





## Amanuensis

Transmutation

**Level:** Cleric 0, Sorcerer/Wizard 0

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** Object or objects with writing

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

**Reference:** Spell Compendium page 9

*You point at the writing and then move your hand as though holding a stylus or quill. As you intone the spell, the script appears on a sheet of paper close at hand.*

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only non magical text, not illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a *sepia snake sigil*). If the target contains normal and magical writing (such as a letter with *explosive runes*), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magic traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages.

The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.



## Animate Rope

Transmutation

**Level:** Bard 1, Sorcerer/Wizard 1

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One rope like object, length up to 50 feet + 5 feet/level; see text

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 199

You can animate a nonliving rope like object, such as string, yarn, cord, line, rope, or even a cable. The maximum length assumes a rope with 1 inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

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

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

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

This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope.

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

## Arcane Mark

Universal

**Level:** Sorcerer/Wizard 0

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** 0 feet

**Effect:** One personal rune or mark, all of which must fit within 1 square foot

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 202

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable. *See invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell. If an *arcane mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month.

*Arcane mark* must be cast on an object prior to casting *Drawmij's instant summons* on the same object (see that spell description for details).

## Arcane Sensitivity

Divination

**Level:** Sorcerer/Wizard 1

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One creature touched

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Shining South page 44

With a touch, you instantly determine if a creature can cast arcane spells and the maximum spell level it can cast.

## Arcane Turmoil

Abjuration

**Level:** Hexblade 2, Sorcerer/Wizard 2

**Components:** Verbal, Somatic, Material

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None or Will partial; see text

**Spell Resistance:** Yes

**Reference:** Complete Mage page 96

*As you make the final spell gesture, the look in your rival's eyes gives evidence enough of the chaos rampaging through his mind.*

You affect the subject of the spell as if by the targeted variant of *dispel magic*.

Additionally, if the subject is a spellcaster who fails a Will save, she loses one randomly determined prepared spell or spell slot from her highest level of available spells remaining. This spell or spell slot is lost as if it had been cast or used for the day.

**Material Component:** A broken eggshell.

## Bening Transposition

Conjunction (Teleportation)

**Level:** Sorcerer/Wizard 1

**Components:** Verbal

**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet/level)

**Targets:** Two willing creatures of up to Large size

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Spell Compendium page 27

*Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.*

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

## Blink

Transmutation

**Level:** Bard 3, Sorcerer/Wizard 3

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (dismissible)

**Reference:** Player's Handbook page 206

Like a blink dog, you "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random.

**Blinking** has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're *blinking* unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not af-

fect the Material Plane.

While *blinking*, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC. You take only half damage from falling, since you fall only while you are material.

While *blinking*, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so travelled. 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.)

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet. Force effects (such as *magic missile* and *wall of force*) and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane (such as the basilisk and its *gaze* attack.). Treat other ethereal creatures and objects as material.

## Blink, Greater

Transmutation

**Level:** Bard 5, Celerity 8, Sorcerer/Wizard 5

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level (dismissible)

**Reference:** Spell Compendium page 32

*An immaterial fog descends over your eyes as you complete the spell. You perceive the closeness of a parallel, ethereal reality, and you know that you can pass freely between that world and the one upon which you stand.*

This spell functions like *blink*, except that you have control over the timing of your *blinking* back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to *blink* away from any physical or magical attack. The attack misses automatically unless it also affects ethereal targets (as a force effect does). While *blinking*, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet travelled in this manner.

## Blockade

Conjunction (Creation)

**Level:** Druid 1, Ranger 1, Sorcerer/Wizard 1

**Components:** Verbal, Somatic, Material

**Casting Time:** 1 swift action

**Range:** 0 feet

**Effect:** 5 feet cube of wood

**Duration:** 3 rounds

**Saving Throw:** No

**Spell Resistance:** None

**Reference:** Complete Scoundrel page 95

*You drop a tiny wooden block before you. It rapidly begins growing and hits the ground with a heavy thud, now a perfect 5 feet cube of dense wood.*

You call a cube of solid wood, 5 feet on a side, into being. The cube must be created upon solid ground in an empty square. If no solid surface exists that is large enough for the cube to fit on, or if no adjacent square is empty, the spell fails.

The cube weighs 2,000 pounds. It has a hardness of 5 and 600 hit points, and it completely fills one 5 feet square. Multiple cubes can be stacked. If it is pushed into water, the cube floats.

*Material Component:* A block of wood, less than 3 inches on a side.

## Blur

Illusion (Glamer)

**Level:** Bard 2, Sorcerer/Wizard 2

**Components:** Verbal

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level (Dismissible)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Reference:** Player's Handbook page 206

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

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

Opponents that cannot see the subject ignore the spell's effect.



## Caltrops

Conjunction (Creation)

**Level:** Sorcerer/Wizard 0

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** See text

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Spell Compendium page 42

*You speak the words and spread your palm open, as if you were throwing jacks. Coppery sparks spring from your palm, filling the corridor with small four-pronged spikes.*

A *caltrops* spell covers one 5 feet by 5 feet square with caltrops. Every time a creature moves into an area covered by caltrops or spends a round fighting while standing in such an area, it might step on one. The caltrops make one attack roll (+0 melee) against the creature. For this attack, the target's shield and deflection bonuses do not count, nor does its armor bonus for armor worn. A target wearing shoes or other footwear gains a +2 armor bonus to Armor Class (which does count). If the caltrops succeed on the attack, the creature has stepped on one.

A successful attack by a caltrop deals 1 point of damage. If the target is Small, Medium, or Large, its land speed is reduced by one-half because of the injury. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents or opponents outside the size range given above. A giant centipede, for example, can scramble among the caltrops with no chance of hurting itself, and a fire giant wearing thick, massive boots might be immune to their attacks.

For every two caster levels beyond 1st, you can affect an additional 5 feet by 5 feet square, and the caltrops' attack bonus increases by 1. Thus, you affect two squares at 3rd level (+1 melee), three at 5th level (+2 melee), four at 7th level (+3 melee), and a maximum of five at 9th level or higher (+4 melee maximum).

Multiple *caltrops* spells (or mundane caltrops) occupying the same space have no additional effect.

## Chain Missile

Evocation [Force]

**Level:** Sorcerer/Wizard 3

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Long (400 feet + 40 feet/level)

**Target:** One creature, plus one more creature/2 levels (each of which must be within 30 feet of the primary target)

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Reference:** Spell Compendium page 44

*Bolts of pale blue energy spring forth from your finger and slam into the desired target. An instant later, the bolts bounce away toward other creatures, slamming into each one.*

Missiles of magical energy dart from your fingertip to unerringly strike a creature. The missiles strike one creature initially, then spring to other targets. Each missile deals 1d4+1 points of force damage. One missile strikes the primary target per two caster levels, to a maximum of ten missiles (dealing 10d4+10 points of damage). After the missiles



strike, they ricochet to a number of targets up to the number of missiles created by the spell. Each secondary target takes  $1d4+1$  points of damage, as if struck by a single *magic missile*. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no secondary target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example). Missiles without a secondary target do not ricochet off the primary target.

Spells, magic items, and abilities that protect against *magic missile* (such as the *shield* spell or a *brooch of shielding*) also protect against this spell. If the primary target has that sort of protection, the spell has no effect against it but still springs to all secondary targets. (A *brooch of shielding* loses a number of charges equal to the number of missiles hitting the creature—up to ten missiles.) If spell resistance causes the spell to fail to harm the primary target, the spell fails and missiles do not ricochet to additional targets.

The missiles strike unerringly, even if the targets are in melee or have anything less than total cover or concealment. You cannot single out specific parts of a creature to strike.

This spell cannot target or damage inanimate objects.

### Charm Monster

Enchantment (Charm) [Mind-Affecting]

**Level:** Bard 3, Sorcerer/Wizard 4

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One living creature

**Duration:** One day/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Reference:** Player's Handbook page 209

This spell functions like *charm person*, except that the effect is not restricted by creature type or size.

### Charm Person

Enchantment (Charm) [Mind-Affecting]

**Level:** Bard 1, Sorcerer/Wizard 1

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One humanoid creature

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Reference:** Player's Handbook page 209

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

The spell does not enable you to control the *charmed person* as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed). An affected creature never obeys suicidal or obviously harmful orders, but a *charmed* fighter, for example, might believe you if you assured him that the only chance to save your life is for him to hold back an onrushing red dragon for "just a few seconds". Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

### Comprehend Languages

Divination

**Level:** Bard 1, Cleric 1, Sorcerer/Wizard 1

**Components:** Verbal, Somatic, Material/Divine Focus

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Reference:** Player's Handbook page 212

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. 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, but *comprehend languages* is often useful when deciphering treasure maps. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

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

**Arcane Material Component:** A pinch of soot and a few grains of salt.

### Control Temperature

Transmutation [Cold, Fire]

**Level:** Druid 3, Sorcerer/Wizard 3

**Components:** Verbal, Somatic, Material/Divine Focus

**Casting Time:** 1 round

**Range:** 20 feet/level

**Area:** 20 cubic feet/level emanation

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Frostburn page 92

You imbue an area with cold or fire energy, reducing or raising the temperature by one temperature band per five caster levels. Effects of the new temperature on creatures and the environment are incurred immediately.

**Arcane Material Component:** A drop of mercury.

### Create Magic Tattoo

Conjuration (Creation)

**Level:** Sorcerer/Wizard 2

**Components:** Verbal, Somatic, Material, Focus  
**Casting Time:** 10 minutes  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 24 hours  
**Saving Throw:** None  
**Spell Resistance:** Yes (harmless)  
**Reference:** Spell Compendium page 55

You finish the last detail and lean back to look at your work. The tattoo looks good. It should prove useful.

This spell creates a single magic tattoo. You determine the exact type of tattoo, though the selection is limited by your caster level, as indicated below. You must possess a modicum of artistic talent to sketch the desired tattoo—at least 1 rank of Craft (drawing), Craft (painting), Craft (calligraphy), or a similar Craft skill. Inscribing a magic tattoo requires a successful Craft check. The DC varies with the kind of tattoo, as noted below.

If you are a 3rd to 6th level caster, you can inscribe a tattoo that generates any one of the following effects (Craft DC 10).

- +2 resistance bonus on one type of saving throw (Fortitude, Reflex, or Will).
- +1 luck bonus on attack rolls.
- +1 deflection bonus to AC.

At 7th to 12th caster level, you can add the following tattoos to the list that you can inscribe (Craft DC 15).

- +2 resistance bonus on saving throws.
- +2 competence bonus on attack rolls.

When your caster level reaches 13th, you can add the following to the list of tattoos you can inscribe (Craft DC 20).

- Spell resistance equal to  $10 + 1$  per three caster levels.
- +2 enhancement bonus to any one ability score.
- +1 spellcaster level. This effect increases the subject's effective level, but not the total number of spells. For example, an 11th level caster who receives this tattoo functions as a 12th level caster for the purpose of determining level-based spell variables (such as range, area, effect, and so on), but he does not receive any extra spells.

A single creature can have only three magic tattoos at a time. Any attempt to apply more than that automatically fails.

A successful *erase* spell removes a single magic tattoo. A successful *dispel magic* spell can remove multiple magic tattoos if targeted on the creature bearing them.

**Material Components:** Tattoo inks in appropriate colors costing at least 100 gp.

**Focus:** Tattoo needles.

## Dancing Lights

Evocation [Light]  
**Level:** Bard 0, Sorcerer/Wizard 0  
**Components:** Verbal, Somatic  
**Casting Time:** 1 standard action  
**Range:** Medium (100 feet + 10 feet/level)  
**Effect:** Up to four lights, all within a 10 feet radius area  
**Duration:** 1 minute (dismissible)  
**Saving Throw:** None  
**Spell Resistance:** No  
**Reference:** Player's Handbook page 216

Depending on the version selected, you create up

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

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

## Darsson's Cooling Breeze

Evocation [Air] Breeze

**Level:** Druid 1, sorcerer/Wizard 1  
**Components:** Verbal, Somatic  
**Casting Time:** 1 standard action  
**Range:** 60 feet  
**Effect:** Line-shaped breeze emanating out from a point you designate within 10 feet of you to the extreme of the range  
**Duration:** 1 hour/level (dismissible)  
**Saving Throw:** None  
**Spell Resistance:** Yes  
**Reference:** Shining South page 45

You create a light breeze (approximately 9 miles per hour) that originates from a point you designate, affecting all creatures, gasses, clouds, and fogs in its path. Any airborne vapors, fumes, clouds, smoke, and gasses drift away from the point at a speed of 80 feet per round and dissipate in one-fourth the normal time.

In addition to the effects noted, the *cooling breeze* can do anything that a normal breeze would be expected to do. It can move wind chimes, scatter pieces of paper or parchment, cause candle or hearth flames to flicker, and so forth.

*Darsson's cooling breeze* can be made permanent with a *permanency* spell.

## Detect Magic

Divination

**Level:** Bard 0, Cleric 0, Druid 0, Sorcerer/Wizard 0  
**Components:** Verbal, Somatic  
**Casting Time:** 1 standard action  
**Range:** 60 feet  
**Area:** Cone-shaped emanation  
**Duration:** Concentration, up to 1 minute/level (dismissible)  
**Saving Throw:** None  
**Spell Resistance:** No  
**Reference:** Player's Handbook page 219

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

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

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

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

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

*Aura Strength:* An aura's power depends on a spell's functioning spell level or an item's caster level.

## DETECT MAGIC

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

el. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

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

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

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

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

## Dispel Fog

Abjuration

**Level:** Cleric 2, Druid 2, Ranger 2, Sorcerer/Wizard 2  
**Components:** Verbal, Somatic  
**Casting Time:** 1 standard action  
**Range:** Medium (100 feet + 10 feet/level)  
**Area:** Up to four 10 feet cubes/level  
**Duration:** 1 minute/level; see text  
**Saving Throw:** Fortitude half; see text  
**Spell Resistance:** Yes  
**Reference:** Shining South page 46

You make normal or magical fog within the affected area instantly and completely vanish. This spell is effective against fog and mist from any source, including spells such as *obscuring mist* or *cloudkill*, but not against bodies of water, precipitation, or smoke. The dispelled area stays clear for 1 minute per level regardless of other conditions—after that, it can fill in again if there is sufficient fog in the surrounding vicinity. Natural fog is automatically cleared in the affected area; natural fog reform within 1 minute after the expiration of the spell. Magical fog (such as that from a *fog cloud* spell) requires you to make a dispel check ( $1d20 + \text{your caster level}$ , maximum +10) against the spell to clear the area. The DC for this dispel check is  $11 + \text{the spell's caster level}$ . Success means the spell is dispelled in the area you designate, but magic fogs covering large areas might not be completely cleared away by dispel fog.

Creatures in fog or mist form who are in the area must succeed on a Fortitude save or take 2d10 points of damage. Even those who make their saves must immediately assume another shape.

## Dispel Magic

Abjuration

**Level:** Bard 3, Cleric 3, Druid 4, Magic 3, Paladin 3, Sorcerer/Wizard 3  
**Components:** Verbal, Somatic  
**Casting Time:** 1 standard action  
**Range:** Medium (100 feet + 10 feet/level)  
**Target or Area:** One spellcaster, creature, or object; or 20 feet radius burst

**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No  
**Reference:** Player's Handbook page 223

Because magic is so powerful, so too is the ability to dispel magic. 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. Thus, you can't use *dispel magic* to repair damage caused by a *fireball* or to turn a petrified character back to flesh. In these cases, the magic has departed, leaving only burned flesh or perfectly normal stone in its wake.

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 dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level.

For example, Mialee, at 5th level, targets *dispel magic* on a drow who is under the effects of *haste*, *mage armor*, and *bull's strength*. All three spells were cast on the drow by a 7th level wizard. Mialee makes a dispel check (1d20 + 5 against DC 18) three times, once each for the *haste*, *mage armor*, and *bull's strength* effects. If she succeeds on a particular check, that spell is dispelled (the drow's spell resistance doesn't help him); if she fails, that spell remains in effect.

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

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

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

**Area Dispel:** When *dispel magic* is used in this way, the spell affects everything within 20 feet radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the *dispel magic* spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *dispel magic* spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of

the *dispel magic* spell, you can make a dispel check to end the effect, but only within the overlapping area.

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

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

**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 Ward

Abjuration  
**Level:** Cleric 1, Sorcerer/Wizard 1  
**Components:** Verbal, Somatic  
**Casting Time:** 1 standard action  
**Range:** Medium (100 feet + 10 feet/level)  
**Target:** One warded object or area  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No  
**Reference:** Spell Compendium page 67

*Your head throbs with energy as you recite the final few phrases of the spell. A moment later, the energy releases and the area you designated as the spell's target glows silver for several seconds. You hear a sound like a mechanical object winding down.*

This spell functions like *dispel magic*, except that it can be used only in the targeted or area version, and it affects only abjuration magic placed upon objects or areas (such as *arcane lock*, *explosive runes*, *fire trap*, *glyph of warding*, and *guards and wards*.) The maximum bonus on the level check is +10.



## Dispelling Touch

Abjuration  
**Level:** Duskblade 3, Sorcerer/Wizard 2  
**Components:** Verbal, Somatic  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One touched creature, object, or spell effect  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No  
**Reference:** Player's Handbook II page 110

*Your touch causes one spell to rip free of its source and dissipate into nothingness.*

You can use *dispelling touch* to end an ongoing spell that has been cast on a creature or object, or a spell that has a noticeable ongoing effect. You make a dispel check (1d20 + your caster level, maximum +10) against the spell effect with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell or until you fail all your checks. Magic items carried by a creature are not affected.

## Displacement

Illusion (Glamer)  
**Level:** Bard 3, Sorcerer/Wizard 3  
**Components:** Verbal, Material  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level (dismissible)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
**Reference:** Player's Handbook page 223

Emulating the natural ability of the displacer beast, 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. *True seeing* reveals its true location.

**Material Component:** A small strip of leather made from displacer beast hide, twisted into a loop.

## Endure Elements

Abjuration  
**Level:** Cleric 1, Druid 1, Paladin 1, Ranger 1, Sorcerer/Wizard 1, Sun 1  
**Components:** Verbal, Somatic  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 24 hours  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
**Reference:** Player's Handbook page 226

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 (as described in the *Dungeon Master's Guide*). The creature's equipment is likewise protected.

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

## Energy Spheres

Evocation [Acid, Cold, Electricity, Fire, Sonic]  
**Level:** Sorcerer/Wizard 4  
**Components:** Verbal, Somatic, Material  
**Casting Time:** 1 standard action  
**Range:** Close (25 feet + 5 feet/2 levels)  
**Effect:** Five floating spheres  
**Duration:** 1 round/level or until discharged  
**Saving Throw:** Reflex half; see text  
**Spell Resistance:** Yes; see text  
**Reference:** Spell Compendium page 80

*You toss each of the marbles into the air, making the incantation as you do so. Each marble turns a different color—pale green, white, blue, red, and violet—and settles into orbit around your head.*

You create a circle of five colored spheres that orbit your head at a distance of 1 foot. These spheres provide as much light as a torch and can be used offensively or defensively. Each sphere corresponds to

one of the five types of energy (acid, cold, electricity, fire, sonic).

If used to attack, on your turn as a standard action you can direct one or more spheres to strike a creature or creatures in range, no two of which are more than 30 feet apart. Each sphere deals 5 points of energy damage per five caster levels (maximum 20 points of damage) to a single creature, so an 11th level caster's sphere deals 10 points of energy damage. The subject can make a Reflex save for half damage against each sphere.

If you are attacked with an effect that causes energy damage, and the sphere of that type of energy is still present, you can have that sphere absorb some of that energy damage. Each sphere grants you energy resistance 5 per five caster levels. If a sphere is used to absorb damage, that sphere is destroyed.

When used to attack a creature with spell resistance, make one spell resistance roll for all spheres that attack the target in a round. Success or failure applies to all spheres striking the creature that round.

**Material Component:** Five glass marbles.

## Erase

Transmutation

**Level:** Bard 1, Sorcerer/Wizard 1

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One scroll or two pages

**Duration:** Instantaneous

**Saving Throw:** See text

**Spell Resistance:** No

**Reference:** Player's Handbook page 227

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

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. (A natural 1 or 2 is always a failure on this check.) If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

## Expeditious Retreat

Transmutation

**Level:** Bard 1, Sorcerer/Wizard 1

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (dismissible)

**Reference:** Player's Handbook page 228

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

This spell need not be used as part of a retreat; the name of the spell merely hints at the typical wizard's attitude towards combat.

## Flare

Evocation [Light]

**Level:** Bard 0, Druid 0, Sorcerer/Wizard 0

**Components:** Verbal

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Effect:** Burst of light

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Reference:** Player's Handbook page 232

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

## Fog Cloud

Conjuration (Creation)

**Level:** Druid 2, Sorcerer/Wizard 2, Water 2

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet level)

**Effect:** Fog spreads in 20 foot radius, 20 feet high

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 232

to sparkle until it fades.

Any creature covered by the dust takes a -4 penalty on Hide checks.

**Material Component:** Ground mica.

## Gust of Wind

Evocation [Air]

**Level:** Druid 2, Sorcerer/Wizard 2

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** 60 feet

**Effect:** Line-shaped gust of severe wind emanating out from you to the extreme of the range

**Duration:** 1 round

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

This spell creates a severe blast of air (approximately 50 miles per hour) that originates from you, affecting all creatures in its path.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet.

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet.

Large or larger creatures may move normally within a *gust of wind* effect.

A *gust of wind* can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a *gust of wind*.

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

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

*Gust of wind* can be made permanent with a *permanency* spell.

## Glitterdust

Conjuration (Creation)

**Level:** Bard 2, Sorcerer/Wizard 2

**Components:** Verbal, Somatic, Material

**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** Creatures and objects within 10 feet radius spread

**Duration:** 1 round/level

**Saving Throw:** Will negates (blinding only)

**Spell Resistance:** No

**Reference:** Player's Handbook page 236

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues



## Hold Monster

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Bard 4, Law 6, Sorcerer/Wizard 5

**Components:** Verbal, Somatic, Material/Divine Focus

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One living creature

**Duration:** 1 round/level (dismissible); see text

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

**Reference:** Player's Handbook page 241

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

**Material Component:** One hard metal bar or rod, which can be as small as a three-penny nail.

## Hold Person

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Bard 2, Cleric 2, Sorcerer/Wizard 3

**Components:** Verbal, Somatic, Focus/Divine Focus

**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One humanoid creature

**Duration:** 1 round/level (dismissible); see text

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

**Reference:** Player's Handbook page 241

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

**Arcane Focus:** A small, straight piece of iron.

### Hold Portal

Abjuration

**Level:** Sorcerer/Wizard 1

**Component:** Verbal

**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One portal, up to 20 square feet/level

**Duration:** 1 minute/level (dismissible)

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 241

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell. For a portal affected by this spell, add 5 to the normal DC for forcing open the portal.

### Launch Bolt

Transmutation

**Level:** Sorcerer/Wizard 0

**Components:** Verbal, Somatic, Material

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One crossbow bolt in your possession

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Spell Compendium page 130

*The crossbow bolt in your hand glows a bright red, then flies off at your foe.*

You cast this spell on a crossbow bolt, causing it to fly at a target of your choice as if you had fired it from a light crossbow, using a ranged attack roll. The bolt has a range increment of 80 feet. Any properties of the crossbow bolt (such as magical abilities, masterwork quality, and so on) or feats you possess (such as Point Blank Shot, Weapon Focus [light crossbow], and so on) apply. Drawing a bolt for this spell is a free action.

**Material Component:** The crossbow bolt to be fired (1 sp).

### Launch Item

Transmutation

**Level:** Sorcerer/Wizard 0

**Components:** Somatic

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One Fine item in your possession, weighing up to 10 lb.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Spell Compendium page 130

*You hold the item and windmill your arm in an underhanded toss. When it leaves your hand, it is bathed in an orange glow and flies farther than you could throw any item.*

You cause a Fine item in your possession to fly at great speed to a target or location you specify, out to

medium range (100 feet + 10 feet/level).

This spell is normally used to launch dangerous items (flasks of acid, thunderstones, and so on) farther than you could normally throw them. You can use this spell to make an attack with a splash weapon. If you choose to do so, you must make an attack or roll as normal, but you suffer no penalties for range.

### Leomund's Secure Shelter

Conjuration (Creation)

**Level:** Bard 4, Sorcerer/Wizard 4

**Components:** Verbal, Somatic, Material, Focus; see text

**Casting Time:** 10 minutes

**Range:** Close (25 feet + 5 feet/2 levels)

**Effect:** 20 feet square structure

**Duration:** 2 hours/level (dismissible)

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 247

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 *arcane-locked* and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Finally, an *unseen servant* is conjured to provide service to you for the duration of the shelter.

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

**Material Component:** A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *unseen servant* spell (string and a bit of wood) if this benefit is to be included.

**Focus:** The focus of the *alarm* spell (silver wire and a tiny bell) if this benefit is to be included.

### Leomund's Tiny Hut

Evocation [Force]

**Level:** Bard 3, Sorcerer/Wizard 3

**Components:** Verbal, Somatic, Material

**Casting Time:** 1 standard action

**Range:** 20 feet

**Effect:** 20 feet radius sphere centered on your location

**Duration:** 2 hours/level (dismissible)

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 247

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

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers

or raises the interior temperature on a 1 for 1 basis (thus, if it's -20° outside, inside the hut it's 50°). The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ miles per hour wind speed) or greater force destroys it.

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

**Material Component:** A small crystal bead that shatters when the spell

### Light

Evocation [Light]

**Level:** Bard 0, Cleric 0, Druid 0, Sorcerer/Wizard 0

**Components:** Verbal, Material/Divine Focus

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** 10 minutes/level (dismissible)

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 248

This spell causes an object to glow like a torch, shedding bright light in a 20 feet 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.

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.

**Arcane Material Component:** A firefly or a piece of phosphorescent moss.

### Lively Step

Transmutation

**Level:** Bard 2, Sorcerer/Wizard 2

**Components:** Verbal, Somatic, Focus

**Casting Time:** 1 standard action

**Range:** 30 feet

**Area:** 30 feet radius emanation centered on you

**Duration:** Up to 12 hours

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Reference:** Spell Compendium page 133

*Beating a small drum and singing a marching tune, you exhort your allies to struggle on.*

Once you cast this spell, the speed of you and all allies within 30 feet of you increases by 10 feet.

You and other affected creatures can only benefit from this spell by refraining from taking any actions other than move actions. When one of the affected creatures takes any other kind of action, this spell ends.

**Focus:** A small drum.

### Mage Hand

Transmutation

**Level:** Bard 0, Sorcerer/Wizard 0

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One non magical, unattended object weighing up to 5 lb.

**Duration:** Concentration

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 249

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

## Mage Hand, Greater

Transmutation

**Level:** Sorcerer/Wizard 1

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One object or creature weighing up to 40 lb.

**Duration:** Concentration

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Reference:** Spell Compendium page 136

*You cast the spell, and your hand is suffused with a ghostly white radiance. You point your finger at the target across the room, and it slowly rises in the air.*

A greater mage hand spell can lift an object and move it at will from a distance. As a move action, you can propel the target up to 20 feet in any direction, although the spell ends if the distance between you and the subject ever exceeds the spell's range.

A creature can negate the effect against an object it possesses with a successful Will save or if you fail to overcome its spell resistance.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. The spell has an effective Strength of 10.

## Magic Missile

Evocation [Force]

**Level:** Sorcerer/Wizard 1

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet/level)

**Targets:** Up to five creatures, no two of which can be more than 15 feet apart

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Reference:** Player's Handbook page 251

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

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

## Magic Weapon

Transmutation

**Level:** Cleric 1, Paladin 1, Sorcerer/Wizard 1, War 1

**Components:** Verbal, Somatic, Divine Focus

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

**Reference:** Player's Handbook page 251

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

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *Player's Handbook* page 250 for *magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.



## Major Creation

Conjuration (Creation)

**Components:** Verbal, Somatic, Material

**Level:** Sorcerer/Wizard 5

**Casting Time:** 10 minutes

**Range:** Close (25 feet + 5 feet/2 levels)

**Effect:** Unattended, non magical object of nonliving plant matter, up to 1 cubic foot/level

**Duration:** See text

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 252

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	2 hours/level
Stone, crystal, base metals	1 hour/level
Precious metals	20 minutes/level
Gems	10 minutes/level
Rare metal <sup>1</sup>	1 round/level

<sup>1</sup> Includes adamantine, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

## Malevolent Miasma

Conjuration (Creation)

**Level:** Sorcerer/wizard 2

**Components:** Verbal, Somatic, Focus

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Area:** 15 feet radius burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** No

**Reference:** Spell Compendium page 137

*You click the stones together in your hand and a gray fog, tinged with darker, malevolent streaks, springs up in the midst of your enemies.*

The spell produces a toxic fog that deals 1d4 points of nonlethal damage per level (maximum 5d4). Creatures in the area that hold their breath are still subject to the effect. Creatures that are immune to poison are not affected by this spell.

**Focus:** Three polished gray stones.

## Mending

Transmutation

**Level:** Bard 0, Cleric 0, Druid 0, Sorcerer/Wizard 0

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** 10 feet

**Target:** One object of up to 1 lb.

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

**Reference:** Player's Handbook page 253

*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 a magic item, but the item's magical abilities are not restored. (For restoring a broken magic item's abilities, see the item creation feats in *Player's Handbook*, Chapter 5: Feats.) The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (including constructs).

## Message

Transmutation [Language-Dependent]

**Level:** Bard 0, Sorcerer/Wizard 0

**Components:** Verbal, Somatic, Focus

**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet/level)

**Targets:** One creature/level

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 253

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.

**Focus:** A short piece of copper wire.

## Minor Creation

Conjuration (Creation)

**Level:** Sorcerer/Wizard 4

**Components:** Verbal, Somatic, Material

**Casting Time:** 1 minute

**Range:** 0 feet

**Effect:** Unattended, non magical object of nonliving plant matter, up to 1 cubic feet/level

**Duration:** 1 hour/level (dismissible)

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 253

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

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

*Material Component:* A tiny piece of matter of the same sort of item you plan to create with minor creation.

### Mirror Image

Illusion (Figment)

**Level:** Bard 2, Sorcerer/Wizard 2

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Personal; see text

**Target:** You

**Duration:** 1 minute/level (dismissible)

**Reference:** Player's Handbook page 254

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

*Mirror image* creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and through a *mirror image*. 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.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a *fireball*).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If 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.)

### Mirror Image, Greater

Illusion (Figment)

**Level:** Bard 4, Beguiler 4, Sorcerer/Wizard 4

**Components:** Verbal, Somatic

**Casting Time:** 1 immediate action

**Range:** Personal; see text for *mirror image*

**Target:** You

**Duration:** 1 minute/level (dismissible)

**Reference:** Player's Handbook II page 120

*Several illusory duplicates of you pop into being.*

This spell functions like *mirror image*, except that an additional image is created in each round after the first, up to a maximum of eight concurrent images. If all images are destroyed, the spell ends.

This spell also differs from *mirror image* in that you can cast this spell even when it's not your turn.

### Nystul's Magic Aura

Illusion (Glamor)

**Level:** Bard 1, Magic 1, Sorcerer/Wizard 1

**Components:** Verbal, Somatic, Focus

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched object weighing up to 5 lb./level

**Duration:** One day/level (dismissible)

**Saving Throw:** None; see text

**Spell Resistance:** No

**Reference:** Player's Handbook page 257

You alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were non magical, or a magic item of a kind you specify, or the subject of a spell you specify. You could make an ordinary sword register as a +2 *vorpal sword* as far as magical detection is concerned or make a +2 *vorpal sword* register as if it were a +1 sword or even a nonmagical sword.

If the object bearing *Nystul's magic aura* has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds 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), *Nystul's magic aura* doesn't work.

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

ical aura.

**Focus:** A small square of silk that must be passed over the object that receives the aura.

### Obscuring Mist

Conjuration (Creation)

**Level:** Air 1, Cleric 1, Druid 1, Sorcerer/Wizard 1, Water 1

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** 20 feet

**Effect:** Cloud spreads in 20 feet radius from you, 20 feet high

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 258

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

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

This spell does not function underwater.

### Open/Close

Transmutation

**Level:** Bard 0, Sorcerer/Wizard 0

**Components:** Verbal, Somatic, Focus

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** Object weighing up to 30 lb. or portal that can be opened or closed

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

**Reference:** Player's Handbook page 258

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

*Focus:* A brass key.



## Prestidigitation

Universal

**Level:** Bard 0, Sorcerer/Wizard 0

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** 10 feet

**Target, Effect, or Area:** See text

**Duration:** 1 hour

**Saving Throw:** See text

**Spell Resistance:** No

**Reference:** Player's Handbook page 264

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

Characters typically use *prestidigitation* spells to impress common folk, amuse children, and brighten dreary lives. Common tricks with *prestidigitations* include producing tinklings of ethereal music, brightening faded flowers, creating glowing balls that float over your hand, generating puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and making little whirlwinds to sweep dust under rugs.

## Prismatic Mist

Evocation

**Level:** Sorcerer/Wizard 3

**Components:** Verbal

**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet/level)

**Area:** 30 feet radius spread

**Duration:** 1 minute/level

**Saving Throw:** See text

**Spell Resistance:** No

**Reference:** Player's Handbook II page 121

*You call forth a thin, multihued mist that fills the area. Small incandescent lights, no brighter than candles, drift lazily throughout the mist.*

The mist is too thin to obscure vision or provide concealment, but walking through it is hazardous. Each round, a creature that begins its turn in the area of the spell, or that enters the mist during its turn, is subject to one or more of the following effects based on the (randomly determined) color of the mist in the area around the creature.

Consult the table below to determine the color of the mist and its effect.

### d8 Color Effect

1	Red	1d4 points fire damage
2	Orange	1d6 points acid damage
3	Yellow	1d8 points electricity damage
4	Green	Poison; 1d4 points Str damage (Fort negates)
5	Blue	Slowed for 1 round (Will negates)
6	Indigo	Lesser confusion for 1 round (Will negates, mind-affecting)
7	Violet	Dazed for 1 round (Will negates)
8	Multihued	At the junction of two colors; roll twice more, ignoring any "8" results

## Rainbow Beam

Evocation [Light]

**Level:** Sorcerer/Wizard 2

**Components:** Verbal, Somatic, Focus

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 5 feet/2 levels)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Reference:** Spell Compendium page 165

*You fire a ray of swirling, multihued light drawn from radiant energies. The light's hues wind together but remain independent.*

You must succeed on a ranged touch attack with

the ray to strike a target. If you hit, the subject is dazzled for 1 minute. The spell also deals 1d12 points of damage per three caster levels (maximum 5d12). A *rainbow beam* deals a random type of damage as determined by the following table. If two types of energy are indicated, *rainbow beam* deals half its damage from each type of energy indicated. Creatures apply energy resistance separately to each type of damage.

### d8 Color Damage Type

1	Red	Fire
2	Orange	Acid
3	Yellow	Electricity
4	Green	Poison
5	Blue	Cold
6	Indigo	Sonic
7	Violet	Force
8	Multihued	Roll twice (ignore further results of 8)

**Focus:** A small clear gem or crystal prism worth at least 10 gp.

## Rainbow Blast

Evocation [Light]

**Level:** Sorcerer/Wizard 3

**Components:** Verbal, Somatic, Material

**Casting Time:** 1 standard action

**Range:** 120 feet

**Area:** 120 feet line

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

**Reference:** Spell Compendium page 165

*From your splayed fingers shoots a beam of mixed energy and multihued lights. The beam burns and freezes, sizzles and screams.*

This spell is a wide-spectrum blast of radiant energy composed of all five energy types. *Rainbow blast*



deals 1d6 points of damage from each of the five energy types (acid, cold, electricity, fire, and sonic), for a total of 5d6 points of damage. Creatures apply resistance to energy separately for each type of damage.

As you gain in levels, the damage die increases in size. At 7th level the spell deals 5d8 points of damage, at 9th level it deals 5d10 points of damage, and at 11th level it deals 5d12 points of damage—one die for each of the five energy types.

**Focus:** A small clear gem or crystal prism worth at least 50 gp.

## Read Magic

Divination

**Level:** Bard 0, Cleric 0, Druid 0, Paladin 1, Ranger 1, Sorcerer/Wizard 0

**Components:** Verbal, Somatic, Focus

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Reference:** Player's Handbook page 269

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

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

**Focus:** A clear crystal or mineral prism.

## Resistance

Abjuration

**Level:** Bard 0, Cleric 0, Druid 0, Paladin 1, Sorcerer/Wizard 0

**Components:** Verbal, Somatic, Material/Divine Focus

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Reference:** Player's Handbook page 272

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

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

**Arcane Material Component:** A miniature cloak.

## Rope Trick

Transmutation

**Level:** Sorcerer/Wizard 2

**Components:** Verbal, Somatic, Material

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched piece of rope from 5 feet to 30 feet long

**Duration:** 1 hour/level (dismissible)

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 273

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the

ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces (“planes”). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope “disappear.” In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

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

**Note:** It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.

**Material Component:** Powdered corn extract and a twisted loop of parchment.

## Sending

Evocation

**Level:** Cleric 4, Sorcerer/Wizard 5

**Components:** Verbal, Somatic, Material/Divine Focus

**Casting Time:** 10 minutes

**Range:** See text

**Target:** One creature

**Duration:** 1 round; see text

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 275

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, at the option of the DM).

**Material Component:** A short piece of fine copper wire.

## Shadow Walk

Transmutation

**Level:** Bard 5, Sorcerer/Wizard 6

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Up to one creature/level

**Duration:** 1 hour/level (Dismissible)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Reference:** Player's Handbook page 277

To use the *shadow walk* spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of dream stuff to the edge of the Material Plane where it borders the Feywild. You can take more than one creature along with you (subject to your level limit).

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

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

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

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Feywild. They may opt to follow you, wander off through the plane, or stumble back into the Materi-



al Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Feywild receive a Will saving throw, negating the effect if successful.

### Solid Fog

Conjuration (Creation)

**Level:** Sorcerer/Wizard 4

**Components:** Verbal, Somatic, Material

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 275

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid 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 can't take a 5 foot step while in *solid fog*.

However, unlike normal fog, only a severe wind (31+ miles per hour) disperses these vapors, and it does so in 1 round.

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

**Material Component:** A pinch of dried, powdered peas combined with powdered animal hoof.

### Speak to Allies

Transmutation [Language-Dependent]

**Level:** Bard 2, Sorcerer/Wizard 2

**Components:** Verbal, Somatic, Focus

**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet/level)

**Targets:** Any number of allied creatures, no two of which are more than 30 feet apart

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Spell Compendium page 197

*As you rub the small piece of copper wire, it begins to buzz with the latent magical energy of the spell. When you finally release the spell's energy, you hear the words you wish to share with your allies in your mind—and moments later you hear their unspoken replies.*

This spell functions like *message* (Player's Handbook 253), except as noted above and that you and the recipients don't have to mouth the words or whisper, which means that those skilled in reading lips have no opportunity to learn the messages.

### Spell Vulnerability

Transmutation

**Level:** Cleric 4, Sorcerer/Wizard 3

**Components:** Verbal, Somatic

**Casting Time:** 1 round

**Range:** Close (25 feet + 5 feet/2 levels)

**Target:** One creature

**Duration:** 1 minute/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** No

**Reference:** Spell Compendium page 200

*A violet spray springs from your fingertips and wraps around your opponent. It fades into a dull purple glow, which attracts spell energies as opposed to shrugging them off.*

This spell reduces the subject's spell resistance by 1 per caster level (maximum reduction 15). This reduction can't lower a subject's spell resistance be-

low 0.

### Stone Shape

Transmutation [Earth]

**Level:** Cleric 3, Druid 3, Earth 3, Sorcerer/Wizard 4

**Components:** Verbal, Somatic, Material/Divine Focus

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Stone or stone object touched, up to 10 cubic feet + 1 cubic foot/level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Player's Handbook page 275

You can form an existing piece of stone into any shape that suits your purpose. For example, you can make a stone weapon, a special trapdoor, or a crude idol. *Stone shape* also permits you to reshape a stone door to make an exit where one didn't exist or to seal a door shut. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

**Arcane Material Component:** Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

### Stoneskin

Abjuration

**Level:** Druid 5, Earth 6, Sorcerer/Wizard 4, Strength 6

**Components:** Verbal, Somatic, Material

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Reference:** Player's Handbook page 275

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

**Material Component:** Granite and 250 gp worth of diamond dust sprinkled on the target's skin.

### Surefooted Stride

Transmutation

**Level:** Bard 2, Druid 1, Ranger 1, Sorcerer/Wizard 2

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

**Reference:** Spell Compendium page 216

*You become as surefooted as any mountain goat, and the power of your magic makes walking in TELEPORT*

*treacherous terrain child's play.*

You can move through difficult terrain (Player's Handbook 163) at full speed for the duration of this spell, and you can even run, charge, and tumble through such terrain as though it were clear terrain. You also gain a +2 competence bonus on Climb checks.

### Swim

Transmutation [Water]

**Level:** Druid 2, Sorcerer/Wizard 2

**Components:** Verbal, Somatic, Material

**Casting Time:** 1 round

**Range:** Medium (100 feet + 10 feet/level)

**Target:** One creature

**Duration:** 10 minutes/level (dismissible)

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

**Reference:** Spell Compendium page 216

*Making the sound of crashing waves with your throat completes the spell. With a wave of your hand, your subject seems more streamlined, with a hint of webbed appendages.*

This spell gives the recipient a swim speed of 30 feet (although not the ability to breathe water or hold one's breath beyond normal limits). As long as the creature isn't carrying more than a light load, it can swim without making Swim checks. It also gains a +8 bonus on any Swim checks to perform special actions or avoid hazards, though it still takes the normal penalty for weight carried (-1 per 5 pounds). The recipient can choose to take 10 on Swim checks, even if rushed or threatened, and can use the run action while swimming if it swims in a straight line.

If the creature is carrying more than a light load, it must make Swim checks to move (taking the normal penalty for weight carried), but all other benefits of the spell still apply.

**Material Component:** A goldfish scale.

### Teleport

Conjuration (Teleportation)

**Level:** Sorcerer/Wizard 5, Travel 5

**Components:** Verbal

**Casting Time:** 1 standard action

**Range:** Personal and touch

**Target:** You and touched objects or other touched willing creatures

**Duration:** Instantaneous

**Saving Throw:** None and Will negates (object)

**Spell Resistance:** No and Yes (object)

**Reference:** Player's Handbook page 292

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination (1d20+80)	—	—	81–92	93–100

target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. You can't simply teleport to the warlord's tent if you don't know where that tent is, what it looks like, or what's in it. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

**Familiarity:** "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently 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. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic.

"False destination" is a place that does not truly exist, such as if you scryed on a enemy's sanctum but instead viewed a *false vision*, 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 (for instance, a home that has burned to the ground). When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

**On Target:** You appear where you want to be.

**Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is 1d100% of the distance that was to be traveled. The DM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, and so forth. If you were teleporting to a coastal city and would up 18 miles out at sea, you could be in trouble.

**Similar Area:** You wind up in an area that's visually or thematically similar to the target area. A wizard heading for her home laboratory might wind up in another wizard's laboratory or in an alchemy supply shop that has many of the same tools and implements as in her laboratory. Generally, you appear in the closest similar place within range. If the DM determines no such area exists within the spell's range, the spell simply fails instead.

**Mishap:** You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

## Tongues

Divination

**Level:** Bard 2, Cleric 4, Sorcerer/Wizard 3

**Components:** Verbal, Material/Divine Focus

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

**Reference:** Player's Handbook page 294

speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

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

**Arcane Material Component:** A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

## True Casting

Divination

**Level:** Sorcerer/Wizard 1

**Components:** Verbal, Somatic

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** One spell

**Reference:** Complete Mage page 121

*You focus your magic deep in your soul until it becomes a torrent that must be unleashed.*

Your next single spell (if it is cast before the end of the next round) gains a +10 insight bonus on any caster level check made to overcome spell resistance.

## Walk the Mountains Path

Transmutation

**Level:** Druid 3, Sorcerer/Wizard 3

**Components:** Verbal, Somatic, Material

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

**Reference:** Races of Stone page 163

You infuse the subject with the strength and power of the earth, granting it great ability to climb, jump, and maneuver through mountain pathways. While under the effect of this spell, a creature is not slowed by slopes (see *Dungeon Master's Guide*, page 89 for information on terrain effects), gains a climb speed equal to its base land speed, and gains a +10 enhancement bonus on Jump checks and Balance checks.

**Material Component:** A small rock or pebble taken from the top of a mountain.

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

