to 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 1d3+1 rounds of apparent time. You are still vulnerable to danger, such as from heat or dangerous gases, but your actions have no effect on anything in the world other than yourself. Objects and creatures appear frozen in place. You cannot cast spells that affect any targets except yourself; the temporal magic is too strong to permit interference from lesser magic, and attempts to cast magic beyond the accelerated time surrounding you simply fail. The only exception is for temporal spells, which can be cast normally inside a *time stop*. The subjects are not affected and do not attempt to resist the effects until the end of the *time stop*, so you do not know whether they are affected by any spells you cast until the effect has expired.

Note: Most spellcasters use the additional time to improve their defenses or flee from combat. You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

Tongues

Divination (Communication)

Level: Brd 3, Clr 4, Div 3, Knowledge 3, Sor/Wiz 4

Components: V

Range: Touch

Target: Creature touched

Duration: Long (1 hour)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: 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.

Note: *Tongues* may be unable to translate dead or extremely obscure languages. It does not predispose any creature addressed toward the subject in any way. *Tongues* can be made permanent with a *permanency* spell.

Totemic Mind

Transmutation (Imbuement)

Level: Brd 2, Clr 2, Drd 2, Sor/Wiz 2

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: This spell grants creatures the mental power of a totem animal. It has three forms, each of which grants a +4 bonus to a mental attribute score. This bonus increases to +6 at 10th level. Spellcasters do not gain

bonus spells due to the increased attribute score.

Eagle's Splendor: The transmuted creature becomes more persuasive and personally forceful, gaining a bonus to Charisma.

Fox's Cunning: The transmuted creature becomes smarter, gaining a bonus to Intelligence.

Owl's Wisdom: The transmuted creature becomes more perceptive, gaining a bonus to Wisdom.

Totemic Mind, Mass

Transmutation (Imbuement)

Level: Clr 6, Drd 6, Sor/Wiz 6

Area: Medium (20 ft.) radius limit centered on you

Targets: Five creatures within the area

Effect: This spell functions like *totemic mind*, except that it affects multiple creatures. All affected creatures must gain a bonus to the same attribute score.

Totemic Power

Transmutation (Imbuement)

Level: Clr 2, Drd 2, Sor/Wiz 2, Strength 2

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: This spell grants creatures the physical power of an animal. It has three forms, each of which grants a +4 bonus to a mental attribute score. This bonus increases to +6 at 10th level.

Bear's Endurance: The transmuted creature gains greater vitality and stamina, gaining a bonus to Constitution. 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.

Bull's Strength: The transmuted creature becomes stronger, gaining a bonus to Strength.

Cat's Grace: The transmuted creature becomes more graceful, agile, and coordinated, gaining a bonus to Dexterity.

Totemic Power, Mass

Transmutation (Imbuement)

Level: Clr 6, Drd 6, Sor/Wiz 6

Area: Medium (20 ft.) radius limit centered on you

Targets: Five creatures within the area

Effect: This spell functions like *totemic power*, except that it affects multiple creatures.

Touch of Idiocy

Enchantment/Necromancy (Unlife) [Mind-Affecting]

Level: Sor/Wiz 2

Range: Touch

Target: Living creature touched

Duration: Long (1 hour)

Saving Throw: Will half

Spell Resistance: Yes (Will)

Effect: With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a -4 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

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

Transfer Suffering

Necromancy (Life) [Healing]

Level: Sor/Wiz 4

Range: Close

Manifestation: Ray

Damage: 8d10 life damage + d10 per two caster levels above 8th

Effect: This spell functions like *lesser transfer suffering*, except that it deals more damage and affects a target struck by a ray.

Note: If the ray misses, you do not heal any damage.

Transfer Suffering, Lesser

You transfer the wounds that you have taken to your foe, forcing it to suffer in your stead.

Necromancy (Life) [Healing]

Level: Sor/Wiz 2

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes (Will)

Damage: 4d8 life damage + d8 per two caster levels above 4th

Effect: The touched creature takes damage, and you immediately regain hit points equal the amount of damage you transfer. You cannot transfer more damage than you have taken, and you cannot use this spell to gain hit points in excess of your full normal total.

Transmute Any Object

Transmutation (Alteration, Polymorph)

Level: Sor/Wiz 9

Range: Medium (100 ft.)

Target: One creature, or one nonmagical object of up to 1000 cu. ft.

Duration: See text

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes (Fortitude)

Effect: This spell can be used to duplicate the effects of *fabricate*, *major creation*, *passwall*, *shape stone*, *transmute flesh and stone*, or *wall of stone*. The object or creature to be transformed must meet any requirements of the spell to be duplicated, except that it must be within Medium (100 ft.) range.

Transmute Flesh and Stone

Transmutation (Polymorph)

Level: Sor/Wiz 6

Range: Medium (100 ft.)

Target: One creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration: Short (Concentration + 5 rounds) / Instantaneous

Saving Throw: Fortitude negates (object); see text

Spell Resistance: Yes (Fortitude)

Effect: This spell has different effects depending on the version chosen.

Flesh to Stone: The subject is slowed for the duration of the spell, and takes 2d6 physical damage each round as its body gradually turns to stone. A Fortitude save negates this effect. If the subject reaches 0 hit points before the spell ends, it becomes a mindless, inert statue, along with all its carried gear. If the statue resulting from this effect 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 is not considered alive either.

Only creatures made of flesh are affected by this effect.

Stone to Flesh: This effect 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. A restored creature has as many hit points as it had when it was petrified. Stone which was not originally a petrified creature is unaffected.

Tree Shape

Transmutation (Polymorph)

Level: Drd 2

Range: Personal

Target: You

Duration: Extreme (12 hours) (D)

Effect: By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a Spellcraft check can reveal a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 bonus to natural armor, but you have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

Note: You can dismiss tree shape as a free action (instead of as a standard action).

True Seeing

Divination (Awareness)

Level:Clr 6, Div 5, Knowledge 5, Sor/Wiz 6

Components: V, S, M

Range: Touch

Target: Creature touched

Duration: Short (Concentration + 5 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: 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 truth behind visual figments and glamers, 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 effect extends out to Medium (100 ft.) range.

Note: *True seeing* 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 scrying effect.

Material Components: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

True Strike

Divination (Knowledge)

Level: Div 5

Casting Time: 1 swift action

Components: V

Range: Personal

Target: You

Duration: See text

Effect: 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 bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Undeath to Death

Necromancy (Vitalism) [Positive]

Level:Clr 6, Sor/Wiz 6

Area: Medium (20 ft.) radius limit

Targets: Several undead creatures within the area

Saving Throw: Will negates

Effect: This spell functions like *circle of death*, except that it destroys undead creatures.

Material Components: The powder of a crushed diamond worth at least 750 gp.

Unholy Aura

Abjuration (Interdiction) [Evil]

Level:Clr 8, Evil 8

Components: V, S, F

Area: Medium (20 ft.) radius limit centered on you

Targets: Five creatures within the area

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes (Will)

Effect: 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 shielded creature gains a +5 bonus to its saving throws.

Second, each shielded creature gains spell resistance 10 against chaotic spells and spells cast by good creatures.

Third, the abjuration blocks possession and mental influence, just as protection from good does.

Finally, if a good creature within Medium (100 ft.) range of the shielded creature successfully attacks it in any way, the offending attacker takes 4d6 damage. Any single creature can take this damage only once per round.

Focus: A tiny reliquary containing some sacred relic, such as a piece of parchment from an unholy text. The reliquary costs at least 500 gp.

Unholy Blight

Evocation (Channeling) [Evil]

Level: Evil 4

Area: Medium (20 ft.) radius burst centered on you

Duration: Instantaneous/5 rounds

Saving Throw: Will half/Will negates

Spell Resistance: Yes (Will)

Damage: 4d10 divine damage + d10 per four caster levels above 8th

Effect: Nonevil creatures in the area take damage and are sickened for 5 rounds. A successful Will save reduces the damage by half and negates the sickening.

Vampiric Touch

Necromancy (Life)

Level: Death 3, Necro 3

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see text

Saving Throw: Will half

Spell Resistance: Yes (Will)

Damage: 6d10 life damage + d10 per two caster levels above 6th

Effect: The touched creature takes damage. You gain temporary hit points equal to half the damage you deal. However, you can't gain more hit points than the damage required to kill the subject. The temporary hit points disappear 1 hour later.

Ventriloquism

Illusion (Figment)

Level: Brd 1, Sor/Wiz 1, Trickery 1

Components: V, F

Range: Close (30 ft.)

Manifestation: Intelligible sound, usually speech

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Effect: 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).

Vestments of the Mage

You imbue a set of armor with magical power, preventing it from interfering with your spellcasting.

Transmutation (Imbuement)

Level: Sor/Wiz 2

Range: Touch

Target: Touched nonmagical armor or shield

Duration: Extreme (12 hours) (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (Will)

Effect: The armor or shield's chance of arcane spell failure decreases by 10% as long as you are wearing or using it. If any other creature wears the armor, it receives no benefit from this spell.

Note: This is considered an enhancement bonus.

Wail of the Banshee

You emit a terrible scream that kills anyone that hears it.

Necromancy (Life) [Death, Sound-Dependent]

Level: Death 9, Necro 9

Components: V

Targets: Living creatures in a Large (50 ft.) spread centered on you, up to Five creatures

Duration: Concentration, up to 2 rounds; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Healthy Effect: The subjects are sickened for 5 rounds. If you concentrate for a second round, subjects still in the area are nauseated for 1 round.

Bloodied Effect: The subjects are nauseated for 1 round. If you concentrate for a second round, subjects still in the area immediately die.

Note: This spell affects a maximum number of creatures equal to your caster level. Creatures closest to you are affected first, so creatures farther away may be unaffected if there are enough intervening creatures. Each creature makes only one saving throw against the effect.

Wall of Fire

Evocation (Energy) [Fire, Wall]

Level: Drd 5, Fire 5, Sor/Wiz 5

Range: Medium (100 ft.)

Manifestation: Opaque sheet of flame up to 100 ft. long or a ring of fire with a radius of up to 20 ft.; either form 20 ft. high

Duration: Short (Concentration + 5 rounds)

Saving Throw: Reflex half or Reflex negates; see text

Spell Resistance: Yes (Reflex)

Damage: 5d10 + d10 per four caster levels above 10th; see text

Effect: An immobile, blazing curtain of shimmering violet fire springs into existence. The wall deals damage to any creature passing through it. A successful Reflex save halves this damage. In addition, the wall radiates heat, dealing 2d6 points of fire damage to creatures within 10 feet and 1d6 points of fire damage to those past 10 feet but within 20 feet. No save is allowed against this damage. The wall deals this damage at the start of each of your turns to All creatures within the area.

If you evoke the wall so that it appears where creatures are, each creature

takes damage as if passing through the wall, except that a successful Reflex save negates the damage and allows the creature to choose which side of the wall to appear on. If any 5-foot length of wall takes 20 points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

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

Wall of Force

Evocation (Energy) [Force, Wall]

Level: Sor/Wiz 5

Range: Close (30 ft.)

Manifestation: Wall whose area is up to ten 10 ft. squares

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell creates an invisible wall made of force. Nothing can pass through or alter the wall. It forms a flat, vertical plane, and it must be continuous and unbroken when formed. If the surface is broken by any object or creature, the spell fails.

Note: The wall is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. As a force effect, it blocks ethereal creatures as well as material ones.

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

Wall of Ice

Conjuration/Evocation (Creation, Energy) [Cold, Wall]

Level: Sor/Wiz 4, Water 5

Range: Medium (100 ft.)

Manifestation: Anchored plane of ice, up to ten 10 ft. squares, or hemisphere of ice with a radius of up to 10 ft.

Duration: Medium (5 minutes)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes (Reflex)

Damage: 4d10 + d10 per four caster levels above 8th

Effect: 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 (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 foot thick. It covers up to ten 10-foot square areas (so it can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). 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, or 36 hit points total. 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 + 1 per inch of thickness remaining.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes damage (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 10 feet. The hemisphere is as hard to break through as the ice

plane form, but it does not deal damage to those who go through a breach.

Wall of Stone

Transmutation (Alteration) [Earth, Wall]

Level: Drd 5, Earth 5, Sor/Wiz 5

Range: Medium (100 ft.)

Manifestation: Stone wall whose area is up to ten 5 ft. squares (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Effect: This spell forms a wall of stone atop existing rock surfaces. A wall of stone is 4 inches thick and composed of up to ten 5-foot squares. 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 15 hit points per inch of thickness and hardness 8. 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 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.

Wall of Thorns

Conjuration (Creation) [Wall]

Level: Drd 5, Nature 5

Range: Medium (100 ft.)

Manifestation: Wall of thorny brush, up to ten 10 ft. cubes (S)

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move through a wall of thorns takes slashing damage per square of movement equal to 25 minus the creature's flat-footed AC. (Creatures with a flat-footed Armor Class of 25 or higher, take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as twenty 10x10x5 foot blocks. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall by making a combat maneuver attack or Escape Artist check as a full-round action. The creature moves 5 feet for each full 5 points by which the check result exceeds 20, up to a maximum distance equal to its normal land speed. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

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

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends.

Creatures with the ability to pass through overgrown areas unhindered can pass through a wall of thorns at normal speed without taking damage.

Note: A wall of thorn can be breached by slow work with edged weapons or fire. It has hardness 8 and 30 hit points per square foot of thickness.

Despite its appearance, a wall of thorns is not actually a living plant, and thus is unaffected by spells that affect plants.

Warp Wood

Transmutation (Alteration)

Level: Destruction 2, Drd 2

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit

Target: 1 Small nonmagical wooden object/level within the area

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: You cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on attack rolls.

You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two.

Alternatively, you can unwarped wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.

Note: You can combine multiple consecutive *warp wood* spells to warp (or unwarped) an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects.

Water Walk

Transmutation (Imbue) [Water]

Level: Druid 3, Water 2

Range: Touch

Targets: Creature touched/level

Duration: Long (1 hour) (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (Fortitude)

Effect: The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Waves of Exhaustion

Necromancy (Flesh)

Level: Sor/Wiz 8, War 8

Area: Medium (20 ft.) cone-shaped burst

Duration: Short (Concentration + 5 rounds)

Saving Throw: No

Spell Resistance: Yes (Fortitude)

Effect: Living creatures in the area are exhausted. This spell has no effect on a creature that is already exhausted.

Waves of Fatigue

Necromancy (Flesh)

Level: Sor/Wiz 5, War 5

Area: Large (50 ft.) cone-shaped burst

Duration: Short (Concentration + 5 rounds)

Saving Throw: No

Spell Resistance: Yes (Fortitude)

Effect: Living creatures in the area are fatigued. This spell has no effect on a creature that is already fatigued.

Web

You create a many-layered mass of strong, stricky strands that entangle creatures caught within them. The strands are similar to spider webs, but larger and tougher.

Conjuration (Creation)

Level: Sor/Wiz 3

Range: Close (30 ft.)

Area: Medium (20 ft.) radius spread

Manifestation: Webs in the area

Duration: Short (Concentration + 5 rounds) (D)

Saving Throw: Reflex negates; see text

Spell Resistance: No

Effect: Each creature in the spell's area are entangled unless it makes a successful Reflex save. This save must be repeated each round that the creature moves or fights within the area. An entangled creature can spend a standard action to make a grapple attack or Escape Artist attempt against the spell's save DC to break the webs holding it, preventing it from being entangled. A creature entangled by the spell remains entangled until it breaks the webs holding it or escapes the spell's area.

If the strands can be anchored to two or more solid and diametrically opposed structures, such as walls, the strands are much more sturdy. A creature entangled within a sturdy web is unable to move from its square until it stops being entangled.

Note: An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class. If it attempts to cast a spell must make a Concentration check (DC 10 + double the spell's level) or lose the spell. The strands are too widely spaced to significantly obscure sight, but are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5 square feet 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* ritual. A permanent *web* that is destroyed regrows in 10 minutes.

Weird

Enchantment/Illusion (Emotion, Phantasm) [Death, Fear, Mind-Affecting, Unreal]

Level: Sor/Wiz 9, Trickery 9

Area: Medium (20 ft.) radius limit

Targets: Five creatures within the area

Effect: This spell functions like *phantasmal killer*, except that it affects multiple creatures.

Windstrike

You command the air to bludgeon the target with tremendous force.

Evocation (Control) [Air]

Level: Air 2, Drd 2

Range: Close (30 ft.)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes (Fortitude)

Damage: 4d8 bludgeoning damage + d8 per two caster levels after 4th

Effect: The target takes damage from the powerful winds. A Fortitude save halves the damage.

Windstrike, Greater

You command the air to bludgeon the target with tremendous force, sending it flying.

Evocation (Control) [Air]

Level: Air 5, Drd 5

Range: Medium (100 ft.)

Damage: 10d8 bludgeoning damage + d8 per two caster levels after 10th

Effect: This spell functions like *windstrike*, except that it deals more damage from farther away, and the target may be sent flying. You make a bull rush attack with a bonus equal to your caster level + your casting attribute + 4 (the wind is treated as a Large creature). If you succeed, you may have the wind bull rush the target in any direction – even vertically. Moving the target up takes twice as much movement as moving the target horizontally.

Wish

Universal

Level: Magic 9, Sor/Wiz 9

Components: V, S, M

Range: See text

Target or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes (varies)

Effect: This spell is the mightiest spell a wizard or sorcerer can cast. By simply speaking your desires 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 general wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any general wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school.
- Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you.
- Duplicate any other spell of 5th level or lower even if it's of a prohibited school.
- Undo the harmful effects of many other spells, such as *geas*/*quest* or *insanity*.
- Create a nonmagical item of up to 25,000 gp in value.
- Create a magic item, or add to the powers of an existing magic item.
- Grant a creature a +1 inherent bonus to an attribute score. Two to five wish spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an attribute score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single attribute score, and inherent bonuses to a particular attribute 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. A wish can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the 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

losing an experience 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.

When casting a wish, you do not specify the exact spell or effect you wish to duplicate. Instead, you make a wish, describing what you want to have happen, and make a DC 15 Wisdom check. If the check fails, your intent is redirected or perverted in some way. For example, a wish to turn a foe to stone would normally mimic the flesh to stone effect of the transmute flesh and stone spell. However, if the Wisdom check failed, your foe might gain the benefit of a stoneskin spell instead.

You may try to use a wish to produce greater effects than these, but doing so is dangerous. The DC of the Wisdom check increases to 20, and the negative consequences for failing the check increase in proportion to the potency of the effect you try to create.

Note: Duplicated spells allow saves and spell resistance as normal.

Material Components: 25,000gp of diamonds. In addition, when a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

Word of Chaos

Evocation (Channeling) [Chaotic]

Level: Chaos 7

Components: V

Area: Large (50 ft.) radius spread centered on you

Duration: Instantaneous

Saving Throw: None or Will negates; see text

Spell Resistance: Yes (Will)

Healthy Effect: Each nonchaotic creature in the area is bewildered for 5 rounds.

Bloodied Effect: Each nonchaotic creature in the area suffers one or more of the following ill effects, depending on its Hit Dice.

HD	Effect
Equal to caster level	Bewildered
Up to caster level –5	Confused, bewildered
Up to caster level –10	Paralyzed, nauseated, sickened
Up to caster level –15	Killed ¹

1 Living creatures die. Nonliving creatures are destroyed.

Bewildered: The creature is bewildered for 5 rounds.

Confused: The creature is confused for 2 rounds.

Paralyzed: The creature is paralyzed and helpless for 5 rounds.

Killed: Living creatures die. Nonliving creatures are destroyed.

Note: A bewildered creature takes a –2 penalty to attack rolls, saving throws, checks, DCs, and AC. Creatures whose Hit Dice exceed your caster level are unaffected by *word of chaos*.

Word of Recall

Conjuration (Translocation) [Teleportation]

Level: Clr 6

Components: V

Range: Unlimited

Target: You

Effect: This spell teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you ready the spell for the day, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, as long as their weight doesn't exceed your maximum load. Exceeding this limit causes the spell to fail.

Zephyr Blade

You imbue a weapon with the power of the wind, allowing it to manipulate air currents as it strikes.

Evocation/Transmutation (Control, Imbuement)

Level: Air 2, Drd 2

Range: Touch

Target: Touched melee weapon

Duration: Medium (5 minutes)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The affected weapon gains an additional five feet of reach, extending the wielder's threatened area. Attacks outside the weapon's normal range deal half damage, but are otherwise treated exactly as if the wielder was attacking with the weapon normally.

Note: Despite the name of the spell, it can affect melee weapons of any type, even reach weapons. The weapon's extended reach is visible, and opponents can defend themselves normally against the attacks.

Zephyr Blade

Greater

You imbue a weapon with the full might of the wind, allowing it to shred opponents with nothing but the air itself.

Level: Air 6, Drd 6

Effect: This spell functions like *zephyr blade*, except that it extends the weapon's reach by ten feet, and attacks outside the weapon's normal range deal full damage.

Zone of Silence

Illusion (Glamer)

Level: Brd 3

Range: Personal

Area: Small (10 ft.) radius emanation centered on you

Duration: Long (1 hour) (D)

Effect: By casting this spell, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sound-dependent spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected.

Note: This spell provides a defense against sound-dependent effects. Sonic effects are too powerful for magic such as this to muffle, and function normally.

Zone of Truth

Enchantment (Inhibition) [Mind-Affecting]

Level: Clr 2, Law 2, Pal 2

Range: Close (30 ft.)

Area: Medium (20 ft.) radius emanation

Duration: Medium (5 minutes)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature

is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

1.11 Arcane Invocation Descriptions

Ablative Aura

You surround your ally with a faint yellow aura that partially shields them from incoming damage.

Abjuration (Shielding)

Range: Close (30 ft.)

Area: Medium (20 ft.) radius limit centered on the subject; see text

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject treats the first few points of damage it takes as nonlethal damage. The amount of damage converted is equal to 5 + caster level.

Acid Orb

You conjure a small orb of acid out of nothingness and propel it towards your foe.

Conjuration (Creation) [Acid]

Range: Close (30 ft.)

Manifestation: One missile of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Damage: d4 acid damage + 1 per caster level

Effect: If you hit on a ranged touch attack, the target takes damage.

Bestow Protection

Abjuration (Shielding)

Range: Close (30 ft.)

Target: One creature

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: This spell has different effects depending on the form chosen.

Deflection:: The subject gains a +2 bonus to armor class. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Resistance:: The subject gains a +2 bonus on saving throws against spells or spell-like abilities. This bonus increases to +3 at 8th level, to +4 at 14th level, and finally to +5 at 20th level.

Combat Telekinesis

You telekinetically control a light weapon and use it to attack.

Evocation (Control)

Range: Close (30 ft.)

Target: One unattended light weapon

Duration: Concentration

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: This spell lets you control the target weapon from a distance. This works exactly like attacking with the weapon normally, except that you use your casting attribute in place of your Strength. The weapon can travel up to 30 feet in a round before attacking, but if it goes out of the spell's range, you lose control of it and it falls to the ground. The weapon does not provoke attacks of opportunity for moving.

You can attack with the weapon in the same round that you cast the spell, and you can continue to control it as long as you concentrate on it (a standard action).

Note: Concentrating on the spell to attack with the weapon does not provoke attacks of opportunity. If the weapon is being wielded by a creature, the spell automatically fails.

Confusion, Lesser

You compel a foe you touch to act randomly.

Enchantment (Compulsion) [Mind-Affecting]

Range: Touch

Target: Touched creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The subject is bewildered.

Bloodied Effect: The subject is confused. Each turn, it has a random chance to take one of four actions: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently. 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. A confused character who can't carry out the indicated action does nothing but babble incoherently. 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: A bewildered creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Attackers are not at any special advantage when attacking a confused character. 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).

Conjure Projectile

You create arrows from thin air and magically fire them at your foe.

Conjuration (Creation)

Range: Medium (100 ft.)

Manifestation: Up to one Tiny projectile/level

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Damage: d6 damage + 1 per caster level; see text

Effect: This spell creates one or more projectiles, such as arrows or bolts, that you magically propel at a foe. This allows you to make a ranged attack, using your caster level in place of your base attack bonus to attack. If the attack hits, it deals damage. Regardless of the number of projectiles summoned, only one attack roll is made, and the damage dealt is unchanged.

Note:

At the end of the spell's duration, the projectiles disappear without a trace.

Distract

You cloud the mind of the subject, distracting it from what it was going to do.

Enchantment (Compulsion) [Mind-affecting]

Range: Medium (100 ft.)

Target: One creature

Duration: Short (Concentration + 5 rounds) / 1 round

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Healthy Effect: The subject is bewildered.

Note: A bewildered creature takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Draining Touch

You drain your foe's life force with a touch, drawing it into yourself.

Necromancy (Unlife) [Negative]

Range: Touch

Target: Living creature touched

Duration: Instantaneous/5 rounds; see text

Saving Throw: Will half

Spell Resistance: Yes (Will)

Damage: d6 damage + 1 per caster level

Effect: If you succeed on a melee touch attack, the target takes damage. You gain temporary hit points equal to half the damage you deal. However, you can't gain more health than is necessary to kill the subject. The temporary hit points disappear 5 rounds later.

Exhaustion

You momentarily cripple your foe's energy.

Necromancy (Flesh)

Range: Close (30 ft.)

Target: One living creature

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Effect: The subject is exhausted.

Note: An exhausted creature takes a -4 penalty on attack rolls, saving throws, checks, DCs, and AC.

False Foe

You create an illusion of a threatening creature, tricking your foes into attacking and defending against it as if it were real.

Illusion (Figment) [Unreal]

Range: Medium (100 ft.)

Manifestation: One Medium illusory creature

Duration: 1 round

Saving Throw: Will disbelief

Spell Resistance: No

Effect: This spell creates an illusory creature which seems to attack your foes. It can contribute to overwhelm penalties, though it never actually deals damage. It has an AC of 10. A creature that strikes or damages the image may make a Will save to recognize it as illusory.

Imbue Weapon

You imbue an ally's weapon with potent magical energy, making its next strike more effective.

Transmutation (Imbuement)

Range: Close (30 ft.)

Target: One weapon

Duration: 1 round or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Damage: d6 physical damage + 1 per caster level

Effect: The next successful attack with the target weapon deals extra damage. The creature wielding the weapon can make a saving throw to avoid having its weapon enhanced, but the creature struck by the weapon gets no saving throw and cannot apply spell resistance.

Magic Ray

You fire a ray of magical energy at your foe.

Evocation [Force]

Range: Close (30 ft.)

Manifestation: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Reflex)

Damage: d6 force damage + 1 per caster level

Effect: You must succeed on a ranged touch attack. If you hit, the target takes damage. As with *magic missile*, inanimate objects are not damaged by the spell.

Phantom Injury

You twist your foe's perceptions, convincing it that it is seriously injured.

Illusion (Phantasm) [Unreal]

Range: Close (30 ft.)

Manifestation: One creature

Duration: 1 round

Saving Throw: Will disbelief

Spell Resistance: Yes (Will)

Effect: The subject is staggered. If it takes damage, it must make another Will save if it is bloodied (after taking the damage). If it fails the save, it falls unconscious until the spell ends. Otherwise, it immediately shakes off the spell's effect after being damaged.

Note: A staggered character may take a single move action or standard action each round, but not both. She cannot take full-round actions, but she may take swift actions.

Premonition

You grant your ally a brief glimpse of the future that shows it where to strike in combat.

Divination (Knowledge)

Range: Medium (100 ft.)

Target: One creature

Duration: 1 round; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The subject gains a +4 bonus to hit on the next single attack roll it makes, provided that its target is also within the spell's range. This bonus increases by +1 for every three levels above 1st level.

Slow, Lesser

You decelerate your enemy's motions temporarily, causing her to move and act more slowly than normal.

Transmutation (Temporal)

Range: Close (30 ft.)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: The subject is slowed. This has two effects.

A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions).

A slowed creature takes a -2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class.

Twist Fate

Divination (Knowledge)

Range: Medium (100 ft.)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: You know what the subject is most likely going to do during its next turn. After learning that, you can choose to impose a -4 penalty to its attack rolls, saving throws, checks, DCs, or AC for one round.

1.12 Rituals

Alarm

Abjuration (Warding) [Trap]

Skill: Arcana

Level: Arcane 1, Divine 1

Casting Time: 1 minute

Range: Close (30 ft.)

Area: Large (50 ft.) radius emanation centered on a point in space

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: *Alarm* sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area. If you set a password as you cast the spell, a creature that speaks the password before entering the area does not trigger the alarm. You decide at the time of casting whether the alarm will be mental or audible.

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. It is typically clearly audible up to 100 feet away. The sound lasts for 1 round.

Note: A *silence* spell or similar effect can prevent the alarm from being heard. Ethereal or astral creatures do not trigger the alarm. *Alarm* can be made permanent with a permanency spell.

Animate Dead

Necromancy (Soul, Vitalism) [Evil, Negative]

Skill: Religion

Level: Arcane 3, Divine 3

Casting Time: 1 minute

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: This ritual turns the bones or bodies of recently dead creatures into undead skeletons or zombies by binding a fragment of their souls to the corpses. The undead so created follow your spoken commands.

The undead can follow you, or they can 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.

Regardless of the type of undead you create with this ritual, you can’t create more HV of undead than twice your caster level with a single casting of *animate dead*.

The undead you create remain under your control indefinitely. No matter how many times you use this ritual, however, you can control only 4 HV worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. 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 true anatomy.

Note: A destroyed skeleton or zombie can’t be animated again.

Material Components: You must place a black onyx gem worth at least 25 gp per Hit Value of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the ritual turns these gems into worthless, burned-out shells.

Animal Messenger

You compel a Tiny animal to go to a spot you designate.

Enchantment (Compulsion) [Mind-Affecting]

Skill: Nature

Level: Arcane 2, Divine 2

Casting Time: 1 minute; see text

Range: Close (30 ft.)

Target: One Tiny animal

Duration: One week

Saving Throw: None; see text

Spell Resistance: Yes (Will)

Effect: As soon as you begin casting the ritual, the animal approaches you and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can’t find a destination on its own. During the casting of the ritual, you can attach some small item or note to the messenger. The animal then goes to the designated location and waits there, straying only to gather food and water as necessary, until the duration of the ritual expires. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries.

Note: The most common use for this ritual is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it’s written in a language he or she doesn’t know, for example).

Focus: Food desirable to the animal

Antipathy

Enchantment (Emotion) [Mind-Affecting]

Skill: Arcana, Nature

Level: Arcane 9, Divine 9

Casting Time: 1 hour

Range: Close (30 ft.)

Target: One location (up to a 10 ft. cube/level) or one object

Duration: One week (D)

Saving Throw: Will partial

Spell Resistance: Yes (Will)

Effect: 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. Creatures of the designated kind or alignment feel an overpowering revulsion while in the area or near the item. 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.

An affected creature abandons the area or item, shunning it and never willingly returning to it while the ritual is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but is demoralized while doing so.

Note: A demoralized creature takes a –2 penalty to attack rolls, saving throws, checks, DCs, and AC. *Antipathy* counters and dispels *sympathy*.

Arcane Eye

Divination (Scrying)

Skill: Arcana

Level: Arcane 4

Casting Time: 1 minute

Range: Medium (100 ft.) /Unlimited

Manifestation: Magical sensor

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: No

Effect: You create an invisible magical sensor that sends you visual information. You can create the *arcane eye* within Medium (100 ft.) range, but it can then travel outside your line of sight without hindrance. An *arcane eye* travels at 30 feet per round. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the ritual 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.

Arcane Lock

Abjuration/Transmutation (Alteration, Warding)

Skill: Arcana

Level: Arcane 2

Casting Time: 1 minute

Range: Touch

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Effect: The target object is magically locked. You can freely pass your own *arcane lock* without affecting it; otherwise, a door or object secured with this ritual 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 ritual.

Note: A *knock* spell does not remove an arcane lock; it only suppresses the effect for 10 minutes.

Arcane Mark

You inscribe your personal rune or mark on a creature or object.

Universal

Skill: None

Level: Arcane 1

Casting Time: 1 minute

Range: Touch

Manifestation: One personal rune or mark, all of which must fit within 1 sq. ft.

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Effect: You etch your personal rune or mark upon any substance without harm to the material upon which it is placed. Your personal rune or mark can consist of no more than six characters. The writing can be visible or invisible.

Note: If an *arcane mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month. Arcane mark must be cast on an object prior to casting *instant summons* on the same object.

This ritual does not require training any specific skill to learn, and no check is required to perform the ritual.

Atonement

Evocation (Channeling)

Skill: Religion

Level: Divine 5

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: This ritual removes the burden of evil acts or misdeeds from

the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to burn 2,500 gp in offerings) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the *atonement* ritual on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no cost in experience points.

Restore Class: A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this ritual.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking *atonement* from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric must burn 2,500 gp in rare incense and offerings for his intercession. If the transgression was unintentional, no such offering must be made.

Redemption or Temptation: You may cast this ritual upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the ritual, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the ritual does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the ritual description refers to evil acts, atonement can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note:

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

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

Material Components: When cast for the benefit of a creature whose guilt was the result of deliberate acts, 2,500 gp in rare incense and offerings must be burned.

Augury

Divination (Knowledge)

Skill: Religion

Level: Divine 2

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

Effect: An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future.

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

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).

- Nothing (for actions that don't have especially good or bad results).

If the ritual fails, you get the “nothing” result. A cleric who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful *augury*.

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

Awaken

Transmutation (Augment, Imbuement)

Skill: Nature

Level: Divine 8

Casting Time: 24 hours

Range: Touch

Target: Animal or tree touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: You awaken a tree or animal to humanlike sentience.

The *awakened* animal or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* tree has characteristics as if it were an animated object, except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An *awakened* plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human's.

An *awakened* animal gets 3d6 Intelligence, +1d3 Charisma, and +2 HV. Its type becomes magical beast (augmented animal). An *awakened* animal can't serve as an animal companion, familiar, or special mount.

An *awakened* tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

Material Components: Herbs and oils worth no less than 2,000gp must be applied to the animal or plant to be awakened.

Bless Water

Evocation (Channeling) [Good]

Skill: Religion

Level: Divine 1

Casting Time: 1 minute

Range: Touch

Target: Flask of water touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Effect: This ritual imbues a flask (1 pint) of water with holy power, turning it into holy water.

Note: Holy water can be thrown as a splash weapon, dealing 2d4 points of damage to a struck undead creature or an evil outsider.

Material Components: 5 pounds of powdered silver (worth 25 gp).

Break Enchantment

Abjuration (Negation) [Magic]

Skill: Spellcraft

Level: Arcane 5, Divine 5

Casting Time: 1 minute

Range: Close (30 ft.)

Target: One creature

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Effect: This ritual frees the subject 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) 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 25.

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

Clairaudience/Clairvoyance

Divination (Scrying)

Skill: Arcana

Level: Arcane 3, Divine 3

Casting Time: 1 minute

Range: 1,000 feet

Manifestation: Magical sensor

Duration: Medium (5 minutes) (D)

Saving Throw: None

Spell Resistance: No

Effect: This ritual 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 or rituals, this ritual 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 Small (10 ft.) radius around the center of the ritual's effect. *Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

Clone

Conjuration/Necromancy (Creation, Soul)

Skill: Arcana

Level: Arcane 7

Casting Time: 10 minutes

Range: 0 ft.

Manifestation: One clone

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: This ritual 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; see *Bringing Back the Dead*, page ??). 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 ritual 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 and willing. The clone is physically identical with 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. If Constitution drain would give the clone a Constitution score of 0, the ritual fails.

Note:

The ritual 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, which rots if not preserved.

Material Components: The piece of flesh and various laboratory supplies (cost 1,000 gp).

Focus: Special laboratory equipment (cost 500 gp).

Commune

Divination (Communication) [Planar]

Skill: Religion

Level: Divine 5

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Medium (5 minutes)

Effect: You contact your deity – or agents thereof – and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The ritual, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you stop asking questions, the ritual ends.

Commune with Nature

You become one with nature, attaining knowledge of the surrounding territory.

Divination (Knowledge)

Skill: Nature

Level: Divine 5

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Effect: You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting.

In outdoor settings, the ritual operates in a 10 mile radius. In natural underground settings – caves, caverns, and the like – the radius is limited to 1,000 feet. The ritual does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Consecrate

Evocation (Channeling) [Good]

Skill: Religion

Level: Divine 2

Casting Time: 1 minute

Range: Close (30 ft.)

Area: Medium (20 ft.) radius emanation

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Effect: This ritual blesses an area with holy power. Every undead creature in a *consecrated* area suffers minor disruption, giving it a –2 penalty on attack rolls, saves, checks, DCs, and armor class. Undead cannot be created within or summoned into a *consecrated* area.

Note:

Consecrate counters and dispels *desecrate*.

Contact Other Plane

Divination (Knowledge) [Planar]

Skill: Planes

Level: Arcane 5

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Concentration

Effect: 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. You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because even powerful beings of other planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the entity's interests, a short phrase (five words or less) may be given as an answer instead.

Sending out your mind in this way can be dangerous. If this ritual is performed unsuccessfully, your Intelligence, Wisdom, and Charisma drop to 0. This is treated as ability drain. Every 24 hours, you may make a new Will saving throw against DC 20 to throw off the effect. Though this effect cannot be dispelled with *dispel magic*, it can be removed with *remove curse*.

Continual Flame

Illusion (Figment) [Light]

Skill: Arcana

Level: Arcane 2, Divine 2

Casting Time: 1 minute

Range: Touch

Target: Object touched

Manifestation: Magical, heatless flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Effect: 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.

Control Weather

Evocation (Control) [Air]

Skill: Nature, Survival

Level: Arcane 7, Divine 7

Casting Time: 10 minutes; see text

Area: 2 mile radius circle, centered on you; see text

Duration: 4d12 hours; see text

Saving Throw: None

Spell Resistance: No

Effect: You change the weather in the local area. It takes 10 minutes to perform the ritual 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.

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

You control the general tendencies of the weather, such as the direction

and intensity of the wind. You cannot control specific applications of the weather – where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Note: *Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Create Food and Water

Conjuration (Creation)
Skill: Survival
Level: Arcane 2, Divine 2
Casting Time: 10 minutes
Range: Close (30 ft.)
Manifestation: Food and water to sustain three humans or one horse/level for 24 hours
Duration: Instantaneous; see text
Saving Throw: None
Spell Resistance: No
Effect: The food that this ritual creates is simple fare of your choice – highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this ritual is just like clean rain water, and it doesn’t go bad as the food does.

Create Water

You create water to ease the thirst of you and your companions.
Conjuration (Creation) [Water]
Skill: Survival
Level: Divine 1
Range: Close (30 ft.)
Manifestation: Up to 2 gallons of water/level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Effect: This ritual generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large – possibly creating a downpour or filling many small receptacles.

Note: Conjuration spells can’t create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Create Greater Undead

Necromancy (Soul, Vitalism) [Evil, Negative]
Skill: Religion
Level: Arcane 8, Divine 8
Effect: This ritual functions like *create undead*, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead you can create is 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

Create Undead

Necromancy (Soul, Vitalism) [Evil, Negative]

Skill: Religion
Level: Arcane 6, Divine 6
Casting Time: 1 hour
Range: Close (30 ft.)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Effect: A much more potent ritual than *animate dead*, this evil ritual allows you to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Ghoul
12th–14th	Ghost
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.

Note:
This ritual must be cast at night.

Material Components: A clay pot filled with grave dirt and another filled with brackish water. The ritual must be cast on a dead body which has been dead for no more than one day per caster level. You must place a black onyx gem worth at least 50 gp per HV of the undead to be created into the mouth or eye socket of each corpse. The magic of the ritual turns these gems into worthless shells.

Curse Water

Evocation (Channeling) [Evil]
Skill: Religion
Level: Divine 1
Casting Time: 1 minute
Range: Touch
Target: Flask of water touched
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (Will)
Effect: This ritual imbues a flask (1 pint) of water with unholy power, turning it into unholy water.

Note: Unholy water can be thrown as a splash weapon, dealing 2d4 points of damage to a struck good outsider. It functions like holy water in all other respects.

Material Components: 5 pounds of powdered silver (worth 25 gp).

Demand

Divination/Enchantment (Communication, Compulsion) [Mind-Affecting]
Skill: Arcana
Level: Arcane 8
Saving Throw: None/Will negates
Spell Resistance: Yes (Will)
Effect: This ritual functions like *sending*, but the message can also contain a *suggestion* (see the *suggestion* spell), which the subject does its best to carry out. A successful Will save negates the *suggestion* effect but not the contact itself. The *demand*, if received, is understood even if the subject’s Intelligence score is as low as –5. 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 demand's message to the creature must be twenty-five words or less, including the *suggestion*. The creature can also give an equally short reply immediately.

Note: The contact itself is not mind-affecting – only the *suggestion*.

Desecrate

Evocation (Channeling) [Evil]

Skill: Religion

Level: Divine 2

Casting Time: 1 minute

Range: Close (30 ft.)

Area: Medium (20 ft.) radius emanation

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Effect: This ritual imbues an area with unholy power. Every undead creature in a *desecrated* area gains a +2 bonus to attack rolls, checks, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HV.

Note: *Desecrate* counters and dispels *consecrate*.

Detect Scrying

Divination (Awareness) [Magic]

Skill: Spellcraft

Level: Arcane 4

Casting Time: 1 minute

Area: Large (50 ft.) radius emanation centered on you

Duration: Extreme (12 hours)

Saving Throw: None

Spell Resistance: No

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

Discern Location

Divination (Knowledge)

Skill: Arcana, Geography, Local, Religion

Level: Arcane 8, Divine 8

Casting Time: 10 minutes

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: This ritual reveals the name of a chosen 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. *Discern location* circumvents normal means of protection from scrying or location; nothing short of a *mind blank* spell or the direct intervention of a deity prevents you from learning the information.

To find a creature with the ritual, 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.

Dimensional Lock

You create a shimmering emerald field that completely blocks extradimensional travel.

Abjuration (Negation)

Skill: Planes, Spellcraft

Level: Arcane 5, Divine 5

Casting Time: 10 minutes

Range: Medium (100 ft.)

Area: Large (50 ft.) radius emanation centered on a point in space

Duration: Thirty days

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: Extradimensional travel into or out of the spell's area is impossible. All Conjunction (Translocation) and Conjunction (Summoning) effects are prohibited, as well as *astral projection* and similar spell-like or psionic abilities.

Note:

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.

Divination

Divination (Knowledge)

Skill: Religion

Level: Divine 4

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Effect: Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level. If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

Note:

As with *augury*, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.

Dream

Divination/Illusion (Communication, Phantasm)

Skill: Arcana

Level: Arcane 5

Casting Time: 1 minute

Range: Unlimited

Target: One creature

Duration: See text

Saving Throw: None

Spell Resistance: Yes (Will)

Effect: You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him 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. 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 fails any saving throw) while in the trance.

Note: Creatures who don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this ritual.

Endure Elements

Abjuration (Shielding)

Skill: Survival

Level: Arcane 1, Divine 1

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: Extreme (12 hours)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Effect: 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.

Note:

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.

Erase

Transmutation (Alteration)

Skill: Arcana, Forgery

Level: Arcane 1

Casting Time: 1 minute

Range: Touch

Target: One scroll or two pages

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Effect: This ritual removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. Nonmagical writing is automatically erased. To erase magical writing, you must succeed on a caster level check against a DC of 11 + the caster level of the magic.

Note: 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. This ritual grants no special protection against activating such traps. If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Explosive Runes

Abjuration (Warding) [Force, Traps]

Skill: Arcana

Level: Arcane 3

Casting Time: 1 minute

Range: Touch

Area: Small (10 ft.) radius burst centered on touched object when

triggered

Target: One touched object weighing no more than 10 lb.

Duration: Permanent until discharged (D)

Saving Throw: Reflex half

Spell Resistance: Yes (Reflex)

Damage: 3d6 force damage + d6 per four caster levels above 6th

Effect: You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing damage to everything in the area, including the object.

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

Note: The object receives no saving throw against the explosion. Magic traps such as *explosive runes* can be detected with the Spot skill and disabled with the Disable Device skill. The DC is 25 + spell level, or DC 28 for *explosive runes*.

Fabricate

Transmutation (Alteration)

Skill: Craft, Engineering

Level: Arcane 5

Casting Time: See text

Range: Close (30 ft.)

Target: Up to 100 cu. ft.; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: 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 10 cubic feet instead of 100 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship, such as armor, or an appropriate Engineering check to fabricate objects requiring complex engineering, such as a ballista.

Casting requires 1 minute per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Components: The original material, which costs the same amount as the raw materials required to craft the item to be created.

False Trap

Illusion (Figment) [Unreal]

Skill: Arcana

Level: Arcane 2

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

Effect: 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 who searches for traps can find the trap with a DC 5 Spot check. 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 ritual is performed, the ritual fails.

False Vision

Illusion (Glamer)

Skill: Arcana

Level: Arcane 5

Casting Time: 10 minutes

Range: Touch

Area: Large (50 ft.) radius emanation

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Fertility/Infertility

Transmutation (Alteration)

Skill: Nature

Level: Divine 3

Casting Time: 1 hour

Range: 1/2 mile

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: This ritual has different effects depending on the version chosen.

Fertility: This effect targets all normal plants within range, raising their potential productivity over the course of the next year to one-third above normal.

Infertility: This effect targets all normal plants within range, reducing their potential productivity over the course of the following year to one third below normal.

Note: You may designate places within the area that are not affected.

Find the Path

Divination (Knowledge)

Skill: Geography, Survival

Level: Arcane 6, Divine 6

Casting Time: 1 minute

Range: Touch

Target: One touched creature

Duration: Extreme (12 hours) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph of warding*. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round.

Note: This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Find Traps

You grant your ally an intuitive insight into the workings of traps, allowing her to easily spot danger ahead.

Divination (Knowledge)

Skill: Craft, Engineering, Spot

Level: Arcana 2, Divine 2

Range: Touch

Target: One touched creature

Duration: Medium (5 minutes)

Effect: The subject gains a bonus equal to one-half your caster level on Spot checks made to find traps. In addition, she gains the trapfinding ability as a rogue (if she did not already have it). As a full-round action, she may move up 10 feet while searching every square within 10 feet of her for traps. If she detects a trap partway through her movement, she may immediately stop moving.

Note: *Find traps* grants no ability to disable any traps found.

Fire Trap

You create a trap that creates a fiery explosion when an intruder opens the item that the trap protects.

Abjuration/Evocation (Energy, Warding) [Fire]

Skill: Engineering, Nature

Level: Arcane 3, Divine 3

Casting Time: 10 minutes

Range: Touch

Area: Small (10 ft.) radius burst centered on the touched object when triggered; see text

Target: Openable object touched

Duration: Permanent until discharged (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes (Reflex)

Damage: 3d6 fire damage + d6 per four levels after 6th

Effect: When casting *fire trap*, you select a point on the object as the spell's center. When someone other than you opens the object, everyone within a Small (10 ft.) radius burst of the spell's center takes fire damage. The item protected by the trap is not harmed by this explosion.

You can use the trapped object without discharging the trap, 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.

Note: 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.

Magic traps such as *fire trap* can be detected with the Spot skill and disabled with the Disable Device skill. The DC is 25 + spell level, or DC 28 for *fire trap*. No more than one magic trap can be placed on the same object or in the same area.

Floating Disk

Evocation [Force]

Skill: Arcana

Level: Arcane 1

Casting Time: 1 minute

Range: Medium (100 ft.)

Manifestation: 2 ft. radius disk of force

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 4 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 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.

Forbiddance

Abjuration/Evocation (Power, Warding)

Skill: Religion

Level: Divine 8

Casting Time: 1 hour

Range: Medium (100 ft.)

Area: Up to ten 60 ft. cubes (S)

Duration: Permanent

Saving Throw: See text

Spell Resistance: Yes (Will)

Effect: This spell seals an area against all planar travel into or within it. This includes all Teleportation (Translocation) spells (such as *dimension door* and *teleport*), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 8d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 8d8 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

Note:

Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect.

Material Components: A sprinkling of holy water (or unholy water) and rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 500 gp, plus 500 gp per 60-foot cube.

Gate

Conjuration (Creation, Translocation) [Planar]

Skill: Planes

Level: Arcane 9, Divine 9

Casting Time: 1 minute

Range: Medium (100 ft.)

Manifestation: See text

Duration: Concentration (up to 5 rounds); see text

Saving Throw: None

Spell Resistance: No

Effect: This spell creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

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.

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 5 rounds), and you must concentrate on doing so, or else the interplanar connection is severed.

Geas/Quest

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

Skill: Arcana, Religion

Level: Arcane 6, Divine 6

Casting Time: 10 minutes

Target: One living creature

Duration: Thirty days, one week, or until discharged (D)

Saving Throw: None

Spell Resistance: Yes

Effect: The subject must 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 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 for at least 12 hours a day 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 one week. A clever recipient can subvert some instructions.

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

Note:

A *remove curse* spell ends a geas/quest spell only if its caster level is higher than the caster level of the *geas/quest* spell. *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.

Gentle Repose

Transmutation (Temporal)

Skill: Heal

Level: Arcane 2, Divine 2

Casting Time: 10 minutes

Range: Touch

Target: Corpse touched

Duration: Thirty days (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Effect: 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 fallen comrade more pleasant.

The spell also works on severed body parts, poisons drawn from living

creatures, and the like.

Glyph of Warding

You weave a tracery of faintly glowing lines over an object or in the air, forming a warding sigil. When the spell is completed, the glyph and tracery become nearly invisible.

Abjuration (Warding) [Trap]

Skill: Religion

Level: Divine 3

Casting Time: 10 minutes

Range: Touch

Area: Medium (20 ft.) radius limit centered on touched object or location; see text

Target: Object touched or point in space

Duration: Permanent until discharged (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes (Reflex); see text

Damage: 3d6 damage + d6 per four caster levels after 6th; see text

Effect:

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set the conditions of the ward. The glyph can be triggered by anything within the area that a normal human could observe and react to.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals damage to everything in Small (10 ft.) radius burst of the intruder. A successful Reflex save halves the damage.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know into the glyph. An intruder that activates the glyph is the target of the spell or the center of the spell's effect, as appropriate. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal for the stored spell. Only spells with of close range or greater can be stored in a *glyph of warding*.

Note:

A *glyph of warding* cannot be affected or bypassed by such means as physical or magical probing, though it can be dispelled. *Read magic* allows you to identify a glyph of warding with a DC 13 Spellcraft check. Identifying the glyph does not discharge it and allows you to learn which type of glyph is used, though not which spell is stored (if any).

Magic traps such as *glyph of warding* can be detected with the Spot skill and disabled with the Disable Device skill. The DC is 25 + spell level, or DC 28 for *glyph of warding*. No more than one magic trap can be placed on the same object or in the same area.

Glyph of Warding, Greater

Abjuration [Barrier]

Skill: Religion

Level: Divine 6

Area: Large (50 ft.) radius limit centered on touched object or location; see text

Damage: 6d6 damage + d6 per four caster levels after 12th; see text

Effect: This spell functions like *glyph of warding*, except that it affects a larger area and is more powerful. A greater blast glyph deals damage in a Medium (20 ft.) radius burst centered on the intruder, and a greater spell glyph can store a spell of 6th level or lower.

Note:

Magic traps such as *greater glyph of warding* can be detected with the Spot skill and disabled with the Disable Device skill. The DC is 25 + spell level, or DC 31 for *glyph of warding*. No more than one magic trap can be placed on the same object or in the same area.

Hallow

Evocation (Power) [Good]

Skill: Religion

Level: Divine 7

Casting Time: 24 hours

Range: Touch

Area: Large (50 ft.) radius emanation from the touched point

Duration: Instantaneous/1 year

Saving Throw: See text

Spell Resistance: See text

Effect: Hallow makes a particular site, building, or structure a holy site.

This has four major effects.

First, the site or structure is guarded by a *magic circle against evil* effect.

Second, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the hallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a hallowed site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *detect evil*, *dimensional anchor*, *discern lies*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

Note:

An area can receive only one *hallow* spell (and its associated spell effect) at a time. If an area is unhallowed, it cannot be hallowed. *Hallow* counters but does not dispel *unhallow*.

Material Components: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area.

Hallucinatory Terrain

Illusion (Glamer)

Skill: Arcana

Level: Arcane 4

Casting Time: 10 minutes

Range: Far (300 ft.)

Area: Ten 30 ft. cubes (S)

Duration: 24 hours (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Effect: 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.

Heroes' Feast

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink, re-enacting the celebrations of ancient heroes. After your allies consume the ambrosial food and nectar-like beverage, they are restored in body and mind.

Conjuration/Enchantment (Creation, Emotion)

Skill: Local

Level: Arcane 6, Divine 6

Casting Time: 10 minutes

Range: Close (30 ft.)

Manifestation: Feast for one creature/level

Duration: 1 hour plus Extreme (12 hours) ; see text

Saving Throw: None

Spell Resistance: No

Effect: This spell creates a feast that takes 1 hour to consume. Every creature partaking of the feast gains three benefits. First, they are cured of all diseases, sickness, and nausea. Second, they become immune to poison and fear effects. Third, they gain temporary hit points equal to 10 + your caster level.

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

Identify

Divination (Knowledge)

Skill: Arcana

Level: Arcane 1

Casting Time: 1 hour

Range: Touch

Targets: One touched object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Note:

If used on a cursed item, *Identify* only reveals the properties the item appears to have, not the properties of the curse. *Identify* does not function when used on an artifact.

Illusory Script

You write a message woven with a hidden magical command, compelling any viewer except the message's intended recipient to obey you.

Enchantment/Illusion (Compulsion, Glamer) [Mind-Affecting, Trap]

Skill: Forgery, Linguistics

Level: Arcane 4

Casting Time: 1 minute or longer; see text

Range: Touch

Manifestation: Writing on one touched object weighing no more than 10 lb.

Duration: Permanent (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

Effect: As part of the casting of this ritual, you write text onto the touched object. The words are unintelligible to everyone except those you designate as you cast the spell. Any unauthorized creature attempting to read the script 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 1 hour.

Note: The *true seeing* spell can reveal the hidden message. The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Illusory Wall

Illusion (Figment) [Unreal]

Skill: Arcana

Level: Arcane 3

Casting Time: 1 minute

Range: Close (30 ft.)

Manifestation: Image 1 ft. by 10 ft. by 10 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Effect: 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.

Instant Refuge

Conjuration/Transmutation (Imbue, Translocation) [Teleportation]

Skill: Arcana

Level: Divine 7

Casting Time: 1 minute

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

Effect: You imbue an object with the power to instantly transport its possessor to your abode. After the ritual is performed, you must willingly give the object to a creature and at the same time inform the creature 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 (at least a standard action, depending on the object). 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.

Instant Retrieval

Conjuration/Transmutation (Imbue, Translocation) [Teleportation]

Skill: Arcana

Level: Arcane 7

Casting Time: 10 minutes

Range: See text

Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

Effect: You prepare an object to be called from virtually any location directly to your hand.

Before performing the ritual, you must place your *arcane mark* on the item. This ritual magically and invisibly inscribes the name of the item on a sapphire worth at least 500 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem (a standard action). 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 item is not transported, but you know who the possessor is and roughly where that creature is located when the summons occurred.

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

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

Material Components: A sapphire worth at least 500 gp.

Ironwood

Transmutation (Alteration)

Skill: Nature

Level: Divine 3

Casting Time: 1 minute/lb. created

Range: 0 ft.

Target: One wooden object weighing up to 5 lb./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: This ritual transforms the object into ironwood. While remaining natural wood in almost every way, ironwood is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on ironwood. Spells that affect wood do affect ironwood, although ironwood does not burn.

Note: By performing this ritual multiple times in succession, you may transform wooden objects too heavy to be affected by a single casting of the ritual. Ironwood armor and weapons created through this spell are as durable as their normal steel counterparts, and are freely usable by druids.

Legend Lore

Divination (Knowledge)

Skill: Local

Level: Arcane 5

Casting Time: See text

Range: Personal

Target: You

Duration: See text

Effect: This ritual 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 1d4x 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 cast other spells or 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.

Liveoak

Transmutation (Animation)

Skill: Nature

Level: Divine 6

Casting Time: 10 minutes

Range: Touch

Target: Tree touched

Duration: Thirty days (D)

Saving Throw: None

Spell Resistance: No

Effect: This spell turns a healthy, Huge oak tree into a protector or guardian. A triggering phrase of up to one word per caster level is placed on the targeted oak. When the phrase is spoken, the tree animates, functioning as a treant.

The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

Note: If the spell is dispelled or the duration expires, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Mage's Magnificent Mansion

Conjuration (Creation)

Skill: Engineering, Planes

Level: Sor/Wiz 7

Casting Time: 1 minute

Range: Close (30 ft.)

Manifestation: Extradimensional mansion, up to three 10 ft. cubes/level (S)

Duration: One week (D)

Saving Throw: None

Spell Resistance: No

Effect: 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.

Mage's Private Sanctum

Abjuration (Ward)

Skill: Arcana

Level: Arcane 5

Casting Time: 10 minutes

Range: Close (30 ft.)

Area: 30 ft. cube/level (S)

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: 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.

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

Magic Aura

Illusion (Glamer) [Magic]

Skill: Spellcraft

Level: Arcane 1

Casting Time: 1 minute

Range: Touch

Target: One touched object weighing up to 5 lb./level

Duration: Thirty days (D)

Saving Throw: None; see text

Spell Resistance: No

Effect: You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were less magical, or a magic

item of a kind you specify, or the subject of a spell you specify. You can increase or decrease the strength of the aura of an item by an amount up to your caster level. For example, if you have a caster level of 8, you could alter a magic item with a caster level of 6 to make it seem as if it were nonmagical, or you could make it seem as if it had a caster level of 14.

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.

Magic Mouth

Illusion (Glamer)

Skill: Arcana

Level: Arcane 1

Casting Time: 1 standard action

Range: Close (30 ft.)

Target: One creature or object

Duration: One month or until discharged (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Effect: This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot 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. Of course, magic mouth can 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 Values, or class except by external garb.

The range limit of a trigger is 100 feet. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Note:

Magic mouth can be made permanent with a permanency ritual.

Major Creation

Conjuration (Creation)

Skill: Craft, Engineering

Level: Arcane 5

Casting Time: 10 minutes

Range: Close (30 ft.)

Duration: See text

Effect: This spell functions like *minor creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. 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	One week
Stone, crystal, base metals	24 hours
Precious metals	12 hours
Gems	One hour
Rare metal ¹	10 minutes

¹ Includes adamantite, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

Mark of Justice

Necromancy [Lawful]

Skill: Religion

Level: Divine 5

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent (D); see text

Saving Throw: None

Spell Resistance: Yes

Effect: You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *bestow curse*.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is higher. These restrictions apply regardless of whether the mark has activated.

Mending

Transmutation (Alteration)

Skill: Craft, Engineering

Level: Arcane 1, Divine 1

Casting Time: 1 minute

Range: Touch

Target: One object of up to 1 lb.

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (Will)

Effect: Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair items which are magical, but the item's magical abilities are not restored.

Note: The spell cannot affect creatures (including constructs).

Mending, Greater

Transmutation (Alteration)

Skill: Craft, Engineering

Level: Arcane 3, Divine 3

Target: One object of up to 10 cu. ft./level

Effect: This ritual functions like *mending*, except that it completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staves, or wands. The spell does not repair items that have been warped,

burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

Mind Blank

Abjuration (Shielding)

Skill: Arcana

Level: Arcane 8, Divine 8

Casting Time: 1 standard action

Range: Close (30 ft.)

Target: One creature

Duration: Extreme (12 hours)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Effect: The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. Mind blank even foils limited wish, miracle, and wish spells when they are used in such a way as to affect the subject's mind or to gain information about it. 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.

Minor Creation

Conjuration (Creation)

Skill: Craft, Engineering

Level: Arcane 4

Casting Time: 1 minute

Range: 0 ft.

Manifestation: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. To make a complex item, you must succeed at a skill check with the same DC that would be required to make it normally.

Note: Attempting to use any created object as a material component causes the spell to fail. Poisons, alchemical substances, and other reactive items cannot be created with *minor creation*.

Misdirection

Illusion (Glamer)

Skill: Spellcraft

Level: Arcane 2

Casting Time: 1 minute

Range: Close (30 ft.)

Target: One creature or object, up to a 10 ft. cube in size

Duration: Extreme (12 hours) (D)

Saving Throw: None or Will negates; see text

Spell Resistance: No

Effect: While performing the ritual, you choose another object within range. For the duration of the ritual, the subject of *misdirection* is detected as if it were the other object. No saving throw is allowed 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.

Note: This spell does not affect other types of divination magic (*augury*, *clairaudience/clairvoyance*, and the like).

Mount

Conjuration (Summoning)

Skill: Nature

Level: Arcane 1

Casting Time: 1 minute

Range: Close (30 ft.)

Manifestation: One mount

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: 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.

Move Earth

Transmutation (Alteration) [Earth]

Skill: Engineering, Nature

Level: Arcane 6, Divine 6

Casting Time: See text

Range: Far (300 ft.)

Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Effect: This ritual moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

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

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

Note: The ritual 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. It has no effect on earth creatures.

Neutralize Poison

Transmutation (Alteration) [Healing]

Skill: Heal

Level: Divine 4

Casting Time: 1 minute

Range: Touch

Target: Creature or object of up to 1 cu. ft./level touched

Duration: Extreme (12 hours) (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Effect: You detoxify any sort of venom in the creature or object touched.

A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with delay poison, such effects aren't postponed until after the duration - the creature need not make any saves against poison effects applied to it during the length of the spell. This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Nightmare

Divination/Illusion (Communication, Phantasm)

Skill: Arcana

Level: Arcane 6

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

Effect: 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 or other daily abilities that require rest for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

¹ You must have some sort of connection to a creature you have no knowledge of.

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

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 any saving throw, for example.)

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

Nondetection

Abjuration (Shielding)

Skill: Spellcraft

Level: Arcane 3, Divine 3

Casting Time: 1 minute

Range: Touch

Target: Creature or object touched

Duration: Extreme (12 hours) (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Effect: The warded creature or object becomes difficult to detect by divination spells and effects such as *clairaudience/clairvoyance*, *locate object*, and detection spells. 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.

Note: If cast on a creature, *nondetection* wards anything the creature carries as well as the creature itself.

Pass Without Trace

Transmutation (Imbuement)

Skill: Survival

Level: Divine 1

Casting Time: 1 standard action

Range: Touch

Targets: One creature/level touched

Duration: Extreme (12 hours) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Effect: The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is virtually impossible by nonmagical means; the DC is increased by 20.

Permanency

Effect:

Universal

Skill: Spellcraft

Level: Arcane 5

Casting Time: 10 minutes

Range: See text

Target or Area: See text

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: No This ritual makes the duration of certain other spells permanent. You first cast the desired spell and then follow it with the *permanency* ritual. 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. You

Spell	Minimum Caster Level	GP Cost
<i>Arcane sight</i>	14th	7,500 gp
<i>Comprehend languages</i>	12th	5,000 gp
<i>Darkvision</i>	12th	5,000 gp
<i>Read magic</i>	10th	2,500 gp
<i>See invisibility</i>	12th	5,000 gp
<i>Tongues</i>	14th	7,500 gp

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 performed the *permanency* ritual.

In addition to personal use, permanency can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate). Additionally, the following spells can be cast upon objects or

Spell	Minimum Caster Level	GP Cost
<i>Magic fang</i>	10th	2,500 gp
<i>Magic fang, greater</i>	14th	7,500 gp
<i>Reduce person</i>	10th	2,500 gp
<i>Telepathic bond*</i>	14th	7,500 gp

*Only bonds two creatures per casting of *permanency*.

areas only and rendered permanent.

Note: Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

Material Components: See tables above.

Table 1.3: Spells Subject To Permanency

Spell	Minimum Caster Level	GP Cost
Alarm	10th	2,500 gp
Animate objects	18th	12,500 gp
Create sound	10th	2,500 gp
Dancing lights	10th	2,500 gp
Gust of wind	10th	2,500 gp
Invisibility	14th	7,500 gp
Mage's private sanctum	18th	12,500 gp
Magic mouth	10th	2,500 gp
Phase door	22nd	17,500 gp
Shrink item	14th	7,500 gp
Solid fog	16th	10,000 gp
Stinking cloud	14th	7,500 gp
Symbol of death	22nd	17,500 gp
Symbol of destruction	22nd	17,500 gp
Symbol of terror	22nd	17,500 gp
Symbol of insanity	20th	15,000 gp
Symbol of pain	18th	12,500 gp
Symbol of persuasion	16th	10,000 gp
Symbol of sleep	22nd	17,500 gp
Wall of fire	18th	12,500 gp
Wall of force	18th	12,500 gp
Wall of ice	16th	10,000 gp
Web	12th	5,000 gp

Permanent Image

Illusion (Figment) [Unreal]

Skill: Arcana

Level: Arcane 6

Duration: Permanent (D)

Effect: This spell functions like *major image*, except that the effect is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Planar Binding

Abjuration/Conjuration (Translocation) [Planar] [see text for lesser planar binding]

Skill: Planes

Level: Arcane 6

Targets: Up to three elementals or outsiders, totaling no more than 12 HV, no two of which can be more than 30 ft. apart when they appear

Effect: This spell functions like *lesser planar binding*, except that you may call a single creature of 12 HV or less, or up to three creatures of the same kind whose Hit Values total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually persuaded to aid you.

Planar Binding, Greater

Abjuration/Conjuration (Translocation) [Planar] [see text for lesser planar binding]

Skill: Planes

Level: Arcane 8

Targets: Up to three elementals or outsiders, totaling no more than 18 HV, no two of which can be more than 30 ft. apart when they appear.

Effect: This spell functions like *lesser planar binding*, except that you may call a single creature of 18 HV or less, or up to three creatures of the same kind whose Hit Values total no more than 18. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Planar Binding, Lesser

Abjuration/Conjuration (Translocation) [Planar] [see text]

Skill: Planes

Level: Arcane 5

Casting Time: 10 minutes or 2 hours

Range: Close (30 ft.) ; see text

Target: One elemental or outsider with 6 HV or less

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No and Yes; see text

Effect: Performing this ritual attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

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 chosen 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 trap takes the form of a magic circle which you inscribe in the ground. The trapped creature and all of its abilities cannot cross the circle's boundaries and can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the creature has any form of dimensional travel, it can leave the circle through that means. Once per day, the trapped creature can attempt to escape, forcing you to overcome its spell resistance to keep it trapped. If it breaks loose, it can flee or attack you.

If you spend two hours performing the ritual, you can make make it more secure. This allows you to add a *dimensional anchor* spell, a *dimensional lock* spell, or other similar effect to the trap before the creature is summoned. If you do so, the effects last as long as the creature remains in the trap. In addition, if you make the magic circle more secure in this way, the trapped creature cannot use its spell resistance to break out of the trap.

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 Diplomacy check. If you fail, the creature 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 fail on the Diplomacy check by 10 or more, the creature can make a Will save to break free of the binding, allowing it to escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete though its own actions the spell remains in effect for a maximum of one day per caster level, and the creature gains an immediate chance to break free.

Note: A clever subject can subvert some instructions. When you use a calling ritual to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a ritual of that type.

Plane Shift

Conjuration (Translocation) [Planar]

Skill: Planes

Level: Arcane 7, Divine 6

Casting Time: 1 minute

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Effect: 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, and you typically appear 5 to 500 miles (5d%) from your intended destination. From the Material Plane, you can reach any adjacent plane: the Ethereal Plane, the Plane of Shadow, or the Astral Plane. The Astral Plane connects to every plane, but transit from other planes is usually more limited.

Note: *Plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Prestidigitation

Universal

Skill: None

Level: Arcane 1

Range: Personal/Close (30 ft.)

Target: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Effect: 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 on objects or creatures within Close (30 ft.) range of you. 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. *Prestidigitations* can create small objects, but they look crude and artificial. The materials created by a *prestidigitations* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components.

Note: A *prestidigitations* 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. Attended objects, such as the clothes a creature is wearing, cannot be affected.

This ritual does not require any specific skill to learn or perform. You are always considered to have succeeded at the check to perform the ritual.

Programmed Image

Illusion (Figment)

Skill: Arcana

Level: Arcane 7

Duration: Permanent until triggered, then 5 rounds

Effect: This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition 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. (See *magic mouth* for more details about such triggers.)

Prying Eyes

Conjuration (Creation)

Skill: Arcana

Level: Arcane 5

Casting Time: 1 minute

Range: One mile

Manifestation: Ten or more levitating eyes

Duration: Extreme (12 hours) ; see text (D)

Saving Throw: None

Spell Resistance: No

Effect: You create a number of semitangible, visible magical orbs (called "eyes") equal to 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 perfect maneuverability, and has a +16 Hide and Move Silently modifier. It has a Spot modifier equal to your caster level and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five 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.

Note: *Dispel magic* can destroy eyes. If an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Prying Eyes, Greater

Conjuration/Divination (Awareness, Creation)

Skill: Arcana

Level: Arcane 8

Range: 10 miles

Effect: This spell functions like *prying eyes*, except that the eyes can range farther from you and they can see all things as they actually are, as the *true seeing* spell.

Purify Food and Drink

Transmutation (Alteration)

Skill: Survival

Level: Divine 1

Range: Touch

Target: 5 cu. ft. of contaminated food and water

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (Fortitude)

Effect: This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type or magical liquids, such as potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Raise Dead

Necromancy (Life, Soul) [Healing]

Skill: Religion

Level: Divine 5

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: No

Effect: You restore life to a creature that has been dead for no longer than thirty days. The subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject gains a negative level. If the subject was 1st level when it died, it takes 2 points of Constitution drain instead. This negative level or Constitution drain lasts for one month, or until the subject next gains a level. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has 10 critical damage, unless that would be enough to kill the creature, in which case it has one less than its maximum critical damage. Any attribute damage is removed. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

Note: A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Material Components: Diamonds worth a total of least 5,000 gp.

Read Magic

Divination (Knowledge)

Skill: Spellcraft

Level: Arcane 1, Divine 1

Range: Personal

Target: You

Duration: Long (1 hour)

Effect: You gain the ability to 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 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*. 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).

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

Reincarnate

Conjuration/Necromancy (Creation, Soul)

Skill: Nature

Level: Divine 4

Casting Time: 1 hour

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: No

Effect: With this spell, you bring back a dead creature in another body,

provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains and the cause of death, except death from old age, is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new body for the soul to inhabit from the natural elements at hand. The body ages to match the age of the original creature over the course of the ritual.

A reincarnated creature is identical to the original creature in all respects, including physical abilities, except for its race. First eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining attribute scores. The subject gains a permanent negative level. (If this reduction would put its effective level at 0, it can't be reincarnated). This negative level lasts for one month, or until the subject next gains a level.

It's possible for the change in the subject's attributes to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the following table. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

Any effect that would prevent a resurrection spell from bringing a creature back from the dead also prevents reincarnate from bringing the creature back. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age.

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2
02–13	Dwarf	+0	+0	+2
14–25	Elf	+0	+2	–2
26	Gnoll	+4	+0	+2
27–38	Gnome	–2	+0	+2
39–42	Goblin	–2	+2	+0
43–52	Half-elf	+0	+0	+0
53–62	Half-orc	+2	+0	+0
63–74	Halfling	–2	+2	+0
75–89	Human	+0	+0	+0
90–93	Kobold	–4	+2	–2
94	Lizardfolk	+2	+0	+2
95–98	Orc	+4	+0	+0
99	Troglodyte	+0	–2	+4
100	Other	?	?	?

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

Note: A wish or a miracle spell can restore a reincarnated character to his or her original form.

Material Components: Rare oils and unguents worth a total of least 1,000 gp, spread over the remains.

Remove Blindness/Deafness

Necromancy (Life) [Healing, Positive]

Skill: Heal

Level: Divine 3

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Effect: This ritual cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Note: Remove blindness/deafness counters and dispels blindness/deafness.

Remove Curse

Necromancy

Skill: Arcana, Heal

Level: Arcane 4, Divine 3

Casting Time: 1 minute

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Effect: This ritual removes all curses on an object or a creature. If an item is inherently cursed, the spell does not remove that curse, though it typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be removed by this spell or may only be removed by a caster of a certain level or higher.

Note: Remove curse counters and dispels *bestow curse*.

Remove Disease

Transmutation (Alteration) [Healing]

Skill: Heal

Level: Divine 3

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Effect: This ritual cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be cured by this spell or may be cured only by a caster of a certain level or higher.

Note: This ritual does not prevent reinfection after a new exposure to the same disease at a later date.

Restoration

Necromancy (Life) [Healing, Positive]

Skill: Heal

Level: Divine 4

Effect: This ritual functions like *lesser restoration*, except that it is more effective. It cures all temporary ability damage, restores all points permanently drained from a single attribute (your choice if more than one is drained), eliminates any fatigue or exhaustion suffered by the target, and removes one negative level.

Note: This ritual does not restore negative levels or Constitution drain acquired due to death.

Material Components: Diamond dust worth 100 gp that is sprinkled over the target.

Restoration, Greater

Necromancy (Life) [Healing, Positive]

Skill: Heal

Level: Divine 7

Casting Time: 10 minutes

Effect: This ritual functions like *lesser restoration*, except that it is more effective. It dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all attribute scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects. Finally, it removes all negative levels afflicting the healed creature.

Note: This ritual does not restore negative levels or Constitution drain acquired due to death.

Material Components: Diamond dust worth 500 gp that is sprinkled over the target.

Restoration, Lesser

Necromancy (Life) [Healing, Positive]

Skill: Heal

Level: Divine 2

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Effect: This ritual dispels any magical effects reducing one of the subject's attribute scores or cures 1d4 points of temporary ability damage to one of the subject's attribute scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued.

Note: This ritual does not restore permanent ability drain.

Resurrection

Necromancy (Life, Soul)

Skill: Religion

Level: Clr 7

Casting Time: 10 minutes

Effect: This ritual functions like *raise dead*, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The subject gains a negative level. If the subject was 1st level when it died, it takes 2 points of Constitution drain instead. This negative level or Constitution drain lasts for one month, or until the subject next gains a level.

Note: You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Material Components: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

Screen

Illusion (Figment, Glamer) [Unreal]

Skill: Arcana

Level: Arcane 8

Casting Time: 10 minutes

Range: Close (30 ft.)

Area: 30 ft. cube/level (S)

Duration: Extreme (12 hours)

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

Effect: This spell combines several elements to create a powerful pro-

tection from scrying and direct 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 the beings concealed by the illusion take care to stay out of the way of observers and the observers do not directly interact with the illusion.

Scrying

Divination (Scrying)
Skill: Arcana, Nature, Religion
Level: Arcane 5, Divine 5
Casting Time: 1 hour
Range: See text
Manifestation: Magical sensor
Duration: Medium (5 minutes) (D)
Saving Throw: Will negates
Spell Resistance: Yes (Will)
Effect:

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	–5

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

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

If the save fails, you can see and hear the subject and the subject’s immediate 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. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *message*, *read magic*, and *tongues*.

If the save succeeds, it is immune to any further scrying attempts by you for the next 24 hours. *Arcana Focus:* A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet. *Religion Focus:* A holy water font costing not less than 100 gp. *Nature Focus:* A natural pool of water.

Scrying, Greater

Divination (Scrying)
Skill: Arcana, Nature, Religion
Level: Arcane 7, Divine 7
Casting Time: 1 minute
Duration: Extreme (12 hours)

Effect: This ritual functions like *scrying*, except that it can be cast more quickly and lasts longer. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *message*, *read magic*, and *tongues*.

Secret Chest

Conjuration (Teleportation) [Object-Affecting, Planar]
Skill: Planes
Level: Arcane 5
Casting Time: 10 minutes
Range: See text
Target: One chest and up to 1 cu. ft. of goods/caster level
Duration: Sixty days or until discharged
Saving Throw: None
Spell Resistance: No

Effect: You hide a chest on the Ethereal Plane for as long as sixty 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.) You can have but one pair of these chests at any given time – even a wish spell does not allow more. 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 ritual while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

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

Focus: The chest (which costs 5,000 gp) and its replica (which costs 50 gp).

Secret Page

Transmutation (Alteration)
Skill: Arcana, Forgery
Level: Arcane 3
Casting Time: 10 minutes
Range: Touch
Target: Page touched, up to 3 sq. ft. in size
Duration: Permanent
Saving Throw: None
Spell Resistance: No

Effect: This ritual alters the contents of a page so that they appear to be something entirely different. The text of a spell can be changed to show even another spell. *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.

Note: A Spellcraft check 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. A *secret page* spell can be dispelled, and the hidden writings can be destroyed by means of an *erase* spell.

Secure Shelter

Conjuration (Creation, Summoning)

Skill: Arcana, Engineering

Level: Arcane 4

Casting Time: 10 minutes

Range: Close (30 ft.)

Manifestation: 20 ft. square structure

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: 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. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise – it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

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

The secure shelter contains rude furnishings – eight bunks, a trestle table, eight stools, and a writing desk.

Sending

Divination (Communication)

Skill: Arcana, Religion

Level: Arcane 5, Divine 4

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round; see text

Saving Throw: None

Spell Resistance: No

Effect: You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. 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 score. 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.)

Sepia Snake Sigil

Abjuration/Transmutation (Temporal, Warding) [Trap]

Skill: Arcana

Level: Arcane 3

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; then one week

Saving Throw: Reflex negates

Spell Resistance: No

Effect: You cause a small symbol of a sepia-colored snake to appear in the text of a written work. When the text is read, the snake sigil suddenly appears on the forehead of the reader unless it makes a successful Reflex save. While healthy, an affected creature is slowed. While bloodied, it is trapped in a state of suspended animation, unaware of its surroundings. Time does not pass for a creature so trapped, but it can be healed, injured, or killed as normal.

Note: Magic traps such as *sepia snake sigil* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 28 for *sepia snake sigil*.

An *erase* spell destroys the entire page of text.

Material Components: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Sequester

Abjuration/Transmutation (Shielding, Temporal)

Skill: Arcana

Level: Arcane 7

Casting Time: 10 minutes

Range: Touch

Target: One willing creature or object (up to ten 2 ft. cubes) touched

Duration: Thirty days (D)

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

Effect: The subject is invisible and cannot be detected by divination spells. However, it also becomes comatose and is effectively in a state of suspended animation until the spell wears off or is dispelled.

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. This ritual does not prevent the subject from being discovered through other means, such as touch.

Shadow Walk

Conjuration/Illusion (Shadow, Translocation) [Planar]

Skill: Planes

Level: Arcane 6

Casting Time: 1 standard action

Range: Touch

Targets: You and up to four touched creatures

Duration: Extreme (12 hours) (D)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: To use this spell, you must be in an area of shadowy illumination. You and any other subjects 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, 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 1d10x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted an additional 1d10x 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).

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.

Shambler

Conjuration/Transmutation (Animation, Creation)

Skill: Nature

Level: Divine 9

Range: Medium (100 ft.)

Area: Medium (20 ft.) radius limit

Manifestation: Three or more shambling mounds within the area

Duration: Seven days or seven months (D); see text

Saving Throw: None

Spell Resistance: No

Effect: The shambler spell creates 1d4+2 shambling mounds with 11 HV each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

Snare

Transmutation (Alteration) [Trap]

Skill: Survival

Level: Divine 2

Casting Time: 1 minute

Range: Touch

Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level

Duration: Permanent until triggered or broken

Saving Throw: None

Spell Resistance: No

Effect: This ritual enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its surroundings (Spot DC 23 to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

Soul Bind

Necromancy (Soul)

Skill: Religion

Level: Arcane 9, Divine 9

Components: V, S, F

Casting Time: 1 minute

Range: Close (30 ft.)

Target: Corpse

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Effect: You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead for no longer than 5 rounds before the ritual is started. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A black sapphire of at least 1,000 gp value for every Hit Value 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 Hit Values as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Values.)

Speak with Dead

Divination/Necromancy (Communication, Flesh) [Language-Dependent]

Skill: Religion

Level: Arcane 3, Divine 3

Casting Time: 10 minutes

Range: Close (30 ft.)

Target: One dead creature

Duration: 10 minutes (D)

Saving Throw: Will negates; see text

Spell Resistance: No

Effect: You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to *speak with dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

Note: This spell does not affect a corpse that has been turned into an undead creature.

Symbol of Death

Abjuration/Necromancy (Life, Warding) [Death, Trap]

Skill: Arcana

Level: Arcane 7

Casting Time: 10 minutes

Range: 0 ft.; see text

Manifestation: One symbol

Duration: Permanent or until discharged

Saving Throw: Fortitude negates

Spell Resistance: Yes (Fortitude)

Effect: This ritual allows you to scribe a potent rune of power upon a

surface. When it is triggered, the triggering creature suffers the effects of a *finger of death* spell. It can be set to trigger in response to any visual cue that takes place within Close (30 ft.) range of the symbol which can be “seen” by the symbol. Darkness does not stop the symbol’s sight, but physical obstacles or illusions block it. Once the ritual is performed, the triggering conditions cannot be changed.

When scribing a *symbol of death*, you can specify a password or phrase. Anyone speaking the password cannot trigger the rune so long as the creature remains within Medium (100 ft.) range of the rune. If the creature leaves that range and returns later, it must say the password again.

Note: The symbol is considered to have Listen and Spot modifiers equal to your caster level. Magic traps such as *symbol of death* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 32 for *symbol of death*.

Read magic allows you to identify a *symbol of death* with a DC 17 Spellcraft check. Of course, if the symbol of death is set to be triggered by reading it, this will trigger the symbol.

Dispel magic can remove a *symbol of death*, but an *erase* spell has no effect. Destruction of the surface where a *symbol of death* is inscribed destroys the symbol but also triggers it on the closest creature within Close (30 ft.) range of the symbol.

Symbol of death can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Symbol of Destruction

Abjuration/Necromancy (Flesh, Warding) [Death, Trap]

Skill: Arcana

Level: Divine 7

Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *destruction* spell.

Note: Magic traps such as *symbol of destruction* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 32 for *symbol of destruction*.

Symbol of Insanity

Abjuration/Enchantment (Compulsion, Warding) [Mind-Affecting, Trap]

Skill: Arcana

Level: Arcane 6

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *insanity* spell.

Note: Magic traps such as *symbol of insanity* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 31 for *symbol of insanity*.

Symbol of Pain

Abjuration/Necromancy (Flesh, Warding) [Trap]

Skill: Arcana

Level: Arcane 5

Saving Throw: None

Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *crippling pain* spell.

Note: Magic traps such as *symbol of pain* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.

Symbol of Persuasion

Abjuration/Enchantment (Compulsion, Warding) [Language-Dependent, Mind-Affecting, Sound-Dependent, Trap]

Skill: Arcana

Level: Arcane 4

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: This spell functions like *symbol of death*, except that the triggering creature is instead affected by the *suggestion* spell. You choose the suggestion when you perform the ritual, and it cannot thereafter be changed.

Note: Magic traps such as *symbol of persuasion* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 29 for *symbol of persuasion*.

Symbol of Sleep

Abjuration/Enchantment (Compulsion, Warding) [Mind-Affecting, Trap]

Skill: Arcana

Level: Arcane 7

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *deep slumber* spell.

Note: Magic traps such as *symbol of sleep* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 32 for *symbol of sleep*.

Symbol of Terror

Abjuration/Enchantment (Emotion, Warding) [Fear, Mind-Affecting, Trap]

Skill: Arcana

Level: Arcane 7

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: This spell functions like *symbol of death*, except that the triggering creature instead suffers the effects of the *terror* spell.

Note: Magic traps such as *symbol of terror* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 32 for *symbol of terror*.

Sympathetic Vibration

Evocation (Energy) [Sonic]

Skill: Engineering, Perform

Level: Arcane 5

Casting Time: 10 minutes

Range: Touch

Target: One freestanding structure

Duration: Up to 1 minute

Saving Throw: None; see text

Spell Resistance: Yes (Fortitude)

Effect: By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell’s damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 minute. If the spell is cast upon a target that is not freestanding, the surrounding stone dissipates the effect and no damage occurs.

Note: This ritual cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw, and typically no spell resistance, to resist the effect.

Sympathy

Enchantment (Emotion) [Mind-Affecting]

Skill: Arcana, Nature

Level: Arcane 9, Divine 9

Casting Time: 1 hour

Range: Close (30 ft.)

Target: One location (up to a 10 ft. cube/level) or one object

Duration: One week (D)

Saving Throw: Will partial

Spell Resistance: Yes (Will)

Effect: 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 to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Note: *Sympathy* counters and dispels *antipathy*.

Teleport

Conjuration (Translocation) [Teleportation]

Skill: Arcana

Level: Arcane 6

Casting Time: 1 minute; see text

Range: Personal and touch

Targets: You and up to four touched Medium creatures; see text

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: Yes (Will)

Effect: This spell instantly transports you and the subjects to a designated destination, which may be as distant as 100 miles away. Each creature can bring along objects whose weight doesn't exceed the creature's maximum load. 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. After completing the spell, you and anyone bring with you must skip their next actions as they adjust to their new surroundings.

You can bring along larger creatures as necessary. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. By doubling the casting time of the ritual, you can take along an additional Medium creature. You can repeat this process, doubling the new casting time each time, up to a maximum casting time of just over an hour (allowing you to take a total of ten Medium creatures in addition to yourself).

The *teleport* ritual is unusually difficult to perform correctly. 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. The following categories apply modifiers to the check made to perform the ritual:

- "Very familiar" is a place where you have been very often and where you feel at home. You gain a +5 bonus.
- "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as scrying) to study the place for at least one hour. No bonuses or penalties apply.
- "Seen casually" is a place that you have seen more than once but with which you are not very familiar. You take a -5 penalty.
- "Viewed once" is a place that you have seen once, possibly using magic. You take a -10 penalty.
- "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. You take a -10 penalty, and you cannot succeed at the ritual;

even if your check would pass, you are considered to have failed.

If you succeed at performing a *teleport* ritual by 10 or more, you arrive on target. If you succeed at performing a *teleport* ritual by 9 or less, you arrive a random distance away from your intended destination in a random direction. The distance off target is equal to 1d10x1d10% of the distance that you would have traveled to your intended destination. If you fail at performing a *teleport* ritual, you arrive in a completely different area within range that is visually or thematically similar to your intended destination.

Note: This ritual is incapable of interplanar travel. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the ritual simply fails instead.

Only objects held or in use (attended) by another person receive saving throws. You do not apply spell resistance against this ritual.

Teleport Object

Conjuration (Translocation) [Teleportation]

Skill: Arcana

Level: Arcane 7

Range: Touch

Target: One touched object of up to 50 lb./level and 3 cu. ft./level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Effect: This spell functions like *teleport*, except that it teleports an object, not you. Creatures and magical forces (such as a *delayed blast fireball*) cannot be teleported.

Teleport, Greater

Conjuration (Translocation) [Teleportation]

Skill: Arcana

Level: Arcane 8

Effect: This ritual functions like *teleport*, except that you can teleport up to 1,000 miles, and you cannot arrive off target. In addition, you need not have seen the destination, provided that you have an accurate and specific description of the place to which you are teleporting. If you attempt to teleport with insufficient information, with misleading information, or to an invalid location (such as inside a solid object), you simply disappear and reappear in your original location.

Teleportation Circle

Conjuration (Translocation) [Teleportation, Trap]

Skill: Arcana

Level: Arcane 9

Casting Time: 10 minutes

Range: 0 ft.

Manifestation: Small (10 ft.) radius circle

Duration: Extreme (12 hours) or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes (Will)

Effect: You create an invisible circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The ritual fails if the destination is not a valid destination.

The circle can teleport a number of creatures equal to your caster level before it ceases to function.

Note: Magic traps such as *teleportation circle* can be detected with the Spot skill and disabled with the Disable Device skill. The DC in each case is 25 + spell level, or 34 for *teleportation circle*.

Tiny Hut

Evocation (Control)

Skill: Survival

Level: Arcane 3

Casting Time: 1 minute

Manifestation: Medium (20 ft.) radius sphere centered on your location

Duration: Extreme (12 hours) (D)

Saving Throw: None

Spell Resistance: No

Effect: You create an unmoving, opaque sphere of any color you desire around your location. 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. 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).

Transport via Plants

Conjuration (Translocation) [Teleportation]

Skill: Nature

Level: Divine 6

Effect: This ritual functions like *teleport*, except that both the starting and ending points must be living, Medium or larger plants. You and any other creatures you bring with you step into one plant and out of the other plant.

Trap the Soul

Necromancy (Life, Soul)

Skill: Religion

Level: Arcane 8

Range: Touch

Target: One trigger object; see text

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: Yes; see text

Effect: You imbue an object with the power to trap a creature's life and soul. The object must be inscribed with the creature's name. It holds the trapped creature indefinitely or until it is broken, which allows the creature's body to reform. Outsiders can be compelled to perform a single service for the creature releasing them; other creatures can simply go free.

For a creature's soul to be trapped, it must intentionally pick up or accept the object while bloodied. If it does so, its life force is automatically transferred to the gem without the benefit of a save, though spell resistance applies normally. If it picks up the object while healthy, or if any other creature picks up the object, nothing happens, though magical inspection can reveal the existence of the trap.

Material Components: In addition to the trigger object, a gem must be used. The gem must be worth at least 1,000 gp value for every Hit Value possessed by the creature to be trapped. When the ritual is performed, the gem shatters into dust which is embedded into the trigger object. If the gem is not valuable enough, the creature will suffer no ill effect when it picks up the trigger object, though the ritual's effect will still be discharged, rendering the trigger object useless. (While creatures have no concept of level or Hit Values as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Values.)

Focus: A special trigger object, prepared as described above, is needed.

Tree Stride

Conjuration (Translocation) [Teleportation]

Skill: Nature

Level: Divine 5

Casting Time: 1 minute

Range: Personal

Target: You

Effect: This ritual functions like *teleport*, except that it only affects you, and both the starting and ending points must be Large or larger trees.

True Resurrection

Necromancy (Life, Soul)

Skill: Religion

Level: Divine 9

Casting Time: 1 hour

Effect: This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no negative levels, constitution drain, or loss of prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Note: Even *true resurrection* can't restore to life a creature who has died of old age.

Material Components: A sprinkle of holy (or unholy) water and diamonds worth a total of at least 25,000 gp.

Undetectable Alignment

Abjuration (Shielding)

Skill: Spellcraft

Level: Arcane 2, Divine 2

Casting Time: 1 minute

Range: Close (30 ft.)

Target: One creature or object

Duration: Extreme (12 hours) (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (Will)

Effect: This ritual conceals the alignment of an object or a creature from all forms of divination.

Unhallow

Evocation (Power) [Evil]

Skill: Religion

Level: Divine 5

Casting Time: 24 hours

Range: Touch

Area: Large (50 ft.) radius emanating from the touched point

Duration: Instantaneous/1 year

Saving Throw: See text

Spell Resistance: See text

Effect: Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, any dead body interred in an unhallowed site costs half the normal material components to raise as an undead creature.

Finally, you may choose to fix a single spell effect to the unhallowed

site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spell effects that may be tied to an unhallowed site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *detect evil*, *dimensional anchor*, *discern lies*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

Note: An area can receive only one hallow or unhallow spell (and its associated spell effect) at a time. If an area is hallowed, it cannot be unhallowed. *Unhallow* counters but does not dispel *hallow*.

Material Components: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area.

Unseen Servant

Conjuration/Evocation (Creation, Control)

Skill: Arcana

Level: Arcane 1

Casting Time: 1 minute

Range: Medium (100 ft.)

Manifestation: One invisible, mindless, shapeless servant

Duration: Long (1 hour) (D)

Saving Throw: None

Spell Resistance: No

Effect: 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. Its speed is 15 feet.

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

Vision

Divination (Knowledge)

Skill: Local

Level: Arcane 7

Casting Time: 1 minute

Effect: This ritual functions like *legend lore*, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then perform the ritual. 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 + caster level) 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 the spell is complete, you are exhausted.

If you perform this ritual while fatigued or exhausted, you must make a Fortitude save (DC 15 if fatigued or DC 20 if exhausted) or immediately fall unconscious for ten minutes. When you wake up, you remember the

information (if any).

Water Breathing

Transmutation (Imbuement)

Skill: Nature, Survival

Level: Arcane 3, Divine 2

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: Extreme (12 hours) (D); see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (Will)

Effect: The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

Note: The ritual does not make creatures unable to breathe air.

Whispering Wind

Divination (Communication) [Air]

Skill: Arcana, Nature

Level: Arcane 2, Divine 2

Casting Time: 1 minute

Range: 10 miles

Duration: Extreme (12 hours) or until discharged

Saving Throw: None

Spell Resistance: No

Effect: 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 twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

Note: This spell cannot speak verbal components, use command words, or activate magical effects.

Wind Walk

Transmutation (Polymorph) [Air]

Skill: Nature

Level: Divine 6

Casting Time: 1 standard action

Range: Touch

Targets: You and up to four touched creatures

Duration: Extreme (12 hours) (D); see text

Saving Throw: No and Will negates (harmless)

Spell Resistance: No and Yes (harmless)

Effect:

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the ritual (as does any time spent in

physical form). As noted above, you can dismiss the ritual, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the ritual's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the ritual is about to end.

Chapter 2

Magic

This is an abridged version of the original Magic chapter with a variety of elements relevant to the changes made in the Spell Reformation. There should be very little, if any, material here not also discussed in the general Spell Reformation thread.

2.1 Combining Effects

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect.

However, spells, feats, class features, and other effects that have very similar effects may not both help the subject. A character can only be increased so far beyond his or her normal limits; even layered with powerful magical effects, a commoner is no serious threat to a giant. The limitations on these effects are provided by the stacking rules described below.

2.1.1 Stacking Effects

2.1.2 Bonuses, Penalties, and Modifiers

A bonus is the most basic way that a roll or numerical statistic can be modified. All bonuses have one of four types: inherent, competence, enhancement, and circumstance. These types are described in Bonus Types, below. You use these types to determine whether different bonuses stack. Bonuses from the same source never stack.

A penalty is like a bonus, but it subtracts instead of adds. Penalties are never typed, and always stack, except that penalties from the same source don't stack. For example, a creature who is sickened by both a *ghoul touch* spell and an *unholy blight* spell takes a -4 penalty to everything that being sickened penalizes. However, a creature suffering from the *crushing despair* spell does not take any additional penalties if another *crushing despair* is cast on it – even if the second spell is cast by a different caster.

A modifier is the sum of bonuses and penalties. Most of the time, a modifier is the number that you add to the d20 when you take an action. For example, when you attack, you add your attack modifier, which is determined by the sum of all of your attack bonuses and attack penalties. Armor Class is a special case, as discussed in Armor Class, below.

Bonus Types

There are four bonus types, described below. Everything which gives a numerical improvement to a character's abilities belongs to one of these bonus types.

Inherent bonuses: These are bonuses which are an inseparable part of a character. They come from base attack bonus, skill ranks, ability modifiers, and other fundamental parts of a character. The bonus provided by wearing a suit of armor or wielding a shield is also considered an inherent bonus, since it is inherent to the item. Inherent bonuses stack with other inherent bonuses.

Competence bonuses: These are bonuses which derive from a character's experience and ability. They usually come from feats, racial features,

and class features. For example, Weapon Focus gives a competence bonus to attack rolls. Competence bonuses do not stack with other competence bonuses.

Enhancement bonuses: These are bonuses which derive from magical improvements to a character's abilities. Almost all spells and magic items (except those relating to armor, shields, and weapons) give enhancement bonuses. Enhancement bonuses do not stack with other enhancement bonuses.

Circumstance bonuses: These are bonuses which derive from specific circumstances. Feats, class features, and magic items which are dependent on circumstances or are extremely temporary in nature can give circumstance bonuses. For example, a rogue's sneak attack gives a circumstance bonus to damage. Circumstance bonuses stack with other circumstance bonuses.

Armor Class

Your AC is equal to 10 plus the sum of five modifiers, described below. Each of those modifiers is calculated separately before being added together to get your final AC.

Armor modifier: An armor modifier usually comes from armor that you wear. It does not apply against touch attacks.

Shield modifier: A shield modifier usually comes from a shield that you wield. It does not apply when you are flat-footed.

Natural armor modifier: A natural armor modifier represents the physical durability of your body. It does not apply against touch attacks. Armor and natural armor do not fully stack; see below.

Dodge modifier: A dodge modifier represents your ability to avoid attacks. It does not apply when you are flat-footed.

AC modifier: A small number of things can affect a character's Armor Class directly. AC modifiers apply to all types of Armor Class.

Armor and natural armor are very similar, so they do not fully stack. To calculate your character's total AC, add the higher modifier plus half the lower modifier to your AC. For example, if a warhorse (+4 natural armor modifier) wears chainmail barding (+6 armor modifier), it gets a total of a +8 bonus to AC: the chainmail provides +6, and its natural armor is halved to give a +2 bonus.

An example can help illustrate how armor class stacking works. Bob the Fighter is wearing +1 full plate, wielding a heavy shield, and wearing a Ring of Protection +1.

- His AC modifier is +1 (enhancement, from the Ring of Protection).
- His armor modifier is 8 (inherent) + 1 (enhancement) = 9.
- His shield modifier is 2 (inherent).
- Therefore, his total armor class is $10 + 1 + 9 + 2 = 22$.

If he were to receive a *barkskin* spell, he would gain the full effect, since he does not currently have an enhancement bonus to AC.

2.1.3 Special Stacking Rules

Not every kind of effect uses the normal bonus stacking system. Exceptions to the normal stacking rules are described below. If a specific spell or effect says otherwise, it overrules these exceptions, as normal.

- Magical effects that increase size do not stack.
- Damage reduction does not stack. Only the best value applicable to the attack applies.
- Spell resistance does not stack.
- Effects that grant extra attacks (such as the *haste* spell) do not stack.
- Temporary hit points do not stack.
- If a character has two separate abilities which let him add the same attribute to a given roll or numerical attribute, the attribute is still only added once.
- Effects that reduce the effective spell level of a spell affected by metamagic can never reduce a spell below its original level.

2.2 Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

2.2.1 Name

The first line of every spell description gives the name by which the spell is generally known.

2.2.2 Description

Beneath the spell name is a brief description of the spell's effect. This description has no mechanical significance, and simply describes how the spell usually appears or is used.

2.2.3 School/Schools (Subschool)

The next line describes the schools and subschools of magic that the spell belongs to. Almost every spell belongs to at least one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. They are described below.

Some spells belong to more than one school of magic. Treat these spells for all purposes as if they were a member of both schools simultaneously. If you are prohibited from casting spells from a certain school, you cannot cast a spell which belongs to that school, even if it also belongs to another school. Likewise, any benefits which apply to casting spells from a specific school apply normally. If you have abilities which apply when casting spells from both schools that make up a spell, the abilities do not stack.

A small number of spells (*limited wish*, *permanency*, *prestidigitation*, and *wish*) are universal, belonging to no school.

Abjuration

Abjuration spells manipulate the raw essence of magic to protect allies or ward off foes. There are four subschools of abjuration spells.

Interdiction: An interdiction spell hedges out creatures or forces of an opposing alignment or type. *Protection from evil* is an interdiction spell.

Negating: A negating spell negates magical effects. *Dispel magic* is a negating spell.

Shielding: A shielding spell protects creatures or objects from harm. *Shield* is a shielding spell.

Warding: A warding spell protects an area from intrusion. If one warding spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Spot skill drops by 4. The DC drops by an additional 2 for each additional warding spell beyond the second. *Glyph of warding* is a warding spell.

Conjuration

Conjuration spells transport and create objects and creatures to aid you. A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range. There are

three subschools of conjuration spells.

Creation: A creation spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence. *Acid arrow* is a creation spell.

Summoning: A summoning spell instantly brings a manifestation of a creature or object to a place you designate. When the spell ends or is dispelled, the manifestation disappears. A summoned creature also disappears if it is killed or if its hit points drop to 0 or lower. Because summoning spells do not physically transport the actual creature or object, even if the manifestation is injured or destroyed, the original is unharmed. However, it takes 24 hours for the manifestation to reform, during which time it can't be summoned again. Most summoning spells, including the *summon monster* and *summon nature's ally* spells, will automatically summon a different creature of the same type should this occur.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning abilities it may have.

Summon monster I is a summoning spell.

Translocation: A translocation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. Unlike summoning spells, the transportation is (unless otherwise noted) one-way and not dispellable. Many translocation effects involve teleportation (see Descriptors, below). *Dimension door* is a translocation spell.

Divination

Divination spells enable you to predict the future, gain or share knowledge, find hidden things, and foil deceptive spells. There are four subschools of divination spells.

Awareness: A awareness spell reveals objects, creatures, or effects within an area. Some awareness spells have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can examine each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell. *Detect evil* is an awareness spell.

Communication: A communication spell magically enhances communication between creatures, often by transcending linguistic barriers or distance. *Comprehend Languages* is a communication spell.

Knowledge: A knowledge spell grants the recipient information. Most knowledge spells give knowledge about the present, but some can reveal information about the future as well. *Comprehend languages* is a knowledge spell.

Scrying: A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you, but not spells or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment.

Any creature trained in Spellcraft can notice the sensor by making a DC 20 Spellcraft check. The sensor can be dispelled as if it were an active spell. Lead sheeting or magical protection blocks a scrying spell, and you sense that the spell is so blocked.

Scrying is a scrying spell.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior or mental capabilities. Almost all enchantment spells are

mind-affecting spells. There are four subschools of enchantment spells.

Beguilement: A beguilement spell influences the subject's opinions. Beguilement spells are the most subtle form of mental control, and a creature affected by such a spell usually does not realize that it is being manipulated until after the spell wears off – if it does at all. *Charm person* is a beguilement spell.

Compulsion: A compulsion spell compels the subject to act in a particular way. Especially powerful compulsions can give you complete control over the subject. *Sleep* is a compulsion spell.

Emotion: An emotion spell influences the subject's emotions. *Attraction* is an emotion spell.

Inhibition: An inhibition spell prevents the subject's mind from working normally, typically preventing the target from acting. *Hold person* is an inhibition spell.

Evocation

Evocation spells create and manipulate energy and forces or tap into divine or other powers to produce a desired end. In effect, they create energy or effects, but not physical objects, out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage. There are three subschools of evocation spells.

Channeling: A channeling spell channels divine or other power. *Holy smite* is a channeling spell.

Control: A control spell manipulates forces and moves inanimate objects. Powerful control spells can manipulate forces on a large scale, even altering weather patterns. *Gust of wind* is a control spell.

Energy: An energy spell creates or manipulates energy, such as fire or electricity. *Fireball* is an energy spell.

Illusion

Illusion spells deceive the senses of others. They conceal things that exist or cause people to perceive things that do not exist. There are three subschools of illusion spells.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the image produces gibberish, unless you prescribe exactly which sounds to make. Likewise, you cannot make a visual copy of something unless you know what it looks like.

A figment's AC is equal to 10 + its size modifier.

Silent image is a figment spell.

Glamour: A glamour spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear. *Invisibility* is a glamour spell.

Phantasm: A phantasm spell manipulates the subject's senses to create images or sensations that are not real. It creates personalized sensations, and no one else can observe the effect. *Phantasmal killer* is a phantasm spell.

Shadow: A shadow spell creates something that is partially real from extradimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

Unreal Effects: Some figments and glamers are unreal (see Descriptors, below), which means that they can be disbelieved.

Necromancy

Necromancy spells manipulate the power of life and death, as well as souls. Spells involving positive and negative energy belong to this school. There are three subschools of necromancy spells.

Flesh: A flesh spell affects the home of a creature's life energy:

its body. Many flesh spells inflict or remove physical disabilities. *Ray of enfeeblement* is a flesh spell.

Life: A life spell manipulates a creature's life force directly. *Crush life* is a life spell.

Soul: A soul spell manipulates the subject's soul, either restoring it to its proper place or fragmenting it for terrible purposes. *Raise dead* is a soul spell.

Vitalism: An vitalism spell channels positive or negative energy. This can be used to enhance or destroy a subject's life energy, or to manipulate creatures powered by negative energy. *Cure light wounds* is a vitalism spell.

Transmutation

Transmutation spells change the properties of creatures and objects. There are three subschools of transmutation spells.

Animation: An animation spell grants temporary "life" to an affected object. *Animate objects* is an animation spell.

Alteration: An alteration spell changes the physical state of anything with a material form. *Shape stone* is an alteration spell.

Augment: An augment spell enhances the existing physical or mental abilities of an object or creature. *Totemic power* is an augment spell.

Imbuement: An imbuement spell infuses an object or creature with magic, granting it new abilities. *Fly* is an imbuement spell.

Polymorph: A polymorph spell changes a creature's body into a new form. *Enlarge person* is a polymorph spell.

Temporal: A temporal spell manipulates time itself, speeding or slowing its passage for the subject. *Haste* is a temporal spell.

2.2.4 [Descriptor]

Appearing on the same line as the school and subschool, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, charm, chaotic, cold, curse, darkness, death, detection, disease, domination, earth, electricity, evil, fear, fire, fog, force, good, language-dependent, lawful, light, mind-affecting, morale, negative, planar, poison, positive, sight-dependent, size-affecting, sound-dependent, sonic, teleportation, trap, unreal, wall, water.

Many of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

- Air spells do not function in environments without air.
- Barrier spells cannot be used offensively. If you force the barrier against a force or creature it prohibits, you feel a discernible pressure against the barrier. If you continue to apply pressure, you end the spell.
- Curse spells cannot be dispelled by *dispel magic* or similar effects. However, they can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.
- A detection spell can penetrate barriers, but is always blocked by special materials of some kind. Unless otherwise specified in the spell description, the spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.
- Fire spells do not function underwater.
- Fog spells do not function underwater and can be dispersed by wind or fire. Unless the spell specifies otherwise, a moderate wind (11+ mph) disperses the fog in 5 rounds, and a strong wind (21+ mph) disperses the fog in 1 round. A fire spell or other powerful fire effect burns away the fog in the area into which it dealt damage.
- Language-dependent spells use intelligible language as a medium for communication. If the target cannot understand or cannot hear what the caster of a language-dependant spell says, the spell fails.
- Mind-affecting spells work only against creatures with an Intelligence score of 1 or higher.

- Sight-dependent spells use sight as a fundamental component of the spell. If the target cannot see the spell, it has no effect.
- Size-affecting spells alter a creature's size. Multiple size increasing or size decreasing effects never stack. If a creature is affected by both size-increasing and size-decreasing effects, they cancel out on a one for one basis, and any remaining effect occurs normally.
- Sound-dependent spells use sound as a fundamental component of the spell. If the target cannot hear the spell, it has no effect.
- Teleportation spells instantaneously move creatures by travelling through the Astral Plane. Anything that blocks planar travel also blocks teleportation.
- Trap spells do not have obvious effects immediately. They can be detected with the Spot skill. The DC to detect a trap spell is 25 + spell level. Most, but not all, traps can be disabled with the Disable Device skill. If it can be disabled, the DC is 25 + spell level.
No more than one trap spell can be placed on the same object or in the same area. Only the first trap placed has any effect. It must be dispelled or discharged before any new traps can be placed.
- Unreal spells do not have "real" effects and can be disbelieved. Unreal effects cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly unless combined with a real effect. Creatures encountering an unreal spell usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. A Spot or Listen check can be made to interact with an unreal effect if appropriate to the type of effect. Unless otherwise specified by the spell, the DC of such a check is equal to the saving throw DC of the spell.
Once a creature has interacted with an unreal effect, it can make a Will save. A successful saving throw reveals it to be false. Its effects can still be observed if desired, but they are mere shadows of the full effect: visual effects appear translucent outlines, sounds can be heard as ghostly echoes, and so on.
A failed saving throw indicates that a character fails to notice something is amiss. A character faced with definitive proof that an unreal effect isn't real needs no saving throw. If any viewer successfully disbelieves an unreal effect and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

2.2.5 Level

The next line of a spell description gives the spell's level, a number between 0 and 9 that defines the spell's relative power. This number is preceded by an abbreviation for the class whose members can cast the spell. The Level entry also indicates whether a spell is a domain spell and, if so, what its domain and its level as a domain spell are. A spell's level affects the DC for any save allowed against the effect.

Names of spellcasting classes are abbreviated as follows: bard Brd; cleric Clr; druid Drd; paladin Pal; ranger Rgr; sorcerer Sor; wizard Wiz.

The domains a spell can be associated with include Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Leadership, Magic, Plant, Protection, Strength, Travel, Trickery, War, and Water.

2.2.6 Components

A spell's components are what you must do or possess to cast it. All spells have verbal and somatic components unless the spell description says otherwise. The Components entry in a spell description includes abbreviations that tell you what type of components it has. Specifics for material components and focuses are given at the end of the descriptive text.

Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice.

A gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance to spoil any spell with a verbal component that he or she tries to cast. A *silence* spell imposes a 50% chance of failure.

Somatic (S): A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component. Touch range spells often include the act of touching the spell recipient as part of the somatic component.

Material (M): A material component is one or more physical substances or objects that are annihilated by the spell energies in the casting process.

Focus (F): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused.

2.2.7 Casting Time

All spells have a casting time of 1 standard action unless otherwise specified in the spell description. Some take 1 round or more, while a few require only a swift or immediate action.

A spell that takes 1 round to cast requires a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action, just as noted above for 1 round casting times). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting is complete, you lose the spell.

A spell with a casting time of 1 swift action (such as a quickened spell) or 1 immediate action doesn't count against your normal limit of one spell per round. Casting a spell with those casting times doesn't provoke attacks of opportunity.

You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

2.2.8 Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. It indicates the maximum distance at which you can designate the spell's point of origin. The effect of a spell can extend beyond that range if it affects an area. A spell without a range simply affects the area specified in the spell's description; if it becomes relevant, you are considered to be its point of origin. Standard ranges include the following.

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell. Normally, you can touch no more than six targets per round of casting.

If you have the ability to make multiple touch attacks, such as from the *chill touch* spell, and you can make multiple attacks in a round, you can make a touch attack on each of those attacks.

Close: The spell reaches as far as 30 feet.

Medium: The spell reaches as far as 100 feet.

Far: The spell reaches as far as 300 feet.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

2.2.9 Aiming a Spell

You must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The next entry in a spell description defines the spell's target (or targets), its manifestation, or its area, as appropriate.

Area: Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below.

When casting an area spell, you select the point where the spell originates. The point of origin of a spell is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can freely decrease a spell's area, provided that you decrease it uniformly across all of the spell's dimensions. For example, you can cast a *fireball* that affects a 5 foot radius if you choose to do so, but you can't cast a *fireball* with any shape other than a sphere.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area only touches the near edge of a square, however, anything within that square is unaffected by the spell.

Burst, Emanation, Spread: Many spells that affect an area function as a burst, an emanation, a limit, or a spread. In each case, you select the spell's point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including creatures that you can't see. A burst's area defines how far from the point of origin the spell's effect extends. The effects of burst spells do not extend around corners.

An emanation spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell. Many emanations are cones.

A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the spell effect takes.

Limit: Some area spells specify a limit. A limiting area is like a range: the spell has effects within the area, but does not affect the entire area at once. The spell will specify the targets that it affects or the manifestations it creates. Limit spells, like bursts and emanations, do not go around corners.

Cone, Cylinder, Line, or Sphere: Most spells that affect an area have a particular shape, such as a cone, cylinder, line, or sphere. Unless otherwise specified, the shape of a burst, emanation, or spread is a sphere.

A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate, extending out to a limit defined by the spell. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

When casting a cylinder-shaped spell, you select the spell's point of origin. This point is the center of a horizontal circle, and the spell shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any vertical obstructions within its area.

A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through. Unless otherwise specified, a line spell affects an area 10 feet wide. The affected squares are chosen such that they stay close to the chosen line as possible.

A sphere-shaped spell expands from its point of origin to fill a spherical

area. Spheres are typically denoted by simply specifying the radius of the spell.

Area Sizes: The area affected by many spells falls into one of three sizes. Each size defines the extent to which the spell extends out from its origin, whether as a radius or as the length of a cone or line. Small spells extend 10 feet out. Medium spells extend 20 feet out. Large spells extend 50 feet out. Other spells affect a specific area defined in the spell's description.

Objects: A spell with this kind of area affects objects within an area you select (as Creatures, but affecting objects instead).

Other: A spell can have a unique area, as defined in its description.

(S) Shapeable: If an Area or Effect entry ends with "(S)," you can shape the spell. A shaped effect or area can have no dimension smaller than 10 feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

Target or Targets: Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. You do not have to select your target until you finish casting the spell.

If the target of a spell is yourself (the spell description has a line that reads Target: You), you do not receive a saving throw, and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells. Some spells restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a swift action that does not provoke attacks of opportunity.

Most spells which have multiple targets also specify an area that the targets must reside in. If the spell says "all creatures", you do not have the ability to choose which creatures it affects; otherwise, you may pick and choose creatures within the area.

Many spells affect "living creatures," which means all creatures other than constructs and undead. Creatures in the spell's area that are not of the appropriate type do not count against the creatures affected.

Manifestation: Some spells create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away a manifestation can appear, but if the manifestation is mobile, it can move regardless of the spell's range.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at.

If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists.

If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Manifestations and Areas: Some effects, such as clouds and fogs, create a manifestation within an area. Follow all of the normal rules for determining the area when determining the effects of such a spell.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you cast a spell

on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast.

A burst, cone, cylinder, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell's line of effect.

2.2.10 Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. Concentrating on an active spell is easier than

You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends at the end of your turn. For example, a spell that lasts 1 round ends at the end of your next turn. If a spell's duration is variable, the duration is rolled secretly (the caster doesn't know how long the spell will last).

Short: The spell lasts for as long as you concentrate, plus 5 additional rounds.

Medium: The spell lasts for 5 minutes.

Long: The spell lasts for 1 hour.

Extreme: The spell lasts for 12 hours.

Other: Some spells, such as long-lasting rituals, last for a specific amount of time specified in the spell description.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to *dispel magic*.

Subjects, Effects, and Areas: If the spell affects creatures directly, the result travels with the subjects for the spell's duration. If the spell creates an manifestation, it lasts for the duration. The manifestation might move or remain still. Such an effect can sometimes be destroyed prior to when its duration ends. If the spell affects an area, then the spell stays with that area for its duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you cast another spell, the touch spell dissipates.

Some touch spells allow you to touch multiple targets as part of the spell. You can't hold the charge of such a spell; you must touch all targets of the spell in the same round that you finish casting the spell.

Discharge: Occasionally a spells lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with "(D)," you can dismiss the spell at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a shortened, modified form of the spell's verbal component. If the spell has no verbal component, you can dismiss the effect with a gesture. Dismissing a spell is a swift action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the spell is to stop concentrating on your turn.

2.2.11 Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Disbelief: A successful save lets the subject ignore the effect.

(object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

(harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class

A saving throw against your spell has a DC of 10 + half your caster level + your casting attribute. If you have more than one caster level, use the caster level appropriate to the class that you are casting the spell from, including any modifiers specific to that spell (such as from the Spell Focus feat).

Succeeding on a Saving Throw: A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack without the use of the Spellcraft skill.

Overwhelming Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is treated as rolling a -10, and a natural 20 (the d20 comes up 20) is treated as rolling a 30. Under all but the most extreme circumstances, a natural 1 is an automatic failure, and a natural 20 is an automatic success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. However, a character with a special resistance to magical effects cannot suppress that quality.

Damaging Items: Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack. If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

2.2.12 Spell Resistance

Each spell that allows spell resistance specifies a saving throw type. A creature with spell resistance may always make a saving throw when a spell is cast on it. If it succeeds, the spell has no effect on it. The type of saving throw made is indicated by the spell. If the spell also allows a saving throw of the same type, only one roll is made.

Most creatures with spell resistance must voluntarily lower their resistance (a swift action) in order to be affected by any spell, even one noted as harmless. In such a case, you do not need to make the caster level check described above. A creature who lowers its spell resistance cannot benefit from it again until the beginning of its next turn, at which point its spell resistance automatically returns. It must spend another swift action to lower it again, if it wishes to do so. Some creatures lower their spell resistance differently; see the individual description for details.

2.2.13 Effect

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included “see text,” this is where the explanation is found. There are several key parts of a spell which are also contained here.

Damage

This is the amount of damage the spell deals. Typically, the effect will specify who takes the damage. If no effect is specified, the spell damages all of its targets, or all creatures (but not objects) in the area.

Healing

This is the amount of damage the spell heals. Typically, the effect will specify who receives the healing. If no effect is specified, the spell heals all of its targets, or all creatures (but not objects) in the area.

Healthy Effect

This is the effect a spell has on a healthy subject (above half hit points remaining).

Bloodied Effect

This is the effect a spell has on a bloodied subject (at or below half hit points remaining). If the spell has a duration, and a healthy creature becomes bloodied during the duration of the spell, it immediately suffers the bloodied effect of the spell. If the spell does not have a duration, any damage the subject takes after being affected by the spell does not change which effect the spell has.

2.3 Arcane Invocations

Arcane invocations are special spell-like abilities that arcane casters can use at will. Unlike other spell-like abilities, they have verbal and somatic components and are subject to arcane spell failure. All arcane invocations take a standard action to cast unless specified otherwise in the description. Arcane invocations are considered to be 0th level for the purpose of spells and abilities which reference spell level. They are described at the end of Chapter 12.

2.4 Rituals

Rituals are ceremonies that create magical effects. You don’t memorize a ritual as you would a normal spell; rituals are too complex for all but the mightiest wizards to commit to memory. To cast a ritual, you need to read from a book or a scroll containing it. Rituals are considered to be spells for many purposes, such as for spell resistance and for effects related to spells, but they are learned and cast in very different ways.

2.4.1 Ritual Descriptions

Like a spell, each ritual has a school, a level, and a magical effect. Rituals are described in Chapter 13. The description of each ritual follows the same format as the description of spells in Chapter 12, with two differences. First, unlike spells, which have levels based on class, rituals have levels based on the source of magic: arcane, divine, or both. A ritual always matches the magic source of the person performing the ritual. For example, *scrying* is an arcane ritual when performed by a wizard, but a divine ritual when performed by a cleric or druid. Second, each ritual has one or more skills associated with it. In order to learn and perform a ritual, a character must be trained in one of the skills associated with the ritual.

2.4.2 Ritual Books

A ritual book contains one or more rituals that you can use as frequently as you like, as long as you can spare the time and the components to perform the ritual. Scribing a ritual in a ritual book costs an amount of precious inks equal to 100 x ritual level x ritual level.

2.4.3 Ritual Components

Every ritual has a material component cost. Unless otherwise specified in the ritual description, the material component cost for a ritual is equal to 20 x ritual level x ritual level. This cost can be paid with precious metals or gems.

2.4.4 Casting Rituals

To cast a ritual, you must have a ritual book containing the ritual and the material components required for the ritual. At the end of the ritual, make a skill check using a skill appropriate for the ritual. If you are trained in multiple skills associated with the ritual, you may choose which skill to use. The DC for the check is equal to 10 + twice the ritual’s level. If you succeed, the ritual is cast successfully and the material components are expended. If you fail by 9 or less, the ritual is cast successfully and the material components are expended, but channeling the magic drains you and you gain a negative level. This negative level persists for 24 hours before disappearing. If you fail by 10 or more, you botched the ritual. The material components are expended, but the ritual has no effect, and you gain a negative level that lasts for 24 hours.

You can take 10 on this skill check if you are not threatened, even if the skill is a Knowledge skill. You can also take 20 by spending twenty times the normal time to cast the ritual, and expending twice the normal amount of material components.

Appendix A

Conditions

Ability Damaged: The character has temporarily lost 1 or more attribute score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to attribute scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more attribute score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

bewildered: A bewildered creature is mentally affected in a way that detracts from his ability to act. He takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Blinded: A blinded character cannot see. She takes a -2 penalty to attack rolls, Armor Class, and any checks which involve sight. In addition, it loses its Dexterity bonus and dodge modifier to AC and moves at half speed. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) relative to the blinded character.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Bloodied: At or below half hit points. Bloodied creatures are more vulnerable to many spells and effects.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A confused character is unable to independently control its actions. Each turn, it has a random chance to take one of four actions: babble incoherently, flee from the caster as if panicked, attack the nearest creature, or act normally. A confused character who can't carry out the indicated action does nothing but babble incoherently. 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. A confused character does 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).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses her Dexterity bonus and dodge modifier to Armor Class.

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature treats everything he sees as if it has concealment (20% miss chance), and takes a -4 penalty to Spot checks. He is also unable to use darkvision.

Dead: The character's critical damage exceeds his Constitution score, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. She automatically fails Listen checks, takes a -2 penalty to any checks which involve hearing, and has a 20% chance of spell failure when casting spells with verbal components.

Demoralized: A demoralized character is filled with doubt and uncertainty. He takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC.

Dying: A dying character is unconscious and near death. She has -1 to -9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches -10 hit points, she is dead.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, and checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell slot from the highest spell level she has available.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty to attack rolls, Strength and Dexterity-based checks, and armor class. An entangled character who attempts to cast a spell must make a Concentration check (DC 10 + double the spell's level) or lose the spell.

Exhausted: An exhausted character moves at half speed and takes a -4 penalty to attack rolls, saving throws, checks, DCs, and AC. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes

a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a -2 penalty to attack rolls, saving throws, checks, DCs, and AC. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A flat-footed character is unable to react normally to attacks. It does not apply its Dexterity (if positive), dodge modifier, or shield modifier to its AC. It still suffers any penalties from having a negative Dexterity.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, checks, DCs, and AC. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

A character shaken by multiple sources becomes frightened. A character frightened by multiple sources becomes panicked.

Grappled: A grappled character is in wrestling or some other form of hand-to-hand struggle with one or more attackers. While grappled, you suffer certain penalties and restrictions, as described below.

- You must use one of your hands (or equivalent limbs) to grapple, preventing you from taking any actions which would require having two free hands. For example, you cannot attack with a two-handed weapon while grappling.
- You take a -2 penalty to all attack rolls except those made to grapple.
- You lose your Dexterity and dodge modifiers to AC to all opponents except the one you are grappling.
- Anyone making a ranged attack at you has a 50% chance to strike the other participant in the grapple instead.
- You do not threaten any opponents except for the creature you are grappling with.
- You take an additional -4 penalty to attack rolls made with one-handed weapons, since they are too large and cumbersome to be used effectively in a grapple.
- You cannot cast spells with somatic components.
- Casting a spell without somatic components requires a DC 20 + double spell level Concentration check.
- You cannot move normally.

Other than the restrictions listed above, you can act normally. You can also try to move the grapple, escape the grapple, or pin your opponent. See page ?? for more information.

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (-10 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits take only the damage for a normal hit, and do not need to make Fortitude saves to avoid being killed

by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Ignited: An ignited creature has been set on fire. It takes a -2 penalty to attack rolls, checks, DCs, and AC, and takes d6 damage per round from the fire. If the creature takes a full-round action, it can attempt a DC 15 Reflex save to put out the flames. This action provokes attacks of opportunity. Dropping prone gives a +4 circumstance bonus on this save.

Immobilized: An immobilized creature can't move out of the space it was in when it became immobilized. Immobilized flying creatures that have the ability to hover can maintain their initial altitude. All other flying creatures subjected to this condition descend at a rate of 20 feet per round until they reach the ground, taking no falling damage.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses and dodge modifiers to AC. (See page ??, under Special Abilities.)

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn, plus free actions. A nauseated creature is also sickened.

Overwhelmed: An overwhelmed creature is surrounded by enemies. Any creature suffering overwhelm penalties is considered to be overwhelmed. If a creature cannot be overwhelmed, it is immune to overwhelm penalties.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on saving throws, checks, DCs, and AC. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature – ally or otherwise. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is similarly incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks. Standing up is a move action that does not provoke attacks of opportunity.

Shaken: A shaken character takes a -2 penalty on attack rolls, saving throws, checks, DCs, and AC.

A character shaken by multiple sources becomes frightened. A character

frightened by multiple sources becomes panicked.

Sickened: A sickened character feels physically ill. He takes a -2 penalty on attack rolls, saving throws, checks, DCs, and AC.

Slowed: A slowed creature can take only a single move action or standard action each turn, but not both. Additionally, it takes a -2 penalty to attack rolls, Strength and Dexterity-based skill checks, and armor class.

Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points.

Staggered: A staggered character may take a single move action or standard action each round, but not both. She cannot take full-round actions, but she may take swift actions. A character with 0 hit points is staggered.

Stunned: A stunned creature drops everything held, can't take actions, is flat-footed, and takes a -2 penalty to saving throws and AC.

Unaware: An unaware creature has not had time to react. It is flat-footed and cannot take attacks of opportunity or immediate actions. All creatures are unaware until they take their first action in an encounter. Note that an encounter can start before initiative is rolled.

Unconscious: Knocked out and helpless. Unconsciousness can result from having critical damage, or from nonlethal damage in excess of twice the character's current hit points.