**Duration:** Permanent **Saving Throw:** None **Spell Resistance:** No



CHAPTER 11:

SPELLS

An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 10 to the normal DC to break open a door or portal affected by this spell. (A *knock* spell does not remove an *arcane lock*; it only suppresses the effect for 10 minutes.)

*Material Component:* Gold dust worth 25 gp.

## Arcane Mark

Universal

**Level:** Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 0 ft.

**Effect:** One personal rune or mark, all of which must fit within 1 sq. ft.

**Duration:** Permanent **Saving Throw:** None **Spell Resistance:** No

This spell allows you to inscribe your per- sonal 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 (even stone or metal) with- out 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 descrip- tion for details).

Arcane Sight Divination **Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

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

require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura’s power depends on a spell’s functioning level or an item’s caster level, as noted in the description of the *detect magic* spell (page 219). If the items or creatures bear- ing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use. In some cases, *arcane sight* may give a deceptively low reading—for example, when you use it on a spellcaster who has used up most of his or her daily spell allotment.

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

## Arcane Sight, Greater

Divination

**Level:** Sor/Wiz 7

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

*Greater arcane sight* doesn’t let you iden-

tify magic items.

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

## Astral Projection

Necromancy

**Level:** Clr 9, Sor/Wiz 9, Travel 9

**Components:** V, S, M **Casting Time:** 30 minutes **Range:** Touch

**Targets:** You plus one additional willing creature touched per two caster levels

**Duration:** See text **Saving Throw:** None **Spell Resistance:** Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and phys- ically. Luckily, very few things can destroy a silver cord (see the *Dungeon Master’s Guide* for more information). When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be material- ized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

*Material Component:* A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

## Atonement

Abjuration

**Level:** Clr 5, Drd 5 **Components:** V, S, M, F, DF, XP **Casting Time:** 1 hour

**Range:** Touch

**Target:** Living creature touched **Duration:** Instantaneous **Saving Throw:** None

#### Spell Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature com- mitted the evil act unwittingly or under some form of compulsion, *atonement* operates normally at no cost to you. How- ever, in the case of a creature atoning for

# 201



202

deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject’s burden. Many casters first assign a subject of this sort a quest (see *geas/quest*) or similar penance to determine whether the creature is truly contrite before casting the *atonement* spell on its behalf.

*Atonement* may be cast for one of several purposes, depending on the version selected.

CHAPTER 11:

SPELLS

*Reverse Magical Alignment Change:* If a creature has had its alignment magically changed, *atonement* returns its alignment to its original status at no cost in experi- ence points.

*Restore Class:* A paladin who has lost her

class features due to committing an evil act may have her paladinhood restored to her by this spell.

*Restore Cleric or Druid Spell Powers:* A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seek- ing *atonement* from another cleric of the same deity or another druid. If the trans- gression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP.

*Redemption or Temptation:* You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell description refers to evil acts, *atonement* can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

*Note:* Normally, changing alignment is up to the player (for PCs) or the DM (for NPCs). This use of *atonement* simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

*Material Component:* Burning incense.

*Focus:* In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

*XP Cost:* When cast for the benefit of a creature whose guilt was the result of deliberate acts, the cost to you is 500 XP per casting (see above).

Augury Divination **Level:** Clr 2

**Components:** V, S, M, F **Casting Time:** 1 minute **Range:** Personal

**Target:** You

**Duration:** Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future. For example, if a character is considering destroying a weird seal that closes a portal, an *augury* might determine whether that act is a good idea.

The base chance for receiving a mean- ingful reply is 70% + 1% per caster level, to a maximum of 90%; the DM makes the roll secretly. The DM may determine that a question is so straightforward that a suc- cessful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

* Weal (if the action will probably bring good results).
* Woe (for bad results).
* Weal and woe (for both).
* Nothing (for actions that don’t have especially good or bad results).

If the spell fails, you get the “nothing” result. A cleric who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful *augury*.

The *augury* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *auguries* cast by the same person about the same topic use the same dice result as the first casting.

*Material Component:* Incense worth at least 25 gp.

*Focus:* A set of marked sticks, bones, or similar tokens of at least 25 gp value.

Awaken Transmutation **Level:** Drd 5

**Components:** V, S, DF, XP **Casting Time:** 24 hours **Range:** Touch

**Target:** Animal or tree touched **Duration:** Instantaneous **Saving Throw:** Will negates **Spell Resistance:** Yes

You awaken a tree or animal to humanlike sentience. To succeed, you must make a

Will save (DC 10 + the animal’s current HD, or the HD the tree will have once awakened).

The *awakened animal* or tree is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it.

An *awakened* tree has characteristics as if

it were an animated object (see the *Monster Manual*), except that it gains the plant type and its Intelligence, Wisdom, and Charisma scores are each 3d6. An *awakened* plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it has senses similar to a human’s.

An *awakened* animal gets 3d6 Intel- ligence, +1d3 Charisma, and +2 HD. Its type becomes magical beast (augmented animal). An awakened animal can’t serve as an animal companion, familiar, or special mount.

An *awakened* tree or animal can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any).

*XP Cost:* 250 XP.

Baleful Polymorph

Transmutation

**Level:** Drd 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One creature

**Duration:** Permanent

**Saving Throw:** Fortitude negates, Will partial; see text

#### Spell Resistance: Yes

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

* The target retains its own alignment (and personality, within the limits of the new forms' ability scores).
* If the target has the shapechanger subtype, it retains that subtype.
* The target retains its own hit points. o The target is treated has having its nor- mal Hit Dice for purpose of adjudicating effects based on HD, such as the sleep spell, though it uses the new form's base attack bonus, base save bonuses, and all other statistics derived from Hit Dice. o The target also retains the ability to understand (but not to speak) the langu- ages it understood in its original form. It can write in the languages it understands, but only the form is capable of writing

in some manner (such as drawing in the

dirt with a paw). See Errata for more.



CHAPTER 11:

SPELLS

## Bane

Enchantment (Compulsion) [Fear, Mind- Affecting]

**Level:** Clr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Area:** All enemies within 50 ft. **Duration:** 1 min./level **Saving Throw:** Will negates **Spell Resistance:** Yes

*Bane* fills your enemies with fear and doubt. Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects.

*Bane* counters and dispels *bless*.

## Banishment

Abjuration

**Level:** Clr 6, Sor/Wiz 7

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Targets:** One or more extraplanar creatures, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous **Saving Throw:** Will negates **Spell Resistance:** Yes

A *banishment* spell is a more powerful ver- sion of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished. You can improve the spell’s chance of suc- cess by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target’s spell resistance (if any), the saving throw DC increases by 2. For example, if this spell were cast on a demon that hated light and was vulnerable to holy water and cold iron weapons, you might use iron, holy water, and a torch in the spell. The three items would give you a +3 bonus on your check to overcome the demon’s spell resistance and add 6 to the spell’s save DC.

At the DM’s option, certain rare items might work twice as well as a normal item for the purpose of the bonuses (each pro- viding a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

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

## Barkskin

Transmutation

**Level:** Drd 2, Rgr 2, Plant 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched **Duration:** 10 min./level **Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*Barkskin* toughens a creature’s skin. The effect grants a +2 enhancement bonus to the creature’s existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at caster level 12th.

The enhancement bonus provided by *barkskin* stacks with the target’s natural armor bonus, but not with other enhance- ment bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has an armor bonus of +0.

## Bear’s Endurance

Transmutation

**Level:** Clr 2, Drd 2, Rgr 2, Sor/Wiz 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level

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

#### Spell Resistance: Yes

The affected creature gains greater vitality and stamina. The spell grants the subject a

+4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject’s Constitution drops back to normal. They are not lost first as temporary hit points are (see page 146).

## Bear’s Endurance, Mass

Transmutation

**Level:** Clr 6, Drd 6, Sor/Wiz 6

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

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

*Mass bear’s endurance* works like *bear’s endurance*, except that it affects multiple creatures.

## Bestow Curse

Necromancy

**Level:** Clr 3, Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched **Duration:** Permanent **Saving Throw:** Will negates **Spell Resistance:** Yes

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

* –6 decrease to an ability score (mini- mum 1).
* –4 penalty on attack rolls, saves, ability checks, and skill checks.
* Each turn, the target has a 50% chance

to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above, and the DM has final say on the curse’s effect.

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

*Bestow curse* counters *remove curse*.

## Bigby’s Clenched Fist

Evocation [Force]

**Level:** Sor/Wiz 8, Strength 8

**Components:** V, S, F/DF

This spell functions like *Bigby’s interposing hand*, except that the hand can interpose itself, push, or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

The hand attacks once per round, and its

attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +11 for the hand’s Strength score (33), –1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude save (against this spell’s save DC) or be stunned for 1 round. Directing the spell to a new target is a move action.

The *clenched fist* can also interpose itself as *Bigby’s interposing hand* does, or it can bull rush an opponent as *Bigby’s forceful hand does*, but at a +15 bonus on the Strength check.

Clerics who cast this spell name it for

their deities—*Pelor’s clenched fist*, for example.

*Arcane Focus:* A leather glove.

## Bigby’s Crushing Hand

Evocation [Force]

**Level:** Sor/Wiz 9, Strength 9

**Components:** V, S, M, F/DF

# 203



CHAPTER 11:

SPELLS

204

This spell functions like *Bigby’s interposing hand*, except that the hand can interpose itself, push, or crush one opponent that you select.

The *crushing hand* can grapple an oppo- nent like *Bigby’s grasping hand* does. Its grapple bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +12 for the hand’s Strength score (35), +4 for being Large. The hand deals 2d6+12 points of damage (lethal, not nonlethal) on each successful grapple check against an opponent.

The *crushing hand* can also interpose itself as *Bigby’s interposing hand* does, or it can bull rush an opponent as *Bigby’s forceful hand* does, but at a +18 bonus.

Directing the spell to a new target is a

move action.

Clerics who cast this spell name it for their deities—*St. Cuthbert’s crushing hand*, for example.

*Arcane Material Component:* The shell of an egg.

*Arcane Focus:* A glove of snakeskin.

Bigby’s Forceful Hand

Evocation [Force] **Level:** Sor/Wiz 6 **Components:** V, S, F

This spell functions like *Bigby’s interposing hand*, except that the *forceful hand* pursues and pushes away the opponent that you designate. Treat this attack as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target is a move action.

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

*Focus:* A sturdy glove made of leather or heavy cloth.

## Bigby’s Grasping Hand

Evocation [Force]

**Level:** Sor/Wiz 7, Strength 7

**Components:** V, S, F/DF

This spell functions like *Bigby’s interposing hand*, except the hand can also grapple one opponent that you select. The *grasping hand* gets one grapple attack per round. Its attack bonus to make contact equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand’s Strength score (31), –1 for being

Large. Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of –1. The hand holds but does not harm creatures it grapples. Directing the spell to a new target is a move action.

The *grasping hand* can also bull rush an opponent as *Bigby’s forceful hand* does, but at a +16 bonus on the Strength check (+10 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets), or interpose itself as *Bigby’s interposing hand* does.

Clerics who cast this spell name it for their deities—*Kord’s grasping hand*, for example.

*Arcane Focus:* A leather glove.

## Bigby’s Interposing Hand

Evocation [Force] **Level:** Sor/Wiz 5 **Components:** V, S, F

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Effect:** 10-ft. hand

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

**Saving Throw:** None

#### Spell Resistance: Yes

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

A *Bigby’s hand* is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you’re undamaged, and its AC is 20 (–1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don’t cause damage do not affect it. The hand never provokes attacks of op- portunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster. *Disintegrate* or a successful *dispel magic* destroys it.

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

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

*Focus:* A soft glove.

## Binding

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Sor/Wiz 8 **Components:** V, S, M **Casting Time:** One minute

**Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One living creature **Duration:** See text (D)

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

#### Spell Resistance: Yes

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least one-half your caster level.

You may have as many as six assistants help you with the spell. For each assistant who casts *suggestion*, your caster level for this casting of *binding* increases by 1. For each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, your caster level for this casting of *binding* increases by a number equal to one-third of that assistant’s level, provided that the spell’s target is appropriate for a *binding* spell. Since the assistants’ spells are cast simply to improve your caster level for the purpose of the *binding* spell, saving throws and spell resistance against the assistants’ spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the *binding* lasts. All *binding* spells are dis- missible.

Regardless of the version of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the DM must agree that the condition is reasonable and has a likelihood of coming to pass. The conditions can be based on a creature’s name, identity, or alignment but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don’t qualify. For example, a *bound* creature can be released when a lawful good creature approaches, but not when a paladin approaches. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you are casting any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, since the durations overlap. If you do so, the target gets a saving throw at the end of the first spell’s duration, even if your caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the *binding* spells it has received are broken.

The *binding* spell has six versions. Choose one of the following versions when you cast the spell.



CHAPTER 11:

SPELLS

*Chaining:* The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell.

*Slumber:* This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while *slumbering*, nor does it age. This form of *binding* is more difficult to cast than *chaining*, making it slightly easier to resist. Reduce the spell’s save DC by 1.

*Bound Slumber:* This combination of *chaining* and *slumber* lasts for as long as one month per caster level. Reduce the save DC by 2.

*Hedged Prison:* The subject is transported to or otherwise brought within a confined area (such as a labyrinth) from which it cannot wander by any means. The effect is permanent. Reduce the save DC by 3.

*Metamorphosis:* The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The *binding* is per- manent. The subject does not need to breathe, eat, or drink while *metamorphosed*, nor does it age. Reduce the save DC by 4.

*Minimus Containment:* The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The *binding* is permanent. The subject does not need to breathe, eat, or drink while *contained*, nor does it age. Reduce the save DC by 4.

You can’t dispel a *binding* spell with *dispel magic* or a similar effect, though an *antimagic field* or *Mordenkainen’s disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to *dismissal*, *banishment*, or a similar effect.

*Components:* The components for a *binding* spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of *binding* used. These components can include such items as miniature chains of special metals (silver for lycanthropes, cold iron for demons, and so forth), soporific herbs of the rarest sort (for *slumber* bindings), a bell jar of the finest crystal, and the like.

In addition to the specially made props suited to the specific type of *binding* (cost 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured.

## Blade Barrier

Evocation [Force]

**Level:** Clr 6, Good 6, War 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Wall of whirling blades up to 20 ft. long/ level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high

**Duration:** 1 min./level (D)

**Saving Throw:** Reflex half or Reflex negates; see text

#### Spell Resistance: Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it ap- pears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

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

Blasphemy Evocation [Evil, Sonic] **Level:** Clr 7, Evil 7 **Components:** V

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** Nonevil creatures in a 40-ft.-radius spread centered on you

**Duration:** Instantaneous

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

#### Spell Resistance: Yes

Any nonevil creature within the area of a *blasphemy* spell suffers the following ill effects.

**HD Effect**

Equal to caster level Dazed Up to caster level –1 Weakened, dazed Up to caster level –5 Paralyzed, weakened, dazed

Up to caster level –10 Killed, paralyzed,

weakened, dazed

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

*Dazed:* The creature can take no actions for 1 round, though it defends itself nor- mally.

*Weakened:* The creature’s Strength score decreases by 2d6 points for 2d4 rounds.

*Paralyzed:* The creature is paralyzed and helpless for 1d10 minutes.

*Killed:* Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot re- turn for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy*. The banishment effect allows a Will save (at a –4 penalty) to negate.

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

## Bless

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Clr 1, Pal 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 50 ft.

**Area:** The caster and all allies within a 50- ft. burst, centered on the caster

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*Bless* fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

*Bless* counters and dispels *bane*.

Bless Water Transmutation [Good] **Level:** Clr 1, Pal 1 **Components:** V, S, M **Casting Time:** 1 minute **Range:** Touch

**Target:** Flask of water touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (page 128).

*Material Component:* 5 pounds of pow- dered silver (worth 25 gp).

Bless Weapon Transmutation **Level:** Pal 1 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched **Duration:** 1 min./level **Saving Throw:** None **Spell Resistance:** No

# 205



CHAPTER 11:

SPELLS

206

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn’t grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures, particularly evil outsiders. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don’t confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Blight

Necromancy

**Level:** Drd 4, Sor/Wiz 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Duration:** Instantaneous

**Saving Throw:** Fortitude half; see text

#### Spell Resistance: Yes

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

This spell has no effect on the soil or

surrounding plant life.

## Blindness/Deafness

Necromancy

**Level:** Brd 2, Clr 3, Sor/Wiz 2

#### Components: V

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Target:** One living creature **Duration:** Permanent (D)

**Saving Throw:** Fortitude negates

#### Spell Resistance: Yes

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

## Blink

Transmutation

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

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

Like a blink dog (see the *Monster Manual*), 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 ethe- real and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for conceal- ment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

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

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 traveled. You can move at only three-quar- ters 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. For instance, your spells against ethereal creatures are 20% likely to activate just as you go material and be lost.

An ethereal creature is invisible, incor-

poreal, and capable of moving in any direction, even up or down. As an incor- poreal 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.

## Blur

Illusion (Glamer) **Level:** Brd 2,Sor/Wiz 2 **Components:** V

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level (D)

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

**Spell Resistance:** Yes (harmless)

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

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

Opponents that cannot see the subject ignore the spell’s effect (though fighting an unseen opponent carries penalties of its own; see page 151).

*The subject of a blur spell.*

Break Enchantment



CHAPTER 11:

SPELLS

Abjuration

**Level:** Brd 4, Clr 5, Luck 5, Pal 4,

Sor/Wiz 5 **Components:** V, S **Casting Time:** 1 minute

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

**Targets:** Up to one creature per level, all within 30 ft. of each other

**Duration:** Instantaneous **Saving Throw:** See text **Spell Resistance:** No

This spell frees victims from enchant- ments, transmutations, and curses. *Break enchantment* can reverse even an instanta- neous effect, such as *flesh to stone*. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25.

If the spell is one that cannot be dis-

pelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower. For instance, *bestow curse* cannot be dispelled by *dispel magic*, but *break enchant- ment* can dispel it.

If the effect comes from some perma- nent magic item, such as a cursed sword, *break enchantment* does not remove the curse from the item, but it does frees the victim from the item’s effects. For example, a cursed item can change the alignment of its user. *Break enchantment* allows the victim to be rid of the item and negates the alignment change, but the item’s curse is intact and affects the next creature to pick up the item—even if it’s the recent recipient of the *break enchant- ment* spell.

## Bull’s Strength

Transmutation

**Level:** Clr 2, Drd 2, Pal 2, Sor/Wiz 2,

Strength 2

**Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level

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

**Spell Resistance:** Yes (harmless)

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

*Arcane Material Component:* A few hairs, or a pinch of dung, from a bull.

## Bull’s Strength, Mass

Transmutation

**Level:** Clr 6, Drd 6, Sor/Wiz 6

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

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *bull’s strength*, except that it affects multiple creatures.

## Burning Hands

Evocation [Fire]

**Level:** Fire 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Cone-shaped burst **Duration:** Instantaneous **Saving Throw:** Reflex half **Spell Resistance:** Yes

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

Call Lightning Evocation [Electricity] **Level:** Drd 3 **Components:** V, S **Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** One or more 30-ft.-long vertical lines of lightning

**Duration:** 1 min./level **Saving Throw:** Reflex half **Spell Resistance:** Yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell’s range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spell- casting, can be performed. However, each round after the first you may use a stan- dard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level (maximum 10 bolts).

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size; see the *Monster Manual*)—each bolt deals 3d10 points of electricity damage instead of 3d6. This spell functions indoors or under-

ground but not underwater.

Call Lightning Storm Evocation [Electricity] **Level:** Drd 5

**Range:** Long (400 ft. + 40 ft./level)

This spell functions like *call lightning*, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created out- doors in a stormy area), and you may call a maximum of 15 bolts.

## Calm Animals

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Animal 1, Drd 1, Rgr 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Targets:** Animals within 30 ft. of each other

**Duration:** 1 min./level

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

#### Spell Resistance: Yes

This spell soothes and quiets animals, ren- dering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not. (A druid could calm a normal bear or wolf with little trouble, but it’s more difficult to affect a trained guard dog.)

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves nor- mally if attacked. Any threat (such as fire, a hungry predator, or an imminent attack) breaks the spell on the threatened crea- tures.

## Calm Emotions

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 2, Clr 2, Law 2

**Components:** V, S, DF

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Area:** Creatures in a 20-ft.-radius spread **Duration:** Concentration, up to 1

round/level (D)

**Saving Throw:** Will negates

#### Spell Resistance: Yes

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

# 207



208

dealt to a calmed creature immediately breaks the spell on all calmed creatures.

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

CHAPTER 11:

SPELLS

Cat’s Grace

Transmutation

**Level:** Brd 2, Drd 2, Rgr 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level

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

#### Spell Resistance: Yes

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

*Material Component:* A pinch of cat fur.

## Cat’s Grace, Mass

Transmutation

**Level:** Brd 6, Drd 6, Sor/Wiz 6

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

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *cat’s grace*, except that it affects multiple creatures.

## Cause Fear

Necromancy [Fear, Mind-Affecting] **Level:** Brd 1, Clr 1, Death 1, Sor/Wiz 1 **Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One living creature with 5 or fewer HD

**Duration:** 1d4 rounds or 1 round; see text

**Saving Throw:** Will partial

#### Spell Resistance: Yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.

*Cause fear* counters and dispels *remove fear*.

Chain Lightning Evocation [Electricity] **Level:** Air 6, Sor/Wiz 6 **Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Targets:** One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

**Duration:** Instantaneous **Saving Throw:** Reflex half **Spell Resistance:** Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (max- imum 20). The secondary bolts each strike one target and deal half as much damage as the primary one did (rounded down). For example, a 19th-level sorcerer generates a primary bolt (19d6 points of damage) and as many as nineteen secondary bolts (each of which deals half as much as the primary bolt dealt). Each target can attempt a Reflex saving throw for half damage. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the max- imum (to avoid allies in the area, for

example).

*Focus:* A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin for each of your caster levels.

Changestaff Transmutation **Level:** Drd 7 **Components:** V, S, F

**Casting Time:** 1 round

**Range:** Touch

**Target:** Your touched staff **Duration:** 1 hour/level (D) **Saving Throw:** None **Spell Resistance:** No

You change a specially prepared quarter- staff into a Huge treantlike creature, about 24 feet tall. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant (see the *Monster Manual*). The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or

control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

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

Chaos Hammer Evocation [Chaotic] **Level:** Chaos 4 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Area:** 20-ft.-radius burst

**Duration:** Instantaneous (1d6 rounds); see text

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

#### Spell Resistance: Yes

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, rico- cheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds. See the slow spell for effects.

A successful Will save reduces the damage by half and negates the slow effect. The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a suc-

cessful Will save.

## Charm Animal

Enchantment (Charm) [Mind-Affecting]

**Level:** Drd 1, Rgr 1

**Target:** One animal

This spell functions like *charm person*, except that it affects a creature of the animal type. See the *Monster Manual* for more information on creature types.

Charm Monster



CHAPTER 11:

SPELLS

Enchantment (Charm) [Mind-Affecting]

**Level:** Brd 3, Sor/Wiz 4 **Target:** One living creature **Duration:** One day/level

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

Charm Monster, Mass Enchantment (Charm) [Mind-Affecting] **Level:** Brd 6, Sor/Wiz 8

#### Components: V

**Targets:** One or more creatures, no two of which can be more than 30 ft. apart

**Duration:** One day/level

This spell functions like *charm monster*, except that *mass charm monster* affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

## Charm Person

Enchantment (Charm) [Mind-Affecting]

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

**Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One humanoid creature **Duration:** 1 hour/level

**Saving Throw:** Will negates

#### Spell Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target’s attitude as friendly; see Influencing NPC Attitudes, page 72). 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 panto- miming.

Chill Metal Transmutation [Cold] **Level:** Drd 2 **Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Target:** Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, none of which can be more than 30 ft. away from any of the rest

**Duration:** 7 rounds

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

**Spell Resistance:** Yes (object)

*Chill metal* makes metal extremely cold. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell (Magic item’s saving throws are covered in the *Dungeon Master’s Guide*.) An item in a crea- ture’s possession uses the creature’s saving throw bonus unless its own is higher.

A creature takes cold damage if its

equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The crea- ture takes minimum damage (1 point or 2 points; see the table) if it’s not wearing metal armor and the metal that it’s carry- ing weighs less than one-fifth of its weight. On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell’s duration. During the second (and also the next-to-last) round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as

shown on the table below.

|  |  |  |
| --- | --- | --- |
| **Round** | **Metal Temperature** | **Damage** |
| 1 | Cold | None |
| 2 | Icy | 1d4 points |
| 3–5 | Freezing | 2d4 points |
| 6 | Icy | 1d4 points |
| 7 | Cold | None |

Any heat intense enough to damage the creature negates cold damage from the spell (and vice versa) on a point-for-point basis. For example, if the damage roll from a *chill metal* spell indicates 5 points of cold damage and the subject plunges through a *wall of fire* in the same round and takes 8 points of fire damage, it winds up taking no cold damage and only 3 points of fire damage. Underwater, *chill metal* deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

*Chill metal* counters and dispels *heat metal*.

Chill Touch Necromancy **Level:** Sor/Wiz 1 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

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

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial or Will negates; see text

#### Spell Resistance: Yes

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

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

Circle of Death Necromancy [Death] **Level:** Sor/Wiz 6 **Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Several living creatures within a 40- ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

#### Spell Resistance: Yes

A *circle of death* snuffs out the life force of living creatures, killing them instantly.

The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst’s point of origin are affected first. No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

*Material Component:* The powder of a crushed black pearl with a minimum value of 500 gp.

## Clairaudience/Clairvoyance

Divination (Scrying)

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

**Components:** V, S, F/DF **Casting Time:** 10 minutes **Range:** Long (400 ft. + 40 ft./level) **Effect:** Magical sensor

**Duration:** 1 min./level (D) **Saving Throw:** None **Spell Resistance:** No

*Clairaudience/clairvoyance* creates an invis- ible magical sensor at a specific location

# 209



210

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

*Arcane Focus:* A small horn (for hearing) or a glass eye (for seeing).

CHAPTER 11:

SPELLS

Cloak of Chaos Abjuration [Chaotic] **Level:** Chaos 8, Clr 8 **Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Targets:** One creature/level in a 20-ft.- radius burst centered on you

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

**Saving Throw:** See text

**Spell Resistance:** Yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful crea- tures that strike the subjects to become *confused*. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from law*, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.

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

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is *confused* for 1 round (Will save negates, as with the *con- fusion* spell, but against the save DC of *cloak of chaos*).

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

Clone

Necromancy

**Level:** Sor/Wiz 8

**Components:** V, S, M, F

**Casting Time:** 10 minutes

**Range:** 0 ft.

**Effect:** One clone **Duration:** Instantaneous **Saving Throw:** None **Spell Resistance:** No

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (pro- vided that the soul is free and willing to return; see Bringing Back the Dead, page 171). The original’s physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature’s living body. The piece of flesh need not be fresh, but it must be kept from rotting (for example, by the *gentle repose* spell). Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the origi-

nal’s soul enters it immediately, if that creature is already dead. The clone is phys- ically identical with the original and pos- sesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including the loss of one level or 2 points of Constitution (if the original was a 1st-level character). If this Constitution adjustment would give the clone a Constitution score of 0, the spell fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would oth- erwise be, the clone is one level below the level at which the original died.

The spell duplicates only the original’s body and mind, not its equipment.

A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh, which rots if not preserved.

*Material Component:* The piece of flesh and various laboratory supplies (cost 1,000 gp).

*Focus:* Special laboratory equipment (cost 500 gp).

Cloudkill Conjuration (Creation) **Level:** Sor/Wiz 5 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Cloud spreads in 20-ft. radius, 20 ft. high

**Duration:** 1 min./level

**Saving Throw:** Fortitude partial; see text

#### Spell Resistance: No

This spell generates a bank of fog, similar to a *fog cloud*, except that its vapors are yel- lowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud). A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one’s breath doesn’t help, but creatures immune to poison are unaffected by the spell.

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

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole open- ings; thus, the spell is ideal for slaying hives of giant ants, for example. It cannot penetrate liquids, nor can it be cast under- water.

## Color Spray

Illusion (Pattern) [Mind-Affecting]

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 15 ft.

**Area:** Cone-shaped burst **Duration:** Instantaneous; see text **Saving Throw:** Will negates **Spell Resistance:** Yes

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

1. *HD or less:* The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)
2. *or 4 HD:* The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

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

Sightless creatures are not affected by

*color spray*.

*Material Component:* A pinch each of powder or sand that is colored red, yellow, and blue.

Command



CHAPTER 11:

SPELLS

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

**Level:** Clr 1

#### Components: V

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One living creature **Duration:** 1 round

**Saving Throw:** Will negates

#### Spell Resistance: Yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

*Approach:* On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

*Drop:* On its turn, the subject drops whatever it is holding. It can’t pick up any dropped item until its next turn.

*Fall:* On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

*Flee:* On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of oppor- tunity for this movement as normal.

*Halt:* The subject stands in place for 1

round. It may not take any actions but is not considered helpless.

If the subject can’t carry out your com- mand on its next turn, the spell automati- cally fails.

## Command, Greater

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

**Level:** Clr 5

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level

This spell functions like *command*, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each com- manded creature’s action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

## Command Plants

Transmutation

**Level:** Drd 4, Plant 4, Rgr 3

#### Components: V

**Casting Time:** 1 standard action

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

**Targets:** Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

**Duration:** One day/level **Saving Throw:** Will negates **Spell Resistance:** Yes

This spell allows you some degree of con- trol over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn’t ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing (see *charm person*).

You can affect a number of plant crea- tures whose combined level or HD do not exceed twice your level.

## Command Undead

Necromancy

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Targets:** One undead creature **Duration:** One day/level

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

#### Spell Resistance: Yes

This spell allows you some degree of con- trol over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. 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 intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing (see *charm person*).

A nonintelligent undead creature (such as a skeleton or zombie) gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as “come here,” “go there,” “fight,” “stand still,” and so on. Nonintelligent undead won’t resist sui- cidal or obviously harmful orders.

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

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

*Material Component:* A shred of raw meat and a splinter of bone.

Commune Divination **Level:** Clr 5

**Components:** V, S, M, DF, XP **Casting Time:** 10 minutes **Range:** Personal

**Target:** You

**Duration:** 1 round/level

You contact your deity—or agents thereof

—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity’s knowledge. “Unclear” is a legitimate answer, because powerful beings of the Outer Planes are not neces- sarily omniscient. In cases where a one- word answer would be misleading or con- trary to the deity’s interests, the DM should give a short phrase (five words or less) as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to fur- ther their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

*Material Component:* Holy (or unholy) water and incense.

*XP Cost:* 100 XP.

## Commune with Nature

Divination

**Level:** Animal 5, Drd 5, Rgr 4

**Components:** V, S **Casting Time:** 10 minutes **Range:** Personal

**Target:** You

**Duration:** Instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. For example, you could determine the location of any powerful undead creatures, the location of all major sources of safe drinking water, and the location of any buildings (which register as blind spots).

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

# 211



212

## Comprehend Languages

Divination

**Level:** Brd 1, Clr 1, Sor/Wiz 1 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Personal

**Target:** You

**Duration:** 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehen- sible 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.

CHAPTER 11:

SPELLS

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 per- manent with a *permanency* spell.

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

## Cone of Cold

Evocation [Cold]

**Level:** Sor/Wiz 5, Water 6 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** 60 ft.

**Area:** Cone-shaped burst **Duration:** Instantaneous **Saving Throw:** Reflex half **Spell Resistance:** Yes

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

*Arcane Material Component:* A very small crystal or glass cone.

## Confusion

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 3, Sor/Wiz 4, Trickery 4 **Components:** V, S, M/DF **Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** All creatures in a 15-ft. radius burst

**Duration:** 1 round/level **Saving Throw:** Will negates **Spell Resistance:** Yes

This spell causes the targets to become *confused*, making them unable to inde- pendently determine what they will do.

Roll on the following table at the begin- ning of each subject’s turn each round to see what the subject does in that round.

**d% Behavior**

01–10 Attack caster with melee or ranged weapons (or close with caster if attack is not possible).

11–20 Act normally.

21–50 Do nothing but babble incoherently.

51–70 Flee away from caster at top possible speed.

71–100 Attack nearest creature (for this purpose, a familiar counts as part of the subject’s self).

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

*Arcane Material Component:* A set of three nut shells.

## Confusion, Lesser

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 1

**Components:** V, S, DF

**Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One living creature **Duration:** 1 round

This spell causes a single creature to become *confused* for 1 round. See the *con- fusion* spell, above, to determine the exact effect on the subject.

Consecrate Evocation [Good] **Level:** Clr 2

**Components:** V, S, M, DF **Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Area:** 20-ft.-radius emanation **Duration:** 2 hours/level

**Saving Throw:** None

#### Spell Resistance: No

This spell blesses an area with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a *consecrated* area suffers minor disruption,

giving it a –1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a *consecrated* area.

If the *consecrated* area contains an altar, shrine, or other permanent fixture dedi- cated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus on turning checks, –2 penalties for undead in the area). You cannot consecrate an area with a similar fixture of a deity other than your own patron.

If the area does contain an altar, shrine,

or other permanent fixture of a deity, pan- theon, or higher power other than your patron, the *consecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This sec- ondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

*Consecrate* counters and dispels *desecrate*.

*Material Component:* A vial of holy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

## Contact Other Plane

Divination **Level:** Sor/Wiz 5 **Components:** V

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** Concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (The DM answers all questions with “yes,” “no,” “maybe,” “never,” “irrele- vant,” or some other one-word answer.) You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, you may ask one question.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Contact Other Plane**  **Plane Contacted** | **Avoid Int/Cha Decrease** | **True Answer** | **Don’t Know** | **Lie** | **Random Answer** | called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to. |
| Elemental Plane | DC 7/ 1 week | 01–34 | 35–62 | 63–83 | 84–100 | You can use only one *contingency* spell at |
| (appropriate) | (DC 7/ 1 week) | (01–68) | (69–75) | (76–98) | (99–100) | a time; if a second is cast, the first one (if |
| Positive/ Negative Energy Plane | DC 8/ 1 week | 01–39 | 40–65 | 66–86 | 87–100 | still active) is dispelled. |
| Astral Plane | DC 9/ 1 week | 01–44 | 45–67 | 68–88 | 89–100 | *Material Component:* That of the com- |
| Outer Plane, demideity | DC 10/ 2 weeks | 01–49 | 50–70 | 71–91 | 92–100 | panion spell, plus quicksilver and an eye- |
| Outer Plane, lesser deity | DC 12/ 3 weeks | 01–60 | 61–75 | 76–95 | 96–100 | lash of an ogre mage, rakshasa, or similar |
| Outer Plane, intermediate deity | DC 14/ 4 weeks | 01–73 | 74–81 | 82–98 | 99–100 | spell-using creature. |
| Outer Plane, greater deity | DC 16/ 5 weeks | 01–88 | 89–90 | 91–99 | 100 | *Focus:* A statuette of you carved from |

*Avoid Int/Cha Decrease:* You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

**Results of a Successful Contact:** d% is rolled for the result shown on the table:

*True Answer:* You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

*Don’t Know:* The entity tells you that it doesn’t know.

*Lie:* The entity intentionally lies to you.

*Random Answer:* The entity tries to lie but doesn’t know the answer, so it makes one up.

elephant ivory and decorated with gems (worth at least 1,500 gp). You must carry the focus for the *contingency* to work.

Continual Flame Evocation [Light] **Level:** Clr 3, Sor/Wiz 2 **Components:** V, S, M

CHAPTER 11:

SPELLS

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Effect:** Magical, heatless flame

to DM changes, the personalities of indivi-



dual deities, and so on.)

On rare occasions, this divination may be blocked by an act of certain deities or forces.

## Contagion

Necromancy [Evil]

**Level:** Clr 3, Destruction 3, Drd 3,

Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

#### Spell Resistance: Yes

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use *contagion*’s normal save DC for the initial saving throw).

|  |  |  |
| --- | --- | --- |
| **Disease** | **DC** | **Damage** |
| Blinding sickness | 16 | 1d4 Str1 |
| Cackle fever | 16 | 1d6 Wis |
| Filth fever | 12 | 1d3 Dex and 1d3 Con |
| M indfire | 12 | 1d4 Int |
| Red ache | 15 | 1d6 Str |
| Shakes | 13 | 1d8 Dex |
| Slimy doom | 14 | 1d4 Con |

1. Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease’s save DC) or be permanently blinded.

See the *Dungeon Master’s Guide* for des- criptions of each disease, as well as for the general effects of disease.

## Contingency

Evocation

**Level:** Sor/Wiz 6

**Components:** V, S, M, F

**Casting Time:** At least 10 minutes; see text

**Range:** Personal

**Target:** You

**Duration:** One day/level (D) or until discharged

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

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

The conditions needed to bring the spell into effect must be clear, although they can be general. For example, a *contingency* cast with *water breathing* might prescribe that any time you are plunged into or otherwise engulfed in water or similar liquid, the *water breathing* spell instantly comes into effect. Or a *contingency* could bring a *feather fall* spell into effect any time you fall more than 4 feet. In all cases, the *contingency* immediately brings into effect the companion spell, the latter being “cast” instantaneously when the prescribed cir- cumstances occur. If complicated or con- voluted conditions are prescribed, the whole spell combination (*contingency* and the companion magic) may fail when

**Duration:** Permanent **Saving Throw:** None **Spell Resistance:** No

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

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

*Material Component:* You sprinkle ruby dust (worth 50 gp) on the item that is to carry the flame.

Control Plants Transmutation **Level:** Drd 8, Plant 8

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Targets:** Up to 2 HD/level of plant creatures, no two of which can be more than 30 ft. apart

**Duration:** 1 min./level **Saving Throw:** Will negates **Spell Resistance:** No

This spell enables you to control the actions of one or more plant creatures for a short period of time. You command the creatures by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible (in the area of a *silence* spell, for instance), the controlled plants do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Suicidal or self-destructive commands are simply ignored.

# 213



214

## Control Undead

Necromancy

**Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Targets:** Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart

CHAPTER 11:

SPELLS

**Duration:** 1 min./level **Saving Throw:** Will negates **Spell Resistance:** Yes

This spell enables you to command undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible (in the area of a *silence* spell, for instance), the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior. Intelligent undead creatures remember that you controlled them.

*Material Component:* A small piece of bone and a small piece of raw meat.

## Control Water

Transmutation [Water]

**Level:** Clr 4, Drd 4, Sor/Wiz 6, Water 4

**Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level)

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

**Duration:** 10 min./level (D) **Saving Throw:** None; see text **Spell Resistance:** No

Depending on the version you choose, the

*control water* spell raises or lowers water.

*Lower Water:* This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level × 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell (Will negates). The spell has no effect on other creatures.

*Raise Water:* This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce

one horizontal dimension by half and double the other horizontal dimension.

*Arcane Material Component:* A drop of water (for *raise water*) or a pinch of dust (for *lower water*).

## Control Weather

Transmutation

**Level:** Air 7, Clr 7, Drd 7, Sor/Wiz 7

**Components:** V, S

**Casting Time:** 10 minutes; see text

**Range:** 2 miles

**Area:** 2-mile-radius circle, centered on you; see text

**Duration:** 4d12 hours; see text

**Saving Throw:** None

#### Spell Resistance: No

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The current, natural weather conditions are determined by the DM. You can call forth weather appropriate to the climate and season of the area you are in.

**Season Possible Weather**

Spring Tornado, thunderstorm, sleet

storm, or hot weather

Summer Torrential rain, heat wave, or

hailstorm

Autumn H ot or cold weather, fog, or

sleet

Winter Frigid cold, blizzard, or thaw Late winter H urricane-force winds or early

spring (coastal area)

You control the general tendencies of the weather, such as the direction and inten- sity of the wind. You cannot control spe- cific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 min- utes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously—fog and strong wind, for example.

*Control weather* can do away with atmospheric phenomena (naturally oc- curring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Control Winds Transmutation [Air] **Level:** Air 5, Drd 5 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** 40 ft./level

**Area:** 40 ft./level radius cylinder 40 ft. high

**Duration:** 10 min./level

**Saving Throw:** Fortitude negates

#### Spell Resistance: No

You alter wind force in the area surround- ing you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose to alter your handiwork, which requires con- centration. You may create an “eye” of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit (for example, a 20-foot-diameter tornado centered 100 feet away).

*Wind Direction:* You may choose one of four basic wind patterns to function over the spell’s area.

* A downdraft blows from the center outward in equal strength in all direc- tions.
* An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.
* A rotation causes the winds to circle the center in clockwise or counter- clockwise fashion.
* A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

*Wind Strength:* For every three caster

levels, you can increase or decrease wind strength by one level. (The categories of wind strength are briefly described below, with more detail to be found in the *Dun- geon Master’s Guide*.) Each round on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) de- stroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all non- fortified buildings and often uproots large trees.

## Create Food and Water

Conjuration (Creation) **Level:** Clr 3 **Components:** V, S

**Casting Time:** 10 minutes



CHAPTER 11:

SPELLS

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

**Effect:** Food and water to sustain three humans or one horse/level for 24 hours

**Duration:** 24 hours; see text

**Saving Throw:** None

#### Spell Resistance: No

The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a *purify food and water* spell on it. The water created by this spell is just like clean rain water, and it doesn’t go bad as the food does.

## Create Greater Undead

Necromancy [Evil]

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

This spell functions like create undead, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers (see the *Monster Manual* for more information on all types of undead). The type or types of undead you can create is based on your caster level, as shown on the table below.

**Caster Level Undead Created**

15th or lower Shadow

16th–17th Wraith

18th–19th Spectre

20th or higher Devourer

## Create Undead

Necromancy [Evil]

**Level:** Clr 6, Death 6, Evil 6, Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 hour

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

**Target:** One corpse **Duration:** Instantaneous **Saving Throw:** None **Spell Resistance:** No

A much more potent spell than *animate dead*, this evil spell allows you to create more powerful sorts of undead: ghouls, ghasts, mummies, and mohrgs (see the *Monster Manual* for more information on all types of undead). The type or types of undead you can create is based on your caster level, as shown on the table below.

**Caster Level Undead Created**

11th or lower Ghoul

12th–14th Ghast

15th–17th M ummy

18th or higher M ohrg

You may create less powerful undead than your level would allow if you choose. For example, at 16th level you could decide to

create a ghoul or a ghast instead of a mummy. Doing this may be a good idea, because created undead are not automati- cally under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms (see Turn or Rebuke Undead, page 159).

This spell must be cast at night.

*Material Component:* A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 50 gp per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

## Create Water

Conjuration (Creation) [Water] **Level:** Clr 0, Drd 0, Pal 1 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** Up to 2 gallons of water/level **Duration:** Instantaneous

**Saving Throw:** None

#### Spell Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small recep- tacles.

*Note:* Conjuration spells can’t create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Creeping Doom Conjuration (Summoning) **Level:** Drd 7 **Components:** V, S **Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels)/ 100 ft.; see text

**Effect:** One swarm of centipedes per two levels

**Duration:** 1 min./level **Saving Throw:** None **Spell Resistance:** No

When you utter the spell of *creeping doom*, you call forth a mass of centipede swarms (one per two caster levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another. (See the *Monster Manual* for details on centipede swarms.)

You may summon the centipede swarms so that they share the area of other crea- tures. The swarms remain stationary, attacking any creatures in their area, unless

you command the creeping doom to move (a standard action). As a standard action, you can command any number of the swarms to move toward any prey within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

## Crushing Despair

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 3, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst **Duration:** 1 min./level **Saving Throw:** Will negates **Spell Resistance:** Yes

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

*Crushing despair* counters and dispels

*good hope*.

*Material Component:* A vial of tears.

## Cure Critical Wounds

Conjuration (Healing)

**Level:** Brd 4, Clr 4, Drd 5, Healing 4

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage

+1 point per caster level (maximum +20).

## Cure Critical Wounds, Mass

Conjuration (Healing)

**Level:** Clr 8, Drd 9, Healing 8

This spell functions like *mass cure light wounds*, except that it cures 4d8 points of damage +1 point per caster level (max- imum +40).

## Cure Light Wounds

Conjuration (Healing)

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

Rgr 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level (maximum +5).

# 215



216

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

## Cure Light Wounds, Mass

Conjuration (Healing)

**Level:** Brd 5, Clr 5, Drd 6, Healing 5

**Components:** V, S

CHAPTER 11:

SPELLS

**Casting Time:** 1 standard action

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

**Target:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless) or Yes; see text

You channel positive energy to cure 1d8 points of damage +1 point per caster level (maximum +25) in each selected creature.

Like other *cure* spells, *mass cure light wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Cure Minor Wounds Conjuration (Healing) **Level:** Clr 0, Drd 0

This spell functions like *cure light wounds*, except that it cures only 1 point of damage.

## Cure Moderate Wounds

Conjuration (Healing)

**Level:** Brd 2, Clr 2, Drd 3, Healing 2, Pal 3,

Rgr 3

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage

+1 point per caster level (maximum +10).

## Cure Moderate Wounds, Mass

Conjuration (Healing)

**Level:** Brd 6, Clr 6, Drd 7

This spell functions like *mass cure light wounds*, except that it cures 2d8 points of damage +1 point per caster level (maxi- mum +30).

## Cure Serious Wounds

Conjuration (Healing)

**Level:** Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4,

Healing 3

This spell functions like *cure light wounds*, except that it cures 3d8 points of damage

+1 point per caster level (maximum +15).

## Cure Serious Wounds, Mass

Conjuration (Healing)

**Level:** Clr 7, Drd 8

This spell functions like *mass cure light wounds*, except that it cures 3d8 points of damage +1 point per caster level (maxi- mum +35).

Curse Water Necromancy [Evil] **Level:** Clr 1 **Components:** V, S, M **Casting Time:** 1 minute **Range:** Touch

**Target:** Flask of water touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water. Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

*Material Component:* 5 pounds of pow- dered silver (worth 25 gp).

Dancing Lights Evocation [Light] **Level:** Brd 0, Sor/Wiz 0 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Effect:** Up to four lights, all within a 10-

ft.-radius area **Duration:** 1 minute (D) **Saving Throw:** None **Spell Resistance:** No

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

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

## Darkness

Evocation [Darkness]

**Level:** Brd 2, Clr 2, Sor/Wiz 2 **Components:** V, M/DF **Casting Time:** 1 standard action **Range:** Touch

**Target:** Object touched **Duration:** 10 min./level (D) **Saving Throw:** None

#### Spell Resistance: No

This spell causes an object to radiate shadowy illumination out to a 20-foot

radius. All creatures in the area gain con- cealment (20% miss chance). Even crea- tures that can normally see in such con- ditions (such as with darkvision or low- light vision) have the miss chance in an area shrouded in magical *darkness*. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level (such as *light* or *dancing lights*). Higher level light spells (such as *daylight*) are not affected by *darkness*.

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

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

*Arcane Material Component:* A bit of bat fur and either a drop of pitch or a piece of coal.

## Darkvision

Transmutation

**Level:** Rgr 3, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

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

**Spell Resistance:** Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

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

*Material Component:* Either a pinch of dried carrot or an agate.

## Daylight

Evocation [Light]

**Level:** Brd 3, Clr 3, Drd 3, Pal 3, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched **Duration:** 10 min./level (D) **Saving Throw:** None

#### Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light (such as vampires). If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell’s

effects are blocked until the covering is removed.



CHAPTER 11:

SPELLS

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

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

## Daze

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One humanoid creature of 4 HD or less

**Duration:** 1 round

**Saving Throw:** Will negates

#### Spell Resistance: Yes

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Human- oids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

*Material Component:* A pinch of wool or similar substance.

## Daze Monster

Enchantment (Compulsion) [Mind- Affecting]

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

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature of 6 HD or less

This spell functions like *daze*, but *daze monster* can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

Death Knell Necromancy [Death, Evil] **Level:** Clr 2, Death 2 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

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

**Saving Throw:** Will negates

#### Spell Resistance: Yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has –1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective

caster level does not grant you access to more spells.) These effects last for 10 min- utes per HD of the subject creature.

## Death Ward

Necromancy

**Level:** Clr 4, Death 4, Drd 5, Pal 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 min./level

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

**Spell Resistance:** Yes (harmless)

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects (such as from *inflict* spells or *chill touch*).

This spell doesn’t remove negative levels that the subject has already gained, nor does it affect the saving throw neces- sary 24 hours after gaining a negative level. *Death ward* does not protect against other sorts of attacks, such as hit point loss, poison, or petrification, even if those

attacks might be lethal.

Deathwatch Necromancy [Evil] **Level:** Clr 1 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped emanation **Duration:** 10 min./level **Saving Throw:** None

#### Spell Resistance: No

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell’s range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct). *Deathwatch* sees through any spell or ability that allows creatures to feign death.

## Deep Slumber

Enchantment (Compulsion) [Mind- Affecting]

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

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

This spell functions like *sleep*, except that it affects 10 HD of creatures.

Deeper Darkness Evocation [Darkness] **Level:** Clr 3

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

This spell functions like *darkness*, except that the object radiates shadowy illumina- tion in a 60-foot radius and the *darkness* lasts longer.

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

*Deeper darkness* counters and dispels any light spell of equal or lower level, including *daylight* and *light*.

## Delay Poison

Conjuration (Healing)

**Level:** Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

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

**Spell Resistance:** Yes (harmless)

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

## Delayed Blast Fireball

Evocation [Fire]

**Level:** Sor/Wiz 7

**Duration:** 5 rounds or less; see text

This spell functions like *fireball*, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6).

The glowing bead created by *delayed blast fireball* can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

## Demand

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Sor/Wiz 8

**Saving Throw:** Will partial

#### Spell Resistance: Yes

217



CHAPTER 11:

SPELLS

218

This spell functions like *sending*, but the message can also contain a *suggestion* (see the *suggestion* spell), which the subject does its best to carry out. A successful Will save negates the *suggestion* effect but not the contact itself. The *demand*, if received, is understood even if the subject’s Intel- ligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* is ineffective.

The *demand*’s message to the creature must be twenty-five words or less, include- ing the *suggestion*. The creature can also give a short reply immediately.

*Material Component:* A short piece of copper wire and some small part of the subject—a hair, a bit of nail, or the like.

Desecrate Evocation [Evil] **Level:** Clr 2, Evil 2

**Components:** V, S, M, DF **Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Area:** 20-ft.-radius emanation **Duration:** 2 hours/level

**Saving Throw:** None

#### Spell Resistance: Yes

This spell imbues an area with negative energy. Each Charisma check made to turn undead within this area takes a –3 profane penalty, and every undead creature entering a *desecrated* area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the *desecrated* area contains an altar,

shrine, or other permanent fixture dedi- cated to your deity or aligned higher power, the modifiers given above are dou- bled (–6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area). Further- more, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pan- theon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

*Desecrate* counters and dispels *consecrate*.

*Material Component:* A vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area.

Destruction Necromancy [Death] **Level:** Clr 7, Death 7 **Components:** V, S, F

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One creature

**Duration:** Instantaneous **Saving Throw:** Fortitude partial **Spell Resistance:** Yes

This spell instantly slays the subject and consumes its remains (but not its equip- ment and possessions) utterly. If the target’s Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

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

## Detect Animals or Plants

Divination

**Level:** Drd 1, Rgr 1

**Components:** V, S

**Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Area:** Cone-shaped emanation **Duration:** Concentration, up to 10

min./level (D) **Saving Throw:** None **Spell Resistance:** No

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

*1st Round:* Presence or absence of that kind of animal or plant in the area.

*2nd Round:* Number of individuals of the specified kind in the area, and the condition of the healthiest specimen.

*3rd Round:* The condition (see below) and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location.

*Conditions:* For purposes of this spell, the

categories of condition are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant 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.

The DM decides if a specific kind of animal or plant is present.

Detect Chaos Divination **Level:** Clr 1

This spell functions like *detect evil*, except that it detects the auras of chaotic crea- tures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

Detect Evil Divination **Level:** Clr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 10 min./ level (D)

**Saving Throw:** None

#### Spell Resistance: No

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of evil.

*2nd Round:* Number of evil auras (crea- tures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura’s power is overwhelm- ing (see below), and the HD or level of the aura’s source is at least twice your character level, you are stunned for 1 round and the spell ends.

*3rd Round:* The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

*Aura Power:* An evil aura’s power de- pends on the type of evil creature or object that you’re detecting and its HD, caster level, or (in the case of a cleric) class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

For example, as indicated on the table, an evil outsider with 12 HD has an over- whelming aura of evil. A good cleric who casts this spell and directs it at the location of such a creature for longer than 1 round loses the spell and is stunned for 1 round if

**Detect Evil**

**———————— Aura Power ————————**

the conjuration spell registers.

Each round, you can turn to detect

**Creature/Object Faint Moderate Strong Overwhelming**

Evil creature1 (H D) 10 or lower 11–25 26–50 51 or higher

Undead (H D) 2 or lower 3–8 9–20 21 or higher

Evil outsider (H D) 1 or lower 2–4 5–10 11 or higher

Cleric of an evil deity2 (class levels) 1 2–4 5–10 11 or higher Evil magic item or spell (caster level) 2nd or lower 3rd–8th 9th–20th 21st or higher 1 Except for undead and outsiders, which have their own entries on the table.

1. Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

magic in a new area. The spell can pene-

trate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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

Detect Poison

CHAPTER 11:

SPELLS

Divination

**Level:** Clr 0, Drd 0, Pal 1, Rgr 1,

his character level is 6th or lower.

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

**Duration of Original Strength Lingering Aura** Faint 1d6 rounds

M oderate 1d6 minutes

Strong 1d6×10 minutes

Overwhelming 1d6 days

Animals, traps, poisons, and other poten- tial perils are not evil, and as such this spell does not detect them.

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

Detect Good Divination **Level:** Clr 1

This spell functions like *detect evil*, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil. Healing potions, antidotes, and similar beneficial items are not good.

Detect Law Divination **Level:** Clr 1

This spell functions like *detect evil*, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

## Detect Magic

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min./level (D)

**Saving Throw:** None

#### Spell Resistance: No

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 magi- cal 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 + spell level, or 15 + half caster level for a nonspell 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. If an aura falls into more

than one category, *detect magic* indicates the stronger of the two.

*Lingering Aura:* A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indi- cates 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:

**Duration of Original Strength Lingering Aura**

Faint 1d6 rounds

M oderate 1d6 minutes

Strong 1d6×10 minutes

Overwhelming 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned,

**Detect Magic**

Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target or Area:** One creature, one object, or a 5-ft. cube

**Duration:** Instantaneous **Saving Throw:** None **Spell Resistance:** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wis- dom check.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Detect Scrying

Divination

**Level:** Brd 4, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** 40-ft.-radius emanation centered on you

**Duration:** 24 hours **Saving Throw:** None **Spell Resistance:** No

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

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

Divination



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Spell or Object** | **Faint** | **Moderate** | **Strong** | **Overwhelming** |  |
| Functioning spell (spell level) | 3rd or lower | 4th–6th | 7th–9th | 10th+ (deity-level) |  |
| M agic item (caster level) | 5th or lower | 6th–11th | 12th–20th | 21st+ (artifact) | 219 |

**Level:** Brd 0, Clr 0, Drd 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**————————— Aura Power —————————**



CHAPTER 11:

SPELLS

220

direction and distance from you.

*Material Component:* A small piece of mirror and a miniature brass hearing trumpet.

## Detect Secret Doors

Divination

**Level:** Brd 1, Knowledge 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min./level (D)

**Saving Throw:** None

#### Spell Resistance: No

You can detect secret doors, compart- ments, caches, and so forth. Only passages, doors, or openings that have been spec- ifically constructed to escape detection are detected by this spell—an ordinary trapdoor underneath a pile of crates would not be detected. The amount of infor- mation revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of secret doors.

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

*Each Additional Round:* The mechanism or trigger for one particular secret portal closely examined by you.

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

## Detect Snares and Pits

Divination

**Level:** Drd 1, Rgr 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 10 min./level (D)

**Saving Throw:** None

#### Spell Resistance: No

You can detect simple pits, deadfalls, and snares as well as mechanical traps con- structed of natural materials. The spell does not detect complex traps, including trapdoor traps.

*Detect snares and pits* does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous condi- tions, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant. The spell does not detect magic traps (except those that operate by

pit, deadfall, or snaring; see the spell *snare*), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particu- lar area.

*1st Round:* Presence or absence of hazards.

*2nd Round:* Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

*Each Additional Round:* The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to detect snares and pits 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 Thoughts

Divination [Mind-Affecting]

**Level:** Brd 2, Knowledge 2, Sor/Wiz 2

**Components:** V, S, F/DF **Casting Time:** 1 standard action **Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min./level (D)

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

#### Spell Resistance: No

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

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

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

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

Each round, you can turn to detect thoughts in a new area. The spell can pen- etrate 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.

*Arcane Focus:* A copper piece.

## Detect Undead

Divination

**Level:** Clr 1, Pal 1, Sor/Wiz 1

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 minute/ level (D)

**Saving Throw:** None

#### Spell Resistance: No

You can detect the aura that surrounds undead creatures. The amount of informa- tion revealed depends on how long you study a particular area.

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

*2nd Round:* Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura’s strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

*3rd Round:* The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

*Aura Strength:* The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

**HD Strength**

1 or lower Faint

2–4 M oderate

5–10 Strong

11 or higher Overwhelming

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

**Duration of Original Strength Lingering Aura** Faint 1d6 rounds

M oderate 1d6 minutes

Strong 1d6×10 minutes

Overwhelming 1d6 days

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

*Arcane Material Component:* A bit of earth from a grave.

## Dictum

Evocation [Lawful, Sonic] **Level:** Clr 7, Law 7 **Components:** V

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** Nonlawful creatures in a 40-ft.- radius spread centered on you



CHAPTER 11:

SPELLS

**Duration:** Instantaneous

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

#### Spell Resistance: Yes

Any nonlawful creature within the area of a *dictum* spell suffers the following ill effects.

**HD Effect**

Equal to caster level Deafened Up to caster level –1 *Slowed*, deafened Up to caster level –5 Paralyzed, *slowed*,

deafened Up to caster level –10 Killed, paralyzed,

*slowed*, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

*Deafened:* The creature is deafened for 1d4 rounds.

*Slowed:* The creature is *slowed*, as by the

*slow* spell, for 2d4 rounds.

*Paralyzed:* The creature is paralyzed and helpless for 1d10 minutes.

*Killed:* Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the crea- tures hear the *dictum*. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *dictum*.

Dimension Door Conjuration (Teleportation) **Level:** Brd 4, Sor/Wiz 4, Travel 4 **Components:** V

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

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

**Duration:** Instantaneous

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

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

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction, such as “900 feet straight downward,” or “upward to the northwest, 45-degree angle, 1,200 feet.” After using this spell, you can’t take any other actions until your next turn. You can bring along objects as long as their weight doesn’t exceed your maximum

load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maxi- mum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already

occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

## Dimensional Anchor

Abjuration

**Level:** Clr 4, Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Effect:** Ray

**Duration:** 1 min./level

**Saving Throw:** None

**Spell Resistance:** Yes (object)

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

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms, such as a basilisk’s gaze. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a sum- moning spell.

## Dimensional Lock

Abjuration

**Level:** Clr 8, Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius emanation centered on a point in space

**Duration:** One day/level **Saving Throw:** None **Spell Resistance:** Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell- like or psionic abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere

with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms, such as a basilisk’s gaze. Also, the spell does not pre- vent summoned creatures from disap- pearing at the end of a summoning spell.

Diminish Plants Transmutation **Level:** Drd 3, Rgr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** See text

**Target or Area:** See text **Duration:** Instantaneous **Saving Throw:** None **Spell Resistance:** No

This spell has two versions.

*Prune Growth:* This version causes nor- mal vegetation (grasses, briars, bushes, creepers, hedges, thistles, trees, vines, and so forth) within long range (400 feet + 40 feet per level) to shrink to about one-third of their normal size, becoming untangled and less bushy. The affected vegetation appears to have been carefully pruned and trimmed.

At your option, the area can be a 100- foot-radius circle, a 150-foot-radius semi- circle, or a 200-foot-radius quarter-circle. You may also designate portions of the area that are not affected.

*Stunt Growth:* This version targets nor- mal plants within a range of 1/2 mile, reducing their potential productivity over the course of the following year to one- third below normal.

*Diminish plants* counters *plant growth*. This spell has no effect on plant crea-

tures.

Discern Lies Divination **Level:** Clr 4, Pal 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

# 221



CHAPTER 11:

SPELLS

222

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** Will negates

#### Spell Resistance: No

Each round, you concentrate on one sub- ject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject.

Discern Location

Divination

**Level:** Clr 8, Knowledge 8, Sor/Wiz 8

**Components:** V, S, DF **Casting Time:** 10 minutes **Range:** Unlimited

**Target:** One creature or object **Duration:** Instantaneous **Saving Throw:** None

#### Spell Resistance: No

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object’s location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

## Disguise Self

Illusion (Glamer)

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

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. For example, a hu- man caster could look human, humanoid, or like any other human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like

an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. A battleaxe made to look like a dagger still functions as a battleaxe.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion. For example, a creature that touched you and realized that the tactile sensation did not match the visual one

would be entitled to such a save.

## Disintegrate

Transmutation

**Level:** Destruction 7, Sor/Wiz 6 **Components:** V, S, M/DF **Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial (object)

#### Spell Resistance: Yes

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

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

A creature or object that makes a suc-

cessful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disinte- grated.

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

*Arcane Material Component:* A lodestone and a pinch of dust.

## Dismissal

Abjuration

**Level:** Clr 4, Sor/Wiz 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Target:** One extraplanar creature

**Duration:** Instantaneous

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

#### Spell Resistance: Yes

This spell forces an extraplanar creature back to its proper plane if it fails a special Will save (DC = spell’s save DC – creature’s HD + your caster level). If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Dispel Chaos Abjuration [Lawful] **Level:** Clr 5, Law 5, Pal 4

This spell functions like *dispel evil*, except that you are surrounded by constant, blue, lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

## Dispel Evil

Abjuration [Good]

**Level:** Clr 5, Good 5, Pal 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target or Targets:** You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object

**Duration:** 1 round/level or until discharged, whichever comes first

**Saving Throw:** See text

**Spell Resistance:** See text

Shimmering, white, holy energy sur- rounds you. This power has three effects.

First, you gain a +4 deflection bonus to

AC against attacks by evil creatures.

Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a suc- cessful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automati- cally dispel any one enchantment spell cast by an evil creature or any one evil spell. *Exception:* Spells that can’t be dis- pelled by *dispel magic* also can’t be dispelled by *dispel evil*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Dispel Good Abjuration [Evil] **Level:** Clr 5, Evil 5

This spell functions like *dispel evil*, except that you are surrounded by dark, wavering, unholy energy, and the spell affects good creatures and spells rather than evil ones.

Dispel Law Abjuration [Chaotic] **Level:** Chaos 5, Clr 5



CHAPTER 11:

SPELLS

This spell functions like *dispel evil*, except that you are surrounded by flickering, yellow, chaotic energy, and the spell af- fects lawful creatures and spells rather than evil ones.

## Dispel Magic

Abjuration

**Level:** Brd 3, Clr 3, Drd 4, Magic 3, Pal 3,

Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target or Area:** One spellcaster, creature, or object; or 20-ft.-radius burst

**Duration:** Instantaneous **Saving Throw:** None **Spell Resistance:** No

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 in- stantaneous 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 summon- ing*), 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 nonmagical for the duration of the effect. An interdimensional interface (such as a *bag of holding*) is temporarily closed. A magic item’s physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

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

*Area Dispel:* When *dispel magic* is used in this way, the spell affects everything within a 20-foot 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 suc- ceed 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 (page 170). Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel

check to counter the other spellcaster’s spell.

## Dispel Magic, Greater

Abjuration

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

This spell functions like *dispel magic*, except that the maximum caster level on your dispel check is +20 instead of +10. Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can’t dispel that effect.

Displacement Illusion (Glamer) **Level:** Brd 3, Sor/Wiz 3 **Components:** V, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

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

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

**Spell Resistance:** Yes (harmless)

Emulating the natural ability of the dis- placer beast (see the *Monster Manual*), the subject of this spell appears to be about 2 feet away from its true location. The crea- ture 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.

Disrupt Undead Necromancy **Level:** Sor/Wiz 0 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** Ray

**Duration:** Instantaneous **Saving Throw:** None **Spell Resistance:** Yes

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

## Disrupting Weapon

Transmutation **Level:** Clr 5 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One melee weapon

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless, object); see text

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

# 223



CHAPTER 11:

SPELLS

224

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

Divination

Divination

**Level:** Clr 4, Knowledge 4 **Components:** V, S, M **Casting Time:** 10 minutes **Range:** Personal

**Target:** You

**Duration:** Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryp- tic rhyme or omen.

For example, suppose the question is

“Will we do well if we venture into the ruined temple of Erythnul?” The DM knows that a terrible troll guarding 10,000 gp and a *+1 shield* lurks near the entrance but estimates that your party could beat the troll after a hard fight. Therefore the divination response might be: “Ready oil and open flame light your way to wealth.” In all cases, the DM controls what infor- mation you receive. If your party doesn’t act on the information, the conditions may change so that the information is no longer useful. (For example, the troll could move away and take the treasure with it.)

The base chance for a correct *divination* is 70% + 1% per caster level, to a maximum of 90%. The DM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken). If the dice roll fails, you know the spell failed, unless specific magic yielding false infor- mation is at work.

As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination* spell and yield the same answer each time.

*Material Component:* Incense and a sac- rificial offering appropriate to your reli- gion, together worth at least 25 gp.

## Divine Favor

Evocation

**Level:** Clr 1, Pal 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal **Target:** You **Duration:** 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack

and weapon damage rolls for every three caster levels you have (at least +1, maxi- mum +3). The bonus doesn’t apply to spell damage.

## Divine Power

Evocation

**Level:** Clr 4, War 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point per caster level.

## Dominate Animal

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Animal 3, Drd 3 **Components:** V, S **Casting Time:** 1 round

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

**Target:** One animal **Duration:** 1 round/level **Saving Throw:** Will negates **Spell Resistance:** Yes

You can enchant an animal and direct it with simple commands such as “Attack,” “Run,” and “Fetch.” Suicidal or self-de- structive commands (including an order to attack a creature two or more size cate- gories larger than the *dominated* animal) are simply ignored.

*Dominate animal* establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sen- sory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own com- prehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn’t do. Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

## Dominate Monster

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Sor/Wiz 9

**Target:** One creature

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

## Dominate Person

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 4, Sor/Wiz 5 **Components:** V, S **Casting Time:** 1 round

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

**Target:** One humanoid **Duration:** One day/level **Saving Throw:** Will negates **Spell Resistance:** Yes

You can control the actions of any hu- manoid creature through a telepathic link that you establish with the subject’s mind. If you and the subject have a common language, you can generally force the sub- ject to perform as you desire, within the limits of its abilities. If no common lan- guage exists, you can communicate only basic commands, such as “Come here,” “Go there,” “Fight,” and “Stand still.” You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a *dominated* crea- ture a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject’s behavior is being influenced by an enchantment effect (see the Sense Motive skill des- cription, page 81).

Changing your instructions or giving a

*dominated* creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can’t communicate with you. You can’t actually see through the subject’s eyes, so it’s not as good as being there yourself, but you still get a good idea of what’s going on (the subject is walking through a smelly courtyard, the subject is talking to a guard, the guard looks suspicious, and so forth).

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a

+2 bonus. Obviously self-destructive or-

ders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don’t spend at least 1 round con- centrating on the spell each day, the sub- ject receives a new saving throw to throw off the domination.



CHAPTER 11:

SPELLS

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

## Doom

Necromancy [Fear, Mind-Affecting]

**Level:** Clr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Target:** One living creature **Duration:** 1 min./level

**Saving Throw:** Will negates

#### Spell Resistance: Yes

This spell fills a single subject with a feel- ing of horrible dread that causes it to become shaken.

## Drawmij’s Instant Summons

Conjuration (Summoning) **Level:** Sor/Wiz 7 **Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** See text

**Target:** One object weighing 10 lb. or less whose longest dimension is 6 ft. or less

**Duration:** Permanent until discharged

**Saving Throw:** None

#### Spell Resistance: No

You call some nonliving item from virtu- ally any location directly to your hand.

First, you must place your *arcane mark* (page 201) on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sap- phire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

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

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

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

*Material Component:* A sapphire worth at least 1,000 gp.

## Dream

Illusion (Phantasm) [Mind-Affecting] **Level:** Brd 5, Sor/Wiz 5 **Components:** V, S

**Casting Time:** 1 minute

**Range:** Unlimited

**Target:** One living creature touched

**Duration:** See text **Saving Throw:** None **Spell Resistance:** Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The mes- senger then enters a trance, appears in the intended recipient’s dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communi- cation is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient. Once the message is delivered, the mes- senger’s mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient’s dream and deliver the message.

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

Creatures who don’t sleep (such as elves, but not half-elves) or don’t dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

## Eagle’s Splendor

Transmutation

**Level:** Brd 2, Clr 2, Pal 2, Sor/Wiz 2 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level

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

#### Spell Resistance: Yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses

of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell’s effect do increase.

*Arcane Material Component:* A few feath- ers or a pinch of droppings from an eagle.

## Eagle’s Splendor, Mass

Transmutation

**Level:** Brd 6, Clr 6, Sor/Wiz 6

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

**Target:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *eagle’s splendor*, except that it affects multiple creatures.

## Earthquake

Evocation [Earth]

**Level:** Clr 8, Destruction 8, Drd 8, Earth 7

**Components:** V, S, DF

**Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Area:** 80-ft.-radius spread (S) **Duration:** 1 round

**Saving Throw:** See text

#### Spell Resistance: No

When you cast *earthquake*, an intense but highly localized tremor rips the ground. The shock knocks creatures down, col- lapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can’t move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

*Cave, Cavern, or Tunnel:* The spell col- lapses the roof, dealing 8d6 points of blud- geoning damage to any creature caught under the cave-in (Reflex DC 15 half ) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.

*Cliffs: Earthquake* causes a cliff to crum- ble, creating a landslide that travels hori- zontally as far as it fell vertically. An *earth- quake* cast at the top of a 100-foot cliff would sweep debris 100 feet outward from the base of the cliff. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half ) and is pinned beneath the rubble (see below).

*Open Ground:* Each creature standing in the area must make a DC 15 Reflex save or

# 225



226

fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

*Structure:* Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is (See the *Dungeon Master’s Guide* for information on hit points for walls and the like.) Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half ) and is pinned beneath the rubble (see below).

CHAPTER 11:

SPELLS

*River, Lake, or Marsh:* Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

*Pinned beneath Rubble:* Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls uncon- scious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Elemental Swarm

Conjuration (Summoning) [see text]

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

Water 9

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Two or more summoned creatures, no two of which can be more than 30 ft. apart

**Duration:** 10 min./level (D)

**Saving Throw:** None

#### Spell Resistance: No

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose the plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dis- miss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water crea- ture, it is a spell of that type. For example, *elemental swarm* is a fire spell when you cast it to summon fire elementals and a water spell when you use it to summon water elementals.

## Endure Elements

Abjuration

**Level:** Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1,

Sun 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 24 hours

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

**Spell Resistance:** Yes (harmless)

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

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

## Energy Drain

Necromancy

**Level:** Clr 9, Sor/Wiz 9

**Saving Throw:** Fortitude partial; see text for *enervation*

This spell functions like *enervation*, except that the creature struck gains 2d4 negative levels, and the negative levels last longer.

There is no saving throw to avoid gain- ing the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = *energy drain* spell’s save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject’s charac- ter levels is permanently drained.

An undead creature struck by the ray gains 2d4×5 temporary hit points for 1 hour.

Enervation Necromancy **Level:** Sor/Wiz 4 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** Ray of negative energy **Duration:** Instantaneous

**Saving Throw:** None

#### Spell Resistance: Yes

You point your finger and utter the incan- tation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

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

Assuming the subject survives, it re- gains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim’s levels, but the negative levels from *enervation* don’t last long enough to do so.

An undead creature struck by the ray

gains 1d4×5 temporary hit points for 1 hour.

## Enlarge Person

Transmutation

**Level:** Sor/Wiz 1, Strength 1 **Components:** V, S, M **Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One humanoid creature **Duration:** 1 min./level (D) **Saving Throw:** Fortitude negates **Spell Resistance:** Yes

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

A humanoid creature whose size in-

creases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target’s speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the

spell cannot be used to crush a creature by increasing its size.



CHAPTER 11:

SPELLS

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage (see Table 2–2 in the *Dungeon Master’s Guide*). Other mag- ical properties are not affected by this spell. Any *enlarged* item that leaves an *enlarged* creature’s possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of *enlarged* items are not increased by this spell—an *enlarged +1 sword* still has only a +1 enhancement bonus, a staff-sized wand is still only capable of its normal functions, a giant- sized potion merely requires a greater fluid intake to make its magical effects operate, and so on.

Multiple magical effects that increase size do not stack, which means (among other things) that you can’t use a second casting of this spell to further increase the size of a humanoid that’s still under the effect of the first casting.

*Enlarge person* counters and dispels

*reduce person*.

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

*Material Component:* A pinch of pow- dered iron.

## Enlarge Person, Mass

Transmutation

**Level:** Sor/Wiz 4

**Target:** One humanoid creature/level, no two of which can be more than 30 ft. apart

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

## Entangle

Transmutation

**Level:** Drd 1, Plant 1, Rgr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Area:** Plants in a 40-ft.-radius spread **Duration:** 1 min./level (D)

**Saving Throw:** Reflex partial; see text

#### Spell Resistance: No

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at

only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

*Note:* The DM may alter the effects of the spell somewhat, based on the nature of the entangling plants.

## Enthrall

Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic]

**Level:** Brd 2, Clr 2 **Components:** V, S **Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level) **Targets:** Any number of creatures **Duration:** 1 hour or less

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

#### Spell Resistance: Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignor- ing their surroundings. They are consid- ered to have an attitude of friendly while under the effect of the spell (see the *Dun- geon Master’s Guide* for information about NPC attitudes). Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an atti- tude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those *enthralled* by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become *enthralled*. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not *enthralled* have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist (as described in Aid Another, page 65). The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is at- tacked or subjected to some other overtly hostile act, the spell ends and the previ- ously *enthralled* members become imme-

diately unfriendly toward you. Each crea- ture with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

## Entropic Shield

Abjuration

**Level:** Clr 1, Luck 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

A magical field appears around you, glow- ing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll (in- cluding arrows, magic arrows, *Melf’s acid arrow*, *ray of enfeeblement*, and so forth) has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance, such as a dragon’s breath weapon, are not affected.

## Erase

Transmutation

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

**Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One scroll or two pages **Duration:** Instantaneous

**Saving Throw:** See text

#### Spell Resistance: No

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

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. (A natural 1 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.

## Ethereal Jaunt

Transmutation

**Level:** Clr 7, Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

You become ethereal, along with your equipment. For the duration of the spell,

# 227



CHAPTER 11:

SPELLS

228

you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, you return to material existence.

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

If you end the spell and become mate- rial while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Etherealness

Transmutation

**Level:** Clr 9, Sor/Wiz 9

**Range:** Touch; see text

**Targets:** You and one other touched creature per three levels

**Duration:** 1 min./level (D)

#### Spell Resistance: Yes

This spell functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

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

## Evard’s Black Tentacles

Conjuration (Creation) **Level:** Sor/Wiz 4 **Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Area:** 20-ft.-radius spread

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

**Saving Throw:** None

#### Spell Resistance: No

This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving

members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modi- fier is equal to your caster level +8. The ten- tacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the ten- tacles. Even creatures who aren’t grappling with the tentacles may move through the area at only half normal speed.

*Material Component:* A piece of tentacle from a giant octopus or a giant squid.

## Expeditious Retreat

Transmutation

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

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

This spell increases your base land speed by 30 feet. (This adjustment is treated as an enhancement bonus.) There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Jump skill, page 77).

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.

Explosive Runes Abjuration [Force] **Level:** Sor/Wiz 3 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched object weighing no more than 10 lb.

**Duration:** Permanent until discharged (D)

**Saving Throw:** See text

#### Spell Resistance: Yes

You trace these mystic runes upon a book, map, scroll, or similar object bearing writ- ten information. The *runes* detonate when

read, dealing 6d6 points of force damage. Anyone next to the *runes* (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the *runes* is entitled to a Reflex save for half damage. The object on which the *runes* were written also takes full damage (no saving throw).

You and any characters you specifically

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

*Note:* Magic traps such as *explosive runes* are hard to detect and disable. A rogue (only) can use the Search skill to find the *runes* and Disable Device to thwart them. The DC in each case is 25 + spell level, or 28 for *explosive runes*.

## Eyebite

Necromancy [Evil] **Level:** Brd 6, Sor/Wiz 6 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One living creature

**Duration:** 1 round per three levels; see text

**Saving Throw:** Fortitude negates

#### Spell Resistance: Yes

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

**HD Effect**

10 or more Sickened

5–9 Panicked, sickened

4 or less Comatose, panicked, sickened

The effects are cumulative and concurrent. *Sickened:* Sudden pain and fever sweeps over the subject’s body. A sickened crea- ture takes a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this spell remains sickened for

10 minutes per caster level. The effects cannot be negated by a *remove disease* or *heal* spell, but a *remove curse* is effective.

*Panicked:* The subject becomes panicked

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

*Comatose:* The subject falls into a cata- tonic coma for 10 minutes per caster level. During this time, it cannot be awakened by

any means short of dispelling the effect. This is not a *sleep* effect, and thus elves are not immune to it.



CHAPTER 11:

SPELLS

The spell lasts for 1 round per three caster levels. You must spend a move action each round after the first to target a foe.

Fabricate Transmutation **Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** See text

**Range:** Close (25 ft. + 5 ft./2 levels) **Target:** Up to 10 cu. ft./level; see text **Duration:** Instantaneous

**Saving Throw:** None

#### Spell Resistance: No

You convert material of one sort into a product that is of the same material. Thus, you can fabricate a wooden bridge from a clump of tress, a rope from a patch of hemp, clothes from flax or wool, and so forth. Creatures or magic items cannot be created or transmuted by the *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, and the like).

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

*Material Component:* The original mate- rial, which costs the same amount as the raw materials required to craft the item to be created.

Faerie Fire Evocation [Light] **Level:** Drd 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Creatures and objects within a 5-ft.- radius burst

**Duration:** 1 min./level (D) **Saving Throw:** None **Spell Resistance:** Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical *darkness* effect functions nor- mally), *blur*, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark- dwelling creatures vulnerable to light. The *faerie fire* can be blue, green, or violet, according to your choice at the time of

casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

False Life Necromancy **Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until discharged; see text

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

*Material Component:* A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

## False Vision

Illusion (Glamer)

**Level:** Brd 5, Sor/Wiz 5, Trickery 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Area:** 40-ft.-radius emanation **Duration:** 1 hour/level (D) **Saving Throw:** None

#### Spell Resistance: No

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren’t concentrating, the image remains static.

*Arcane Material Component:* The ground

dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

## Fear

Necromancy [Fear, Mind-Affecting] **Level:** Brd 3, Sor/Wiz 4 **Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1 round/level or 1 round; see text

**Saving Throw:** Will partial

#### Spell Resistance: Yes

An invisible cone of terror causes each living creature in the area to become pan- icked unless it succeeds on a Will save. If cornered, a panicked creature begins cow- ering. (See the *Dungeon Master’s Guide* for more information on fear-panicked crea-

tures.) If the Will save succeeds, the crea- ture is shaken for 1 round.

*Material Component:* Either the heart of a hen or a white feather.

## Feather Fall

Transmutation

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

#### Components: V

**Casting Time:** 1 free action

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

**Targets:** One Medium or smaller free- falling object or creature/level, no two of which may be more than 20 ft. apart

**Duration:** Until landing or 1 round/level

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

**Spell Resistance:** Yes (object)

The affected creatures or objects fall slowly, though faster than feathers typi- cally do. *Feather fall* instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell dura- tion expires, a normal rate of falling resu- mes.

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

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn’t your turn.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, such as a boulder dropped from the top of a castle wall, the object does half normal damage based on its weight, with no bonus for the height of the drop. (See the *Dungeon Master’s Guide* for information on falling objects.)

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

## Feeblemind

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Target:** One creature

**Duration:** Instantaneous

# 229



CHAPTER 11:

SPELLS

230

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

#### Spell Resistance: Yes

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

*Material Component:* A handful of clay, crystal, glass, or mineral spheres.

Find the Path

Divination

**Level:** Brd 6, Clr 6, Drd 6, Knowledge 6,

Travel 6 **Components:** V, S, F **Casting Time:** 3 rounds **Range:** Personal or touch

**Target:** You or creature touched

**Duration:** 10 min./level

**Saving Throw:** None or Will negates (harmless)

**Spell Resistance:** No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to lo- cations, not objects or creatures at a locale. Thus, the subject could not find the way to “a forest where a green dragon lives” or “a hoard of platinum pieces,” but it could find the exit to a labyrinth. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense

the correct direction that will eventually lead it to its destination, indicating at ap- propriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph of warding*. The spell ends when the desti- nation is reached or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its com- panions from the effect of a *maze* spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

*Focus:* A set of divination counters of the sort you favor—bones, ivory counters, sticks, carved runes, or the like.

Find Traps Divination **Level:** Clr 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal **Target:** You **Duration:** 1 min./level

You gain intuitive insight into the work- ings of traps. You can use the Search skill to detect traps just as a rogue can. In addi- tion, you gain an insight bonus equal to one-half your caster level (maximum +10) on Search checks made to find traps while the spell is in effect.

Note that *find traps* grants no ability to disable the traps that you may find.

Finger of Death Necromancy [Death] **Level:** Drd 8, Sor/Wiz 7 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One living creature **Duration:** Instantaneous

**Saving Throw:** Fortitude partial

#### Spell Resistance: Yes

You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25). The subject might die from damage even if it succeeds on its saving throw.

## Fire Seeds

Conjuration (Creation) [Fire] **Level:** Drd 6, Fire 6, Sun 6 **Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

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

**Duration:** 10 min./level or until used

**Saving Throw:** None or Reflex half; see text

#### Spell Resistance: No

Depending on the version of *fire seeds* you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command. *Acorn Grenades:* As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (maximum 20d6), divided up among the acorns as you wish. For example, a 20th-level druid could create one 20d6 missile, two 10d6 missiles,

one 11d6 and three 3d6 missiles, or any other combination totalling up to four acorns and 20d6 points of damage.

Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw.

*Holly Berry Bombs:* You turn as many as

eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point per caster level to every creature in a 5-foot-radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

*Material Component:* The acorns or holly berries.

## Fire Shield

Evocation [Fire or Cold] **Level:** Fire 5, Sor/Wiz 4, Sun 4 **Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks (your choice).

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

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet). The color of the flames is determined randomly (50% chance of either color)— blue or green if the *chill shield* is cast, violet or blue if the *warm shield* is employed. The special powers of each version are as follows.

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



CHAPTER 11:

SPELLS

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

*Arcane Material Component:* A bit of phosphorus for the *warm shield*; a live fire- fly or glowworm or the tail portions of four dead ones for the *chill shield*.

## Fire Storm

Evocation [Fire]

**Level:** Clr 8, Drd 7, Fire 7 **Components:** V, S **Casting Time:** 1 round

**Range:** Medium (100 ft. + 10 ft./level) **Area:** Two 10-ft. cubes per level (S) **Duration:** Instantaneous

**Saving Throw:** Reflex half

#### Spell Resistance: Yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm nat- ural vegetation, ground cover, and any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6).

## Fire Trap

Abjuration [Fire]

**Level:** Drd 2, Sor/Wiz 4 **Components:** V, S, M **Casting Time:** 10 minutes **Range:** Touch

**Target:** Object touched

**Duration:** Permanent until discharged (D)

**Saving Throw:** Reflex half; see text

#### Spell Resistance: Yes

*Fire trap* creates a fiery explosion when an intruder opens the item that the trap pro- tects. A *fire trap* can ward any object that can be opened and closed (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth).

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

A *fire trapped* item cannot have a second closure or warding spell placed on it.

A *knock* spell does not bypass a *fire trap*. An unsuccessful *dispel magic* spell does not detonate the spell.

Underwater, this ward deals half dam- age and creates a large cloud of steam.

You can use the *fire trapped* object with- out discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a *fire trapped* object to an individual usually involves setting a password that you can share with friends.

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

*Material Component:* A half-pound of gold dust (cost 25 gp) sprinkled on the warded object.

Fireball Evocation [Fire] **Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Area:** 20-ft.-radius spread **Duration:** Instantaneous

**Saving Throw:** Reflex half

#### Spell Resistance: Yes

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

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

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

*Material Component:* A tiny ball of bat guano and sulfur.

Flame Arrow Transmutation [Fire] **Level:** Sor/Wiz 3 **Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** Fifty projectiles, all of which must be in contact with each other at the time of casting

**Duration:** 10 min./level **Saving Throw:** None **Spell Resistance:** No

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery pro- jectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or struc- ture, but it won’t ignite a creature it strikes.

*Material Component:* A drop of oil and a small piece of flint.

Flame Blade Evocation [Fire] **Level:** Drd 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 0 ft.

**Effect:** Sword-like beam **Duration:** 1 min./level (D) **Saving Throw:** None **Spell Resistance:** Yes

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this bladelike beam as if it were a scimitar. Attacks with the *flame blade* are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A *flame blade* can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

The spell does not function underwater.

## Flame Strike

Evocation [Fire]

**Level:** Clr 5, Drd 4, Sun 5, War 5

**Components:** V, S, DF

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Area:** Cylinder (10-ft. radius, 40 ft. high) **Duration:** Instantaneous

**Saving Throw:** Reflex half

#### Spell Resistance: Yes

A *flame strike* produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks, such as that granted by *protection from energy (fire)*, *fire shield (chill shield)*, and similar magic.

# 231



CHAPTER 11:

SPELLS

232

Flaming Sphere

Evocation [Fire]

**Level:** Drd 2, Sor/Wiz 2 **Components:** V, S, M/DF **Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level) **Effect:** 5-ft.-diameter sphere **Duration:** 1 round/level

**Saving Throw:** Reflex negates

#### Spell Resistance: Yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a suc- cessful Reflex save negates that damage. A *flaming sphere* rolls over barriers less than 4 feet tall, such as furniture and low walls. It ignites flammable substances it touches and illuminates the same area as a torch would.

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

*Arcane Material Component:* A bit of tal- low, a pinch of brimstone, and a dusting of powdered iron.

Flare

Evocation [Light]

**Level:** Brd 0, Drd 0, Sor/Wiz 0

#### Components: V

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** Burst of light

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

#### Spell Resistance: Yes

This cantrip creates a burst of light. If you cause the light to burst 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*.

Flesh to Stone Transmutation **Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

#### Spell Resistance: Yes

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

*Material Component:* Lime, water, and earth.

## Fly

Transmutation

**Level:** Sor/Wiz 3, Travel 3 **Components:** V, S, F/DF **Casting Time:** 1 standard action **Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level

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

**Spell Resistance:** Yes (harmless)

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

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per

10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *fly* spell is dis- pelled, but not if it is negated by an *antimagic field*.

*Arcane Focus:* A wing feather from any bird.

## Fog Cloud

Conjuration (Creation)

**Level:** Drd 2, Sor/Wiz 2, Water 2

**Components:** V, S

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft. level) **Effect:** Fog spreads in 20-ft. radius, 20 ft.

high

**Duration:** 10 min./level **Saving Throw:** None **Spell Resistance:** No

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

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

The spell does not function underwater.

Forbiddance Abjuration **Level:** Clr 6

**Components:** V, S, M, DF

**Casting Time:** 6 rounds

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 60-ft. cube/level (S) **Duration:** Permanent **Saving Throw:** See text **Spell Resistance:** Yes

*Forbiddance* seals an area against all planar travel into or within it. This includes all teleportation spells (such as *dimension door* and *teleport*), *plane shifting*, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering crea- tures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

*Alignments identical:* No effect. The crea- ture may enter the area freely (although not by planar travel).

*Alignments different with respect to either law/chaos or good/evil:* The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resist- ance applies.

*Alignments different with respect to both law/chaos and good/evil:* The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resist- ance applies.

At your option, the abjuration can include a password, in which case crea- tures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

*Dispel magic* does not dispel a *forbiddance* effect unless the dispeller’s level is at least as high as your caster level.

You can’t have multiple overlapping *for- biddance* effects. In such a case, the more

recent effect stops at the boundary of the older effect.



CHAPTER 11:

SPELLS

*Material Component:* A sprinkling of holy water and rare incenses worth at least 1,500 gp, plus 1,500 gp per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

Forcecage Evocation [Force] **Level:** Sor/Wiz 7 **Components:** V, S, M

**Casting Time:** 1 standard action

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

**Area:** Barred cage (20-ft. cube) or windowless cell (10-ft. cube)

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

**Saving Throw:** None

#### Spell Resistance: No

This powerful spell brings into being an immobile, invisible cubical prison com- posed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automat- ically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

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

*Barred Cage:* This version of the spell produces a 20-foot cube made of bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can’t attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

*Windowless Cell:* This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

*Material Component:* Ruby dust worth 1,500 gp, which is tossed into the air and disappears when you cast the spell.

## Foresight

Divination

**Level:** Drd 9, Knowledge 9, Sor/Wiz 9

**Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Personal or touch **Target:** See text

**Duration:** 10 min./level

**Saving Throw:** None or Will negates (harmless)

**Spell Resistance:** No or Yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instan- taneous warnings of impending danger or harm to the subject of the spell. Thus, if you are the subject of the spell, you would be warned in advance if a rogue were about to attempt a sneak attack on you, or if a creature were about to leap out from a hiding place, or if an attacker were specifically targeting you with a spell or ranged weapon. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself—duck, jump right, close your eyes, and so on—and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

*Arcane Material Component:* A hum- mingbird’s feather.

## Fox’s Cunning

Transmutation

**Level:** Brd 2, Sor/Wiz 2 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level

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

#### Spell Resistance: Yes

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

*Arcane Material Component:* A few hairs, or a pinch of dung, from a fox.

## Fox’s Cunning, Mass

Transmutation

**Level:** Brd 6, Sor/Wiz 6

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

**Target:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *fox’s cunning*, except that it affects multiple creatures.

Freedom Abjuration **Level:** Sor/Wiz 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels) or see text

**Target:** One creature

**Duration:** Instantaneous

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

#### Spell Resistance: Yes

The subject is freed from spells and effects that restrict its movement, including *binding*, *entangle*, grappling, *imprisonment*, *maze*, paralysis, *petrification*, pinning, *sleep*, *slow*, stunning, *temporal stasis*, and *web*. To free a creature from *imprisonment* or *maze*, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the *maze*.

## Freedom of Movement

Abjuration

**Level:** Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4

**Components:** V, S, M, DF **Casting Time:** 1 standard action **Range:** Personal or touch **Target:** You or creature touched **Duration:** 10 min./level

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

**Spell Resistance:** Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. The subject automatically suc- ceeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin.

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

*Material Component:* A leather thong,

bound around the arm or a similar appendage.

# 233



234

## Gaseous Form

Transmutation

**Level:** Air 3, Brd 3, Sor/Wiz 3 **Components:** S, M/DF **Casting Time:** 1 standard action **Range:** Touch

**Target:** Willing corporeal creature touched

**Duration:** 2 min./level (D) **Saving Throw:** None **Spell Resistance:** No

CHAPTER 11:

SPELLS

The subject and all its gear become in- substantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dex- terity, deflection bonuses, and armor bonuses from force effects (for example, from the *mage armor* spell) still apply. The subject gains damage reduction 10/magic and becomes immune to poison and criti- cal hits. It can’t attack or cast spells with verbal, somatic, material, or focus compo- nents while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses super- natural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can’t run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can’t enter water or other liquid. It also can’t manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot (such as those that supply armor or natural armor bonuses).

*Arcane Material Component:* A bit of gauze and a wisp of smoke.

## Gate

Conjuration (Creation or Calling) **Level:** Clr 9, Sor/Wiz 9 **Components:** V, S, XP; see text **Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Effect:** See text

**Duration:** Instantaneous or concentration (up to 1 round/level); see text

**Saving Throw:** None

#### Spell Resistance: No

Casting a *gate* spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular

individual or kind of being through the

*gate*. The *gate* itself is a circular hoop or disk from 5 to 20 feet in diameter (caster’s choice), oriented in the direction you des- ire when it comes into existence (typically vertical and facing you). It is a two- dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A *gate* has a front and a back. Creatures

moving through the *gate* from the front are transported to the other plane; creatures moving through it from the back are not.

*Planar Travel:* As a mode of planar travel, a *gate* spell functions much like a *plane shift* spell, except that the *gate* opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a *gate* from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A *gate* cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You could position a *gate* in a hallway in order to absorb any attack or force coming at you by shunting it to another plane. Whether the denizens of that plane appreciate this tactic is, of course, another matter.

You may hold the gate open only for a

brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connec- tion is severed.

*Calling Creatures:* The second effect of the gate spell is to call an extraplanar crea- ture to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below).

If you choose to call a kind of creature instead of a known individual—for in- stance, a bearded devil or a ghaele elad- rin—you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can’t be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather

dangerous. An uncontrolled being may return to its home plane at any time.

A controlled creature can be com-

manded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature’s help. The creature departs at the end of the spell.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. (Some creatures may want their payment in “livestock” rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

*Note:* When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type. For example, *gate* is a chaotic and evil spell when you cast it to call a demon.

*XP Cost:* 1,000 XP (only for the *calling creatures* function).

## Geas/Quest

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

**Level:** Brd 6, Clr 6, Sor/Wiz 6 **Casting Time:** 10 minutes **Target:** One living creature **Saving Throw:** None

This spell functions similarly to *lesser geas*, except that it affects a creature of any HD and allows no saving throw.

Instead of taking penalties to ability scores (as with *lesser geas*), the subject takes 3d6 points of damage each day it does not attempt to follow the *geas/quest*. Addi- tionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the *geas/ quest*.

A *remove curse* spell ends a *geas/quest* spell only if its caster level is at least two higher than your caster level. *Break en-*

*chantment* does not end a *geas/quest*, but



CHAPTER 11:

SPELLS

*limited wish*, *miracle*, and *wish* do.

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

## Geas, Lesser

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

**Level:** Brd 3, Sor/Wiz 4 **Components:** V **Casting Time:** 1 round

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

**Target:** One living creature with 7 HD or less

**Duration:** One day/level or until discharged (D)

**Saving Throw:** Will negates

#### Spell Resistance: Yes

A *lesser geas* places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The *geased* creature must follow the given instructions until the *geas* is com- pleted, no matter how long it takes.

If the instructions involve some open- ended task that the recipient cannot com- plete through his own actions (such as “Wait here” or “Defend this area against attack”), the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some in- structions: For example, if you order the recipient to protect you from all harm, it might place you in a nice, safe dungeon for the duration of the spell.

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

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

## Gentle Repose

Necromancy

**Level:** Clr 2, Sor/Wiz 3 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Touch

**Target:** Corpse touched

**Duration:** One day/level

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

**Spell Resistance:** Yes (object)

You preserve the remains of a dead crea- ture so that they do not decay. Doing so effectively extends the time limit on rais- ing that creature from the dead (see *raise dead*). Days spent under the influence of this spell don’t count against the time limit. Additionally, this spell makes trans- porting a fallen comrade more pleasant.

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

*Arcane Material Component:* A pinch of salt, and a copper piece for each eye the corpse has (or had).

Ghost Sound Illusion (Figment) **Level:** Brd 0, Sor/Wiz 0 **Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** Illusory sounds

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

**Saving Throw:** Will disbelief (if inter- acted with)

#### Spell Resistance: No

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

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be cre- ated. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

*Ghost sound* can enhance the effective- ness of a *silent image* spell.

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

*Material Component:* A bit of wool or a small lump of wax.

Ghoul Touch Necromancy **Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living humanoid touched

**Duration:** 1d6+2 rounds

**Saving Throw:** Fortitude negates

#### Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to paralyze a single living

humanoid for the duration of the spell with a successful melee touch attack.

Additionally, the paralyzed subject ex-

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

*Material Component:* A small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul’s lair.

Giant Vermin Transmutation **Level:** Clr 4, Drd 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Targets:** Up to three vermin, no two of which can be more than 30 ft. apart

**Duration:** 1 min./level **Saving Throw:** None **Spell Resistance:** Yes

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be trans- muted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below. The *Monster Manual* has game statistics for centipedes, spiders, and scorpions, as well as other kinds of vermin.

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

The DM can extend this spell’s effects to other kinds of insects, arachnids, or other vermin, such as ants, bees, beetles, praying mantises, and wasps, if he so chooses.

**Caster Level Vermin Size**

9th or lower M edium

10th–13th Large

14th–17th H uge

18th–19th Gargantuan

20th or higher Colossal

Glibness Transmutation **Level:** Brd 3 **Components:** S

**Casting Time:** 1 standard action

**Range:** Personal

# 235



CHAPTER 11:

SPELLS

236

**Target:** You

**Duration:** 10 min./level (D)

Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn’t apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden mes- sage via innuendo.)

If a magic effect is attempted against you that would detect your lies or force you to speak the truth (such as *discern lies* or *zone of truth*), the caster of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

Glitterdust Conjuration (Creation) **Level:** Brd 2, Sor/Wiz 2 **Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Creatures and objects within 10-ft.- radius spread

**Duration:** 1 round/level

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

#### Spell Resistance: No

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

Any creature covered by the dust takes a

–40 penalty on Hide checks.

*Material Component:* Ground mica.

Globe of Invulnerability

Abjuration

**Level:** Sor/Wiz 6

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

## Globe of Invulnerability, Lesser

Abjuration

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius spherical emanation, centered on you

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

**Saving Throw:** None

#### Spell Resistance: No

An immobile, faintly shimmering magical sphere surrounds you and excludes all

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

Note that spell effects are not disrupted

unless their effects enter the globe, and even then they are merely suppressed, not dispelled. For example, creatures inside the globe would still see a *mirror image* created by a caster outside the globe. If that caster then entered the globe, the images would wink out, to reappear when the caster exited the globe. Likewise, a caster standing in the area of a *light* spell would still receive sufficient illumination for vision, even though that part of the *light* spell’s area that lies within the globe would not be luminous.

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

*Material Component:* A glass or crystal bead that shatters at the expiration of the spell.

## Glyph of Warding

Abjuration

**Level:** Clr 3 **Components:** V, S, M **Casting Time:** 10 minutes **Range:** Touch

**Target or Area:** Object touched or up to 5 sq. ft./level

**Duration:** Permanent until discharged (D)

**Saving Throw:** See text

**Spell Resistance:** No (object) and Yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the ward. Typ- ically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, *glyphs* can be set according to physical characteristics (such as height or weight) or creature type,

subtype, or kind (such as aberration, drow, or red dragon). *Glyphs* can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, Hit Dice, or level. *Glyphs* respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple *glyphs* cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A *glyph* can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the *glyph* and tracery become nearly invisible.

*Glyphs* cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *poly- morph*, and *nondetection* (and similar magi- cal effects) can fool a *glyph*, though non- magical disguises and the like can’t.

*Read magic* allows you to identify a *glyph of warding* with a DC 13 Spellcraft check. Identifying the *glyph* does not discharge it and allows you to know the basic nature of the *glyph* (version, type of damage caused, what spell is stored).

The DM may decide that the exact *glyphs* available to you depend on your deity. He or she might also make new *glyphs* avail- able according to the magical research rules in the *Dungeon Master’s Guide*.

*Note:* Magic traps such as *glyph of warding* are hard to detect and disable. A rogue (only) can use the Search skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for *glyph of warding*.

Depending on the version selected, a *glyph* either blasts the intruder or activates a spell.

*Blast Glyph:* A *blast glyph* deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster’s choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

*Spell Glyph:* You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the *glyph*. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect (such as a cloud), the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the *glyph*.

*Material Component:* You trace the *glyph* with incense, which must first be sprin- kled with powdered diamond worth at least 200 gp.



CHAPTER 11:

SPELLS

## Glyph of Warding, Greater

Abjuration

**Level:** Clr 6

This spell functions like *glyph of warding*, except that a *greater blast glyph* deals up to 10d8 points of damage, and a *greater spell glyph* can store a spell of 6th level or lower.

*Material Component:* You trace the *glyph*

with incense, which must first be sprin- kled with powdered diamond worth at least 400 gp.

Goodberry Transmutation **Level:** Drd 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** 2d4 fresh berries touched

**Duration:** One day/level **Saving Throw:** None **Spell Resistance:** Yes

Casting *goodberry* upon a handful of freshly picked berries makes 2d4 of them magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each trans- muted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

## Good Hope

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** One living creature/level, no two of which may be more than 30 ft. apart

**Duration:** 1 min./level

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

**Spell Resistance:** Yes (harmless)

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

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

## Grease

Conjuration (Creation) **Level:** Brd 1, Sor/Wiz 1 **Components:** V, S, M

**Casting Time:** 1 standard action

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

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

**Duration:** 1 round/level (D) **Saving Throw:** See text **Spell Resistance:** No

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A crea- ture can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can’t move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill for details).

The DM should adjust saving throws by circumstance. For example, a creature charging down an incline that is suddenly *greased* has little chance to avoid the effect, but its ability to exit the affected area is almost assured (whether it wants to or not).

The spell can also be used to create a greasy coating on an item—a rope, ladder rungs, or a weapon handle, for instance. Material objects not in use are always af- fected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.

*Material Component:* A bit of pork rind or butter.

## Greater (Spell Name)

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

## Guards and Wards

Abjuration

**Level:** Sor/Wiz 6 **Components:** V, S, M, F **Casting Time:** 30 minutes

**Range:** Anywhere within the area to be warded

**Area:** Up to 200 sq. ft./level (S) **Duration:** 2 hours/level (D) **Saving Throw:** See text

**Spell Resistance:** See text

This powerful spell is primarily used to defend your stronghold. The ward protects

200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the fol- lowing magical effects within the warded area.

*Fog:* Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Saving Throw: None. Spell Resistance: No.

*Arcane Locks:* All doors in the warded area are *arcane locked*. Saving Throw: None. Spell Resistance: No.

*Webs:* Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts. Saving Throw: Reflex negates; see text for *web*. Spell Resistance: No.

*Confusion:* Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an en- chantment, mind-affecting effect. Saving Throw: None. Spell Resistance: Yes.

*Lost Doors:* One door per caster level is covered by a *silent image* to appear as if it were a plain wall. Saving Throw: Will dis- belief (if interacted with). Spell Resistance: No.

In addition, you can place your choice of one of the following five magical effects.

1. *Dancing lights* in four corridors. You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts. Saving Throw: None. Spell Resistance: No.
2. A *magic mouth* in two places. Saving Throw: None. Spell Resistance: No.
3. A *stinking cloud* in two places. The

vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. Saving Throw: Fortitude negates; see text for *stinking cloud*. Spell Resistance: No.

1. A *gust of wind* in one corridor or room. Saving Throw: Fortitude negates. Spell Resistance: Yes.

# 237



238

1. A *suggestion* in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the *suggestion* mentally. Saving Throw: Will negates. Spell Resistance: Yes. The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *Mordenkainen’s disjunction* destroys the

entire *guards and wards* effect.

CHAPTER 11:

SPELLS

*Material Component:* Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood.

*Focus:* A small silver rod.

Guidance

Divination

**Level:** Clr 0, Drd 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute or until discharged **Saving Throw:** Will negates (harmless) **Spell Resistance:** Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

## Gust of Wind

Evocation [Air]

**Level:** Drd 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**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 (ap- proximately 50 mph) that originates from you, affecting all creatures in its path.

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

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6×5 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 ex- tinguishes 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.

## Hallow

Evocation [Good]

**Level:** Clr 5, Drd 5 **Components:** V, S, M, DF **Casting Time:** 24 hours **Range:** Touch

**Area:** 40-ft. radius emanating from the touched point

**Duration:** Instantaneous **Saving Throw:** See text **Spell Resistance:** See text

*Hallow* makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by

a *magic circle against evil* effect.

Second, all Charisma checks made to turn undead gain a +4 sacred bonus, and Charisma checks to command undead take a –4 penalty. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.) Third, any dead body interred in a *hal- lowed* site cannot be turned into an undead

creature.

Finally, you may choose to fix a single spell effect to the *hallowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. For example, you may create a *bless* effect that aids all creatures of your alignment or faith in the area, or a *bane* effect that hinders creatures of the opposed alignment or an enemy faith. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a *hal- lowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect evil*, *detect magic*, *dimensional anchor*,

*discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells’ effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* spell (and its associated spell effect) at a time.

*Hallow* counters but does not dispel

*unhallow*.

*Material Component:* Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the *hallowed* area.

## Hallucinatory Terrain

Illusion (Glamer) **Level:** Brd 4, Sor/Wiz 4 **Components:** V, S, M

**Casting Time:** 10 minutes **Range:** Long (400 ft. + 40 ft./level) **Area:** One 30-ft. cube/level (S) **Duration:** 2 hours/level (D)

**Saving Throw:** Will disbelief (if inter- acted with)

#### Spell Resistance: No

You make natural terrain look, sound, and smell like some other sort of natural ter- rain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Structures, equipment, and creatures within the area are not hid- den or changed in appearance.

*Material Component:* A stone, a twig, and a bit of green plant.

Halt Undead Necromancy **Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Targets:** Up to three undead creatures, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** Will negates (see text)

#### Spell Resistance: Yes

This spell renders as many as three undead creatures immobile. A nonintelligent un- dead creature (such as a skeleton or zombie) gets no saving throw; an intelli- gent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of *hold person* on a living creature). The effect is broken if the *halted* creatures are attacked or take damage.

*Material Component:* A pinch of sulfur and powdered garlic.

Harm



CHAPTER 11:

SPELLS

Necromancy

**Level:** Clr 6, Destruction 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

#### Spell Resistance: Yes

*Harm* charges a subject with negative en- ergy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, *harm* deals half this amount, but it cannot reduce the target’s hit points to less than 1.

If used on an undead creature, *harm* acts

like *heal*.

## Haste

Transmutation

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

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Targets:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates (harm- less)

**Spell Resistance:** Yes (harmless)

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

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

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

All of the *hasted* creature’s modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the sub- ject’s normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature’s jumping distance as normal for increased speed.

Multiple *haste* effects don’t stack. *Haste*

dispels and counters *slow*.

*Material Component:* A shaving of lico- rice root.

## Heal

Conjuration (Healing)

**Level:** Clr 6, Drd 7, Healing 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

*Heal* enables you to channel positive en- ergy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, *feebleminded*, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

*Heal* does not remove negative levels, restore permanently drained levels, or re- store permanently drained ability score points.

If used against an undead creature, *heal*

instead acts like *harm*.

Heal, Mass Conjuration (Healing) **Level:** Clr 9, Healing 9

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

**Targets:** One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *heal*, except as noted above. The maximum number of hit points restored to each creature is 250.

Heal Mount Conjuration (Healing) **Level:** Pal 3 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Your mount touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

This spell functions like *heal*, but it affects only the paladin’s special mount (typically a warhorse).

Heat Metal Transmutation [Fire] **Level:** Drd 2, Sun 2 **Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Target:** Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 25 lb. of metal/level, all of which must be within a 30-ft. circle

**Duration:** 7 rounds

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

**Spell Resistance:** Yes (object)

*Heat metal* makes metal extremely warm. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. (Magic item’s saving throws are covered in the *Dungeon Master’s Guide*.) An item in a creature’s possession uses the creature’s saving throw bonus unless its own is higher.

A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The crea- ture takes minimum damage (1 point or 2 points; see the table) if it’s not wearing metal armor and the metal that it’s carry- ing weighs less than one-fifth of its weight. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell’s duration. During the second (and also the next-to-last) round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as

shown on the table below.

**Metal**

**Round Temperature Damage**

1. Warm None
2. H ot 1d4 points

3–5 Searing 2d4 points

1. H ot 1d4 points
2. Warm None

Any cold intense enough to damage the creature negates fire damage from the spell (and vice versa) on a point-for-point basis. For example, if the damage roll from a *heat metal* spell indicates 2 points of fire damage and the subject is hit by a *ray of frost* in the same round and takes 3 points of cold damage, it winds up taking no fire damage and only 1 point of cold damage. If cast underwater, *heat metal* deals half damage and boils the surrounding water.

*Heat metal* counters and dispels *chill metal*.

Helping Hand Evocation **Level:** Clr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 5 miles

**Effect:** Ghostly hand **Duration:** 1 hour/level **Saving Throw:** None **Spell Resistance:** No

# 239



CHAPTER 11:

SPELLS

240

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the crea- ture is willing to follow.

When the spell is cast, the hand appears in front of you. You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

**Distance Time to Locate**

100 ft. or less 1 round

1,000 ft. 1 minute

1. mile 10 minutes
2. miles 1 hour
3. miles 2 hours
4. miles 3 hours
5. miles 4 hours

Once the hand locates the subject, it beck- ons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way to- ward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears;

the subject must then rely on her own devices to locate you.

If more than one sub- ject in a 5-mile

*Jozan casts holy smite against a succubus.*

radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indica- ting that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in com- bat or execute any other task aside from locating a subject and leading it back to you. The hand can’t pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

Heroes’ Feast Conjuration [Creation] **Level:** Brd 6, Clr 6 **Components:** V, S, DF **Casting Time:** 10 minutes

**Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** Feast for one creature/level **Duration:** 1 hour plus 12 hours; see text **Saving Throw:** None

#### Spell Resistance: No

You bring forth a great feast, including a magnificent table, chairs, service,

and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbi- bing the nectar-like beverage that is part of the feast. The ambrosial food that is con- sumed grants each creature that partakes a

+1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours.

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

Heroism

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 2, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level

**Saving Throw:** Will ne- gates (harmless)

**Spell Resistance:** Yes (harm- less)

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

checks.

## Heroism, Greater

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd 5, Sor/Wiz 6

**Duration:** 1 min./level

This spell functions like *heroism*, except the crea- ture gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to

fear effects, and tem- porary hit points equal to your caster level (maximum 20).

Hide from Animals



CHAPTER 11:

SPELLS

Abjuration

**Level:** Drd 1, Rgr 1

**Components:** S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One creature touched/level

**Duration:** 10 min./level (D)

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

#### Spell Resistance: Yes

Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremor- sense, cannot detect or locate warded crea- tures. Animals simply act as though the warded creatures are not there. Warded creatures could stand before the hungriest of lions and not be molested or even noticed. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

## Hide from Undead

Abjuration

**Level:** Clr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One touched creature/level

**Duration:** 10 min./level (D)

**Saving Throw:** Will negates (harmless); see text

#### Spell Resistance: Yes

Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremor- sense, cannot detect or locate warded creatures. Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can’t see any of the warded crea- tures. However, if it has reason to believe unseen opponents are present, it can at- tempt to find or strike them.

If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

## Hold Animal

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Animal 2, Drd 2, Rgr 2

**Components:** V, S

**Target:** One animal

This spell functions like *hold person*, except that it affects an animal instead of a humanoid.

## Hold Monster

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 4, Law 6, Sor/Wiz 5 **Components:** V, S, M/DF **Target:** One living creature

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

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

## Hold Monster, Mass

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Sor/Wiz 9

**Targets:** One or more creatures, no two of which can be more than 30 ft. apart

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

## Hold Person

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 2, Clr 2, Sor/Wiz 3 **Components:** V, S, F/DF **Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level) **Target:** One humanoid creature **Duration:** 1 round/level (D); see text **Saving Throw:** Will negates; see text **Spell Resistance:** Yes

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

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

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

## Hold Person, Mass

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Sor/Wiz 7

**Targets:** One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *hold person*, except as noted above.

Hold Portal Abjuration **Level:** Sor/Wiz 1 **Component:** V

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Target:** One portal, up to 20 sq. ft./level **Duration:** 1 min./level (D)

**Saving Throw:** None

#### Spell Resistance: No

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

Holy Aura Abjuration [Good] **Level:** Clr 8, Good 8 **Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Targets:** One creature/level in a 20-ft.- radius burst centered on you

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

**Saving Throw:** See text

**Spell Resistance:** Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration blocks possession

and mental influence, just as *protection from evil* does.

Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as *blindness/deafness*, but against *holy aura’s* save DC).

*Focus:* A tiny reliquary containing some sacred relic, such as a scrap of cloth from a saint’s robe or a piece of parchment from a holy text. The reliquary costs at least 500 gp.

Holy Smite Evocation [Good] **Level:** Good 4 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Area:** 20-ft.-radius burst

**Duration:** Instantaneous (1 round); see text

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

#### Spell Resistance: Yes

241



242

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

CHAPTER 11:

SPELLS

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Holy Sword Evocation [Good] **Level:** Pal 4 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Melee weapon touched **Duration:** 1 round/level **Saving Throw:** None

#### Spell Resistance: No

This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a

*+5 holy weapon* (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a *magic circle against evil* effect (as the spell). If the *magic circle* ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

*Note:* A masterwork weapon’s bonus to attack does not stack with an enhancement bonus to attack.

## Holy Word

Evocation [Good, Sonic] **Level:** Clr 7, Good 7 **Components:** V

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** Nongood creatures in a 40-ft.-radius spread centered on you

**Duration:** Instantaneous

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

#### Spell Resistance: Yes

Any nongood creature within the area that hears the *holy word* suffers the following ill effects.

**HD Effect**

Equal to caster level Deafened Up to caster level –1 Blinded, deafened Up to caster level –5 Paralyzed, blinded,

deafened Up to caster level –10 Killed, paralyzed,

blinded, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

*Deafened:* The creature is deafened for 1d4 rounds.

*Blinded:* The creature is blinded for 2d4 rounds.

*Paralyzed:* The creature is paralyzed and helpless for 1d10 minutes.

*Killed:* Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the crea- tures hear the *holy word*. The banishment effect allows a Will save (at a –4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *holy word*.

## Horrid Wilting

Necromancy

**Level:** Sor/Wiz 8, Water 8 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level)

**Targets:** Living creatures, no two of which can be more than 60 ft. apart

**Duration:** Instantaneous **Saving Throw:** Fortitude half **Spell Resistance:** Yes

This spell evaporates moisture from the body of each subject living creature, deal- ing 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

*Arcane Material Component:* A bit of sponge.

## Hypnotic Pattern

Illusion (Pattern) [Mind-Affecting]

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

**Components:** V (Brd only), S, M; see text

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Colorful lights in a 10-ft.-radius spread

**Duration:** Concentration + 2 rounds

**Saving Throw:** Will negates

#### Spell Resistance: Yes

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

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

*Material Component:* A glowing stick of incense or a crystal rod filled with phos- phorescent material.

## Hypnotism

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 1, Sor/Wiz 1 **Components:** V, S **Casting Time:** 1 round

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

**Area:** Several living creatures, no two of which may be more than 30 ft. apart

**Duration:** 2d4 rounds (D) **Saving Throw:** Will negates **Spell Resistance:** Yes

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

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

While the subject is fascinated by this

spell, it reacts as though it were two steps more friendly in attitude (see Influencing NPC Attitudes, page 72). This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and rea- sonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particu- lar request.

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



CHAPTER 11:

SPELLS

## Ice Storm

Evocation [Cold]

**Level:** Drd 4, Sor/Wiz 4, Water 5 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level)

**Area:** Cylinder (20-ft. radius, 40 ft. high)

**Duration:** 1 full round **Saving Throw:** None **Spell Resistance:** Yes

Great magical hailstones pound down for 1 full round, dealing 3d6 points of blud- geoning damage and 2d6 points of cold damage to every creature in the area. A –4 penalty applies to each Listen check made within the *ice storm’s* effect, and all land movement within its area is at half speed. At the end of the duration, the hail disap- pears, leaving no aftereffects (other than the damage dealt).

*Arcane Material Component:* A pinch of dust and a few drops of water.

## Identify

Divination

**Level:** Brd 1, Magic 2, Sor/Wiz 1 **Components:** V, S, M/DF **Casting Time:** 1 hour

**Range:** Touch

**Targets:** One touched object **Duration:** Instantaneous **Saving Throw:** None

#### Spell Resistance: No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

*Identify* does not function when used on an artifact (see the *Dungeon Master’s Guide* for details on artifacts).

*Arcane Material Component:* A pearl of at

least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

## Illusory Script

Illusion (Phantasm) [Mind-Affecting] **Level:** Brd 3, Sor/Wiz 3 **Components:** V, S, M

**Casting Time:** 1 minute or longer; see text

**Range:** Touch

**Target:** One touched object weighing no more than 10 lb.

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

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

#### Spell Resistance: Yes

You write instructions or other informa- tion on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical

writing. Only the person (or people) des- ignated by you at the time of the casting are able to read the writing; it’s unintelli- gible to any other character, although an illusionist recognizes it as *illusory script*.

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

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

*Material Component:* A lead-based ink (cost of not less than 50 gp).

Illusory Wall Illusion (Figment) **Level:** Sor/Wiz 4 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** Image 1 ft. by 10 ft. by 10 ft. **Duration:** Permanent

**Saving Throw:** Will disbelief (if inter- acted with)

#### Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without diffi- culty. When the spell is used to hide pits, traps, or normal doors, any detection abil- ities that do not require sight work nor- mally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

## Imbue with Spell Ability

Evocation

**Level:** Clr 4, Magic 4 **Components:** V, S, DF **Casting Time:** 10 minutes **Range:** Touch

**Target:** Creature touched; see text

**Duration:** Permanent until discharged (D)

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

**Spell Resistance:** Yes (harmless)

You transfer some of your currently pre- pared spells, and the ability to cast them, to

another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of *imbue with spell ability* can’t exceed this limit.

**HD of Spells**

**Recipient Imbued**

2 or lower One 1st-level spell

3–4 One or two 1st-level spells 5 or higher One or two 1st-level spells

and one 2nd-level spell

The transferred spell’s variable character- istics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with spell ability*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dis- miss the *imbue with spell ability* spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active *imbue with spell ability* spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have humanlike hands. To cast a spell with a material component or focus, it must have the materials or focus.

## Implosion

Evocation

**Level:** Clr 9, Destruction 9

**Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Targets:** One corporeal creature/round **Duration:** Concentration (up to 4

rounds)

**Saving Throw:** Fortitude negates

#### Spell Resistance: Yes

You create a destructive resonance in a corporeal creature’s body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

*Implosion* has no effect on creatures in gaseous form or on incorporeal creatures.

# 243



244

Imprisonment Abjuration **Level:** Sor/Wiz 9

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

CHAPTER 11:

SPELLS

#### Spell Resistance: Yes

When you cast *imprisonment* and touch a creature, it is entombed in a state of sus- pended animation (see the *temporal stasis* spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place. Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal where it is entombed. If you know the target’s name and some facts about its life, the target takes a –4 penalty on its save.

Incendiary Cloud Conjuration (Creation) [Fire] **Level:** Fire 8, Sor/Wiz 8 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Cloud spreads in 20-ft. radius, 20 ft. high

**Duration:** 1 round/level

**Saving Throw:** Reflex half; see text

#### Spell Resistance: No

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a *fog cloud* does. In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round. Figure out the smoke’s new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By con- centrating, you can make the cloud (actu- ally its point of origin) move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder’s spread thereafter.

As with *fog cloud*, wind disperses the smoke, and the spell can’t be cast under- water.

Inflict Critical Wounds

Necromancy

**Level:** Clr 4, Destruction 4

This spell functions like *inflict light wounds*, except that you deal 4d8 points of damage

+1 point per caster level (maximum +20).

## Inflict Critical Wounds, Mass

Necromancy

**Level:** Clr 8

This spell functions like *mass inflict light wounds*, except that it deals 4d8 points of damage +1 point per caster level (maxi- mum +40).

## Inflict Light Wounds

Necromancy

**Level:** Clr 1, Destruction 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched **Duration:** Instantaneous **Saving Throw:** Will half **Spell Resistance:** Yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harm- ing it.

## Inflict Light Wounds, Mass

Necromancy

**Level:** Clr 5, Destruction 5

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous **Saving Throw:** Will half **Spell Resistance:** Yes

Negative energy spreads out in all direc- tions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +25) to nearby living enemies.

Like other *inflict* spells, *mass inflict light*

*wounds* cures undead in its area rather than damaging them. A cleric capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

## Inflict Minor Wounds

Necromancy

**Level:** Clr 0

**Saving Throw:** Will negates

This spell functions like *inflict light wounds*, except that you deal 1 point of damage and

a Will save negates the damage instead of halving it.

## Inflict Moderate Wounds

Necromancy

**Level:** Clr 2

This spell functions like *inflict light wounds*, except that you deal 2d8 points of damage

+1 point per caster level (maximum +10).

## Inflict Moderate Wounds, Mass

Necromancy

**Level:** Clr 6

This spell functions like *mass inflict light wounds*, except that it deals 2d8 points of damage +1 point per caster level (maxi- mum +30).

## Inflict Serious Wounds

Necromancy

**Level:** Clr 3

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage

+1 point per caster level (maximum +15).

## Inflict Serious Wounds, Mass

Necromancy

**Level:** Clr 7

This spell functions like *mass inflict light wounds*, except that it deals 3d8 points of damage +1 point per caster level (maxi- mum +35).

## Insanity

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Target:** One living creature **Duration:** Instantaneous

**Saving Throw:** Will negates

#### Spell Resistance: Yes

The affected creature suffers from a con- tinuous *confusion* effect, as the spell.

*Remove curse* does not remove *insanity*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

Insect Plague Conjuration (Summoning) **Level:** Clr 5, Drd 5 **Components:** V, S, DF **Casting Time:** 1 round

**Range:** Long (400 ft. + 40 ft./level)

**Effect:** One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm

**Duration:** 1 min./level

**Saving Throw:** None



CHAPTER 11:

SPELLS

#### Spell Resistance: No

You summon a number of swarms of locusts (one per three levels, to a maxi- mum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contigu- ous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won’t pursue creatures that flee.

See the *Monster Manual* for details on locust swarms.

## Invisibility

Illusion (Glamer)

**Level:** Brd 2, Sor/Wiz 2, Trickery 2 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Personal or touch

**Target:** You or a creature or object weigh- ing no more than 100 lb./level

**Duration:** 1 min./level (D)

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

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

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

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

Of course, the subject is not magically *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character’s per- ceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge,

remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it im- mediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

See Table 8–5: Attack Roll Modifiers and Table 8–6: Armor Class Modifiers, page 151, for the effects of invisibility on combat.

*Invisibility* can be made permanent (on

objects only) with a *permanency* spell.

*Arcane Material Component:* An eyelash encased in a bit of gum arabic.

## Invisibility, Greater

Illusion (Glamer) **Level:** Brd 4, Sor/Wiz 4 **Components:** V, S

**Target:** You or creature touched

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

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

This spell functions like *invisibility*, except that it doesn’t end if the subject attacks.

Invisibility, Mass Illusion (Glamer) **Level:** Sor/Wiz 7 **Components:** V, S, M

**Range:** Long (400 ft. + 40 ft./level)

**Targets:** Any number of creatures, no two of which can be more than 180 ft. apart

This spell functions like *invisibility*, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

*Material Component:* An eyelash encased in a bit of gum arabic.

## Invisibility Purge

Evocation

**Level:** Clr 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

Invisibility Sphere Illusion (Glamer) **Level:** Brd 3, Sor/Wiz 3 **Components:** V, S, M

**Area:** 10-ft.-radius emanation around the creature or object touched

This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected crea- tures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

## Iron Body

Transmutation

**Level:** Earth 8, Sor/Wiz 8 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities.

You gain damage reduction 15/adaman- tine. You are immune to blindness, critical hits, ability score damage, deafness, dis- ease, drowning, electricity, poison, stun- ning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a –6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a –8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can’t use potions) or play wind instru- ments.

Your unarmed attacks deal damage

equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

# 245



246

*Arcane Material Component:* A small piece of iron that was once part of either an iron golem, a hero’s armor, or a war machine.

Ironwood Transmutation **Level:** Drd 6

**Components:** V, S, M

**Casting Time:** 1 minute/lb. created

CHAPTER 11:

SPELLS

**Range:** 0 ft.

**Effect:** An *ironwood* object weighing up to 5 lb./level

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

**Saving Throw:** None

#### Spell Resistance: No

*Ironwood* is a magical substance created by druids from normal wood. While re- maining natural wood in almost every way, *ironwood* is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron (such as *heat metal*) do not function on *ironwood*. Spells that affect wood (such as *wood shape*) do affect *ironwood*, although *ironwood* does not burn. Using this spell with *wood shape* or a wood-related Craft check, you can fashion wooden items that function as steel items. Thus, wooden plate armor and wooden swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids.

Further, if you make only half as much *ironwood* as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enhancement bonus.

*Material Component:* Wood shaped into the form of the intended *ironwood* object.

Jump

Transmutation

**Level:** Drd 1, Rgr 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level (D)

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

#### Spell Resistance: Yes

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to

+30 (the maximum) at caster level 9th.

*Material Component:* A grasshopper’s hind leg, which you break when the spell is cast.

Keen Edge Transmutation **Level:** Sor/Wiz 3 **Components:** V, S

**Casting Time:** 1 standard action

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

**Targets:** One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

**Duration:** 10 min./level

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

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

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

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

Knock Transmutation **Level:** Sor/Wiz 2 **Components:** V

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One door, box, or chest with an area of up to 10 sq. ft./level

**Duration:** Instantaneous; see text

**Saving Throw:** None

#### Spell Resistance: No

The *knock* spell opens stuck, barred, locked, *held*, or *arcane locked* doors. It opens secret doors, as well as locked or trick- opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open a *arcane locked* door, the spell does not remove the *arcane lock* but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impedi- ments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. A 3rd-level caster can cast a *knock* spell on a door of 30 square feet or less (for example, a standard 4-foot-by-7- foot door). Each spell can undo as many as two means of preventing egress. Thus if a door is locked, barred, and held, or quadruple locked, opening it requires two *knock* spells.

## Know Direction

Divination

**Level:** Brd 0, Drd 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

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

## Legend Lore

Divination

**Level:** Brd 4, Knowledge 7, Sor/Wiz 6

**Components:** V, S, M, F **Casting Time:** See text **Range:** Personal

**Target:** You

**Duration:** See text

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

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

Examples of *legend lore* results include the following.

A divination about a mysterious magic axe you have at hand: “Woe to the evildoer whose hand touches the axe, for even the haft chops the hand of the evil ones. Only a true Son or Daughter of Stone, one who loves Moradin and whom Moradin loves, may awaken the true powers of the axe,

and only with the sacred word ‘*Rudnogg*’ on the lips.”



CHAPTER 11:

SPELLS

A divination about a legendary paladin about whom you know many details: “Vanashon has been denied the glory of death and the duty of life. He waits pa- tiently beneath the Forbidden Mountain.” (The paladin has been turned to stone in the caverns under the mountain.)

A divination about ancient ruins about which you have only a passing reference in a partially damaged tome: “The sorcerer who called herself Ryth built a library without words and a temple without gods. Those tho read and those who pray tore it down in a night and a day.” (These clues may be enough for you to find out more and get details you need to cast a better *legend lore*.)

*Material Component:* Incense worth at least 250 gp.

*Focus:* Four strips of ivory (worth 50 gp

each) formed into a rectangle.

Leomund’s Secret Chest Conjuration (Summoning) **Level:** Sor/Wiz 5 **Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** See text

**Target:** One chest and up to 1 cu. ft. of goods/caster level

**Duration:** Sixty days or until discharged

**Saving Throw:** None

#### Spell Resistance: No

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

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. If made principally of wood, it must be ebony, rosewood, sandal- wood, teak, or the like, and all of its corner fittings, nails, and hardware must be plat- inum. If constructed of ivory, the metal fittings of the chest must be gold. If the chest is fashioned from bronze, copper, or silver, its fittings must be silver or electrum (a valuable metal). The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a per- fect copy. (The replica costs 50 gp.) You can have but one pair of these chests at any given time—even a *wish* spell does not allow more. The chests are nonmagical and

can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethe- real Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can be summoned back, al- though an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and

age normally, and they die if they run out of food, air, water, or whatever they need to survive.

*Focus:* The chest and its replica.

## Leomund’s Secure Shelter

Conjuration (Creation)

**Level:** Brd 4, Sor/Wiz 4 **Components:** V, S, M, F; see text **Casting Time:** 10 minutes

**Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** 20-ft.-square structure **Duration:** 2 hours/level (D) **Saving Throw:** None

#### Spell Resistance: No

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast—stone, timber, or (at worst) sod. 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 ad- versely affects it and its occupants. The dwelling does, however, provide consid- erable 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 se- cured 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 ser- vice to you for the duration of the shelter.

The *secure shelter* contains rude furnish- ings—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:** Brd 3, Sor/Wiz 3 **Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Effect:** 20-ft.-radius sphere centered on your location

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

**Saving Throw:** None

#### Spell Resistance: No

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

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis (thus, if it’s –20° outside, inside the hut it’s 50°). The hut also provides protec- tion against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere.

You can illuminate it dimly upon com- mand 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 duration expires or the *hut* is dispelled.

Leomund’s Trap Illusion (Glamer) **Level:** Sor/Wiz 2 **Components:** V,S,M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched **Duration:** Permanent (D) **Saving Throw:** None **Spell Resistance:** No

This spell makes a lock or small mechanism seem to be trapped to anyone

# 247



248

who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is “sprung”; its primary purpose is to frighten away thieves or make them waste precious time. If another *Leomund’s trap* is active within 50 feet when the spell is cast, the casting

fails.

CHAPTER 11:

SPELLS

*Material Component:* A piece of iron pyrite touched to the object to the trapped while the object is sprinkled with a special dust requiring 50gp to prepare.

Lesser (Spell Name)

Any spell whose name begins with *lesser* is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a *lesser* spell appears near the description of the spell on which it is based. Spell chains that have *lesser* spells in them include those based on the spells *confusion*, *geas*, *globe of invulnerability*, *planar ally*, *planar binding*, and *restoration*.

Levitate Transmutation **Level:** Sor/Wiz 2 **Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Personal or close (25 ft. + 5 ft./2 levels)

**Target:** You or one willing creature or one object (total weight up to 100 lb./level)

**Duration:** 1 min./level (D) **Saving Throw:** None **Spell Resistance:** No

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

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

*Focus:* Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

## Light

Evocation [Light]

**Level:** Brd 0, Clr 0, Drd 0, Sor/Wiz 0

**Components:** V, M/DF **Casting Time:** 1 standard action **Range:** Touch

**Target:** Object touched **Duration:** 10 min./level (D) **Saving Throw:** None

#### Spell Resistance: No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot- 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 mov- able object. Light taken into an area of magical *darkness* does not function.

A light spell (one with the light de-

scriptor) 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.

Lightning Bolt Evocation [Electricity] **Level:** Sor/Wiz 3 **Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 120 ft.

**Area:** 120-ft. line **Duration:** Instantaneous **Saving Throw:** Reflex half **Spell Resistance:** Yes

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

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

*Material Component:* A bit of fur and an amber, crystal, or glass rod.

## Limited Wish

Universal

**Level:** Sor/Wiz 7

**Components:** V, S, XP

**Casting Time:** 1 standard action

**Range:** See text

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

**Duration:** See text

**Saving Throw:** None; see text

#### Spell Resistance: Yes

A *limited wish* lets you create nearly any type of effect. For example, a *limited wish* can do any of the following things.

* Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
* Duplicate any other spell of 5th level or lower, provided the spell is not of a school prohibited to you.
* Duplicate any sorcerer/wizard spell of 5th level or lower, even if it’s of a pro- hibited school.
* Duplicate any other spell of 4th level or lower, even if it’s of a prohibited school.
* Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.
* Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a *limited wish* duplicates a spell that has an XP cost, you must pay that cost or 300 XP, whichever is more. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.

*XP Cost:* 300 XP or more (see above).

Liveoak Transmutation **Level:** Drd 6 **Components:** V, S

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Tree touched **Duration:** One day/level (D) **Saving Throw:** None

#### Spell Resistance: No

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while *liveoak* is in effect, you can’t cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. For instance, “Attack any persons who come near without first saying ‘sacred mistletoe’ “ is an eleven-word trigger phrase that you could use at 11th level or higher. The *liveoak* spell triggers the tree into animating as a treant (see the *Monster Manual*). At the DM’s option, you can extrapolate statistics for a smaller tree from the treant statistics if you cast *likeoak* on a smaller oak.

If *liveoak* is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

Locate Creature



CHAPTER 11:

SPELLS

Divination

**Level:** Brd 4, Sor/Wiz 4 **Components:** V, S, M **Duration:** 10 min./level

This spell functions like *locate object*, except this spell locates a known or familiar creature.

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

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

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

*Material Component:* A bit of fur from a bloodhound.

## Locate Object

Divination

**Level:** Brd 2, Clr 3, Sor/Wiz 2, Travel 2

**Components:** V, S, F/DF **Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level)

**Area:** Circle, centered on you, with a radius of 400 ft. + 40 ft./level

**Duration:** 1 min./level **Saving Throw:** None **Spell Resistance:** No

You sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder. You can search for general items such as a stairway, a sword, or a jewel, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item, such as a particular piece of jewelry, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item (such as “Baron Vulden’s signet ring”) unless you have observed that particular item firsthand (not through divination).

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

*Arcane Focus:* A forked twig.

## Longstrider

Transmutation

**Level:** Drd 1, Rgr 1, Travel 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

This spell increases your base land speed by 10 feet. (This adjustment counts as an enhancement bonus.) It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

*Material Component:* A pinch of dirt.

## Lullaby

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 0

**Components:** V, S

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Area:** Living creatures within a 10-ft.-

radius burst

**Duration:** Concentration + 1 round/level (D)

**Saving Throw:** Will negates

#### Spell Resistance: Yes

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

## Mage Armor

Conjuration (Creation) [Force] **Level:** Sor/Wiz 1 **Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

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

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

#### Spell Resistance: No

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC. Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can’t bypass it the way they do normal armor.

*Focus:* A piece of cured leather.

## Mage Hand

Transmutation

**Level:** Brd 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

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

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

**Duration:** Concentration **Saving Throw:** None **Spell Resistance:** No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the ob- ject 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.

## Magic Circle against Chaos

Abjuration [Lawful]

**Level:** Clr 3, Law 3, Pal 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from chaos* instead of *protection from evil*, and it can imprison a nonlawful called creature.

## Magic Circle against Evil

Abjuration [Good]

**Level:** Clr 3, Good 3, Pal 3, Sor/Wiz 3

**Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Touch

**Area:** 10-ft.-radius emanation from touched creature

**Duration:** 10 min./level

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

**Spell Resistance:** No; see text

All creatures within the area gain the effects of a *protection from evil* spell, and no nongood summoned creatures can enter the area either. You must overcome a crea- ture’s spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies’ spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle’s boun- daries. If a creature too large to fit into the spell’s area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that dis- turbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, des- troying the circle. A creature capable of

# 249



250

any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through that means. You can prevent the creature’s extradimensional escape by cast- ing a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the *magic circle* does. The creature cannot reach across the *magic circle*, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-

CHAPTER 11:

SPELLS

dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the *magic circle* more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. The DM makes this check secretly. If the check fails, the diagram is ineffective. You can take 10 (see page 65) when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the *magic circle* during the round before casting any summoning spell. The *anchor* holds any called creatures in the *magic circle* for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if any- thing disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with *protec- tion from evil* and vice versa.

*Arcane Material Component:* A little pow- dered silver with which you trace a 3-foot- diameter circle on the floor (or ground) around the creature to be warded.

Magic Circle against Good

Abjuration [Evil]

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

This spell functions like *magic circle against evil*, except that it is similar to *protection from good* instead of *protection from evil*, and it can imprison a nonevil called creature.

## Magic Circle against Law

Abjuration [Chaotic]

**Level:** Chaos 3, Clr 3, Sor/Wiz 3

This spell functions like *magic circle against evil*, except that it is similar to *protection from law* instead of *protection from evil*, and it can imprison a nonchaotic called crea- ture.

Magic Fang Transmutation **Level:** Drd 1, Rgr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 min./level

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

**Spell Resistance:** Yes (harmless)

*Magic fang* gives one natural weapon of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. (The spell does not change an unarmed strike’s damage from nonlethal damage to lethal damage.)

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

## Magic Fang, Greater

Transmutation

**Level:** Drd 3, Rgr 3

**Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One living creature **Duration:** 1 hour/level

This spell functions like *magic fang*, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5).

Alternatively, you may imbue all of the creature’s natural weapons with a +1 en- hancement bonus (regardless of your cast- er level).

*Greater magic fang* can be made perma- nent with a *permanency* spell.

Magic Jar Necromancy **Level:** Sor/Wiz 5

**Components:** V, S, F

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Target:** One creature

**Duration:** 1 hour/level or until you return to your body

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

#### Spell Resistance: Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot deter- mine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

For example, if two 10th-level characters are attacking a hill giant (12 HD) and four ogres (4 HD), you could determine that there are three stronger and four weaker life forces within the range, all powered by positive energy. You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full- round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature’s soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on fur- ther saving throws if you attempt to pos- sess its body again.

If you are successful, your life force oc- cupies the host body, and the host’s life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Cha- risma, level, class, base attack bonus, base save bonuses, alignment, and mental abili- ties. The body retains its Strength, Dex- terity, Constitution, hit points, natural abi- lities, and automatic abilities. For example, a fish’s body breathes water and a troll’s body regenerates. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon at- tacks) than normal. You can’t choose to activate the body’s extraordinary or super- natural abilities. The creature’s spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life