force with nowhere to go is treated as slain. If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or at the



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host’s location.

*Focus:* A gem or crystal worth at least 100 gp.

Magic Missile Evocation [Force] **Level:** Sor/Wiz 1 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level) **Targets:** Up to five creatures, no two of which can be more than 15 ft. apart

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

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

The missile strikes unerringly, even if

the target is in melee combat or has less than total cover or total concealment. Spe- cific parts of a creature can’t be singled out. Inanimate objects are not damaged by the spell.

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

Magic Mouth Illusion (Glamer) **Level:** Brd 1, Sor/Wiz 2 **Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One creature or object **Duration:** Permanent until discharged **Saving Throw:** Will negates (object) **Spell Resistance:** Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot

utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, *magic mouth* can be placed upon a tree, rock, or any other object or creature.

The spell functions when specific con- ditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used, such as the following: “Speak only when a venerable female human car- rying a sack sits cross-legged within a dis- tance of one foot.” Triggers react to what appears to be the case. Disguises and illu- sions can fool them. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats audi- ble triggers. Audible triggers can be keyed to general types of noises (footsteps, metal clanking) or to a specific noise or spoken word (when a pin drops, or when anyone says “Boo”). Actions can serve as triggers if they are visible or audible. For example, “Speak when any creature touches the statue” is an acceptable command if the creature is visible. A *magic mouth* cannot distinguish alignment, level, Hit Dice, or class except by external garb.

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

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

*Material Component:* A small bit of honeycomb and jade dust worth 10 gp.

## Magic Stone

Transmutation

**Level:** Clr 1, Drd 1, Earth 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Up to three pebbles touched **Duration:** 30 minutes or until discharged **Saving Throw:** Will negates (harmless,

object)

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

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhance- ment bonus on attack and damage rolls.

The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell’s enhancement bonus), or 2d6+2 points against undead.

## Magic Vestment

Transmutation

**Level:** Clr 3, Strength 3, War 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Armor or shield touched

**Duration:** 1 hour/level

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

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

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level). An outfit of regular clothing counts as ar- mor that grants no AC bonus for the pur- pose of this spell.

## Magic Weapon

Transmutation

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

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 min./level

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

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

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

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

## Magic Weapon, Greater

Transmutation

**Level:** Clr 4, Pal 3, Sor/Wiz 3 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

**Duration:** 1 hour/level

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

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

This spell functions like *magic weapon*, except that it gives a weapon an enhance- ment bonus on attack and damage rolls of

+1 per four caster levels (maximum +5). Alternatively, you can affect as many as

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fifty arrows, bolts, or bullets. The projec- tiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

*Arcane Material Component:* Powdered lime and carbon.

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Major Creation Conjuration (Creation) **Level:** Sor/Wiz 5

**Casting Time:** 10 minutes

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

**Duration:** See text

This spell functions like *minor creation*, ex- cept that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

**Hardness and**

**Rarity Examples Duration**

Vegetable matter 2 hr./ level Stone, crystal, base metals 1 hr./ level Precious metals 20 min./ level

Gems 10 min./ level

Rare metal1 1 round/ level 1 Includes adamantine, alchemical silver, and mithral. You can’t use major creation to create a cold iron item. See the *Dungeon*

*Master’s Guide* for details.

Major Image Illusion (Figment) **Level:** Brd 3, Sor/Wiz 3

**Duration:** Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While con- centrating, you can move the image within the range.

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

Make Whole Transmutation **Level:** Clr 2

**Casting Time:** 1 standard action

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

**Target:** One object of up to 10 cu. ft./ level

This spell functions like *mending*, except that *make whole* completely repairs an ob- ject made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staffs, or wands. The spell does not

repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

Mark of Justice Necromancy **Level:** Clr 5, Pal 4

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

**Target:** Creature touched **Duration:** Permanent; see text **Saving Throw:** None

#### Spell Resistance: Yes

When moral persuasion fails to win a criminal over to right conduct, you can use *mark of justice* to encourage the miscreant to walk the straight and narrow path.

You draw an indelible mark on the sub- ject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the sub- ject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *bestow curse*.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *bestow curse*, a *mark of justice* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of justice* caster level. These restrictions apply regar- dless of whether the mark has activated.

Mass (Spell Name)

Any spell whose name begins with *mass* is alphabetized in this chapter according to the second word of the spell name. Thus, the description of a *mass* spell appears near the description of the spell on which it is based. Spell chains that have *mass* spells in them include those based on the spells *bear’s endurance*, *bull’s strength*, *cat’s grace*, *charm monster*, *cure critical wounds*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *eagle’s splendor*, *enlarge person*, *fox’s cunning*, *heal*, *hold monster*, *hold person*, *inflict critical wounds*, *inflict light wounds*, *inflict moderate wounds*, *inflict serious wounds*, *invisibility*, *owl’s wisdom*, *reduce person*, and *suggestion*.

## Maze

Conjuration (Teleportation) **Level:** Sor/Wiz 8 **Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature **Duration:** See text **Saving Throw:** None **Spell Resistance:** Yes

You banish the subject into an extradi- mensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn’t escape, the maze disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space.

Spells and abilities that move a creature within a plane, such as *teleport* and *di- mension door*, do not help a creature escape a maze spell, although a *plane shift* spell allows it to exit to whatever plane is desig- nated in that spell. Minotaurs are not affected by this spell.

Meld into Stone Transmutation [Earth] **Level:** Clr 3, Drd 3 **Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level

*Meld into stone* enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dim- ensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in con- tact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone’s complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell’s duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying: Stone to flesh expels you and deals you 5d6

points of damage. *Stone shape* deals you 3d6 points of damage but does not expel you. *Transmute rock to mud* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, *passwall* expels you without damage.



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Melf’s Acid Arrow Conjuration (Creation) [Acid] **Level:** Sor/Wiz 2 **Components:** V, S, M, F

**Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Effect:** One arrow of acid

**Duration:** 1 round + 1 round per three levels

**Saving Throw:** None

#### Spell Resistance: No

A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels (to a maximum of 18th), the acid, unless somehow neutra- lized, lasts for another round, dealing ano- ther 2d4 points of damage in that round.

*Material Component:* Powdered rhubarb leaf and an adder’s stomach.

*Focus:* A dart.

## Mending

Transmutation

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

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 10 ft.

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

**Duration:** Instantaneous

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

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

*Mending* repairs small breaks or tears in objects (but not warps, such as might be caused by a *warp wood* spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair a magic item, but the item’s magical abilities are not restored. (For restoring a broken magic item’s abilities, see the item creation feats in Chapter 5: Feats.) The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures (including constructs).

## Message

Transmutation [Language-Dependent]

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

**Components:** V, S, F

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

**Saving Throw:** None

#### Spell Resistance: No

You can whisper messages and receive whispered replies with little chance of be- ing overheard. You point your finger at each creature you want to receive the message. When you whisper, the whis- pered message is audible to all targeted creatures within range. Magical *silence*, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path’s entire length lies within the spell’s range. The creatures that receive the mes- sage can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn’t transcend language barriers.

*Note:* To speak a message, you must

mouth the words and whisper, possibly al- lowing observers the opportunity to read your lips.

*Focus:* A short piece of copper wire.

Meteor Swarm Evocation [Fire] **Level:** Sor/Wiz 9 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Area:** Four 40-ft.-radius spreads; see text **Duration:** Instantaneous

**Saving Throw:** None or Reflex half; see text

#### Spell Resistance: Yes

*Meteor swarm* is a very powerful and spec- tacular spell that is similar to *fireball* in many aspects. When you cast it, four 2- foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature,

you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere’s fire damage (see below). If a targeted sphere misses its tar- get, it simply explodes at the nearest corner of the target’s space. You may aim more than one meteor at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save sepa-

rately against each. (Fire resistance applies to each sphere’s damage individually.)

## Mind Blank

Abjuration

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

**Components:** V, S

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

**Duration:** 24 hours

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

**Spell Resistance:** Yes (harmless)

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to affect the subject’s mind or to gain in- formation about it. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn’t detected. Scrying attempts that are targeted specifically at the subject do not work at all.

## Mind Fog

Enchantment (Compulsion) [Mind- Affecting]

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

**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:** 30 minutes and 2d6 rounds; see text

**Saving Throw:** Will negates

#### Spell Resistance: Yes

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

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

The fog is thin and does not signifi- cantly hamper vision.

Minor Creation Conjuration (Creation) **Level:** Sor/Wiz 4 **Components:** V, S, M **Casting Time:** 1 minute

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**Range:** 0 ft.

**Effect:** Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

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

You create a nonmagical, unattended ob- ject of nonliving, vegetable matter—linen clothes, a hemp rope, a wooden ladder, and so forth. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item, such as Craft (bowmaking) check to make straight arrow shafts.

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Attempting to use any created object as

a material component causes the spell to fail.

*Material Component:* A tiny piece of matter of the same sort of item you plan to create with *minor creation*—a bit of twisted hemp to create rope, and so forth.

Minor Image Illusion (Figment) **Level:** Brd 2, Sor/Wiz 2

**Duration:** Concentration +2 rounds

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

## Miracle

Evocation

**Level:** Clr 9, Luck 9 **Components:** V, S, XP; see text **Casting Time:** 1 standard action **Range:** See text

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

**Duration:** See text **Saving Throw:** See text **Spell Resistance:** Yes

You don’t so much cast a *miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede. The DM then determines the particular effect of the *miracle*.

A *miracle* can do any of the following things.

* Duplicate any cleric spell of 8th level or lower (including spells to which you have access because of your domains).
* Duplicate any other spell of 7th level or lower.
* Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.
* Have any effect whose power level is in line with the above effects.

If the *miracle* has any of the above effects, casting it has no experience point cost.

Alternatively, a cleric can make a very powerful request. Casting such a *miracle* costs the cleric 5,000 XP because of the powerful divine energies involved. Ex- amples of especially powerful *miracles* of this sort could include the following.

* + Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
  + Moving you and your allies, with all

your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.

* + Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity’s (or alignment’s) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a *miracle* duplicates a spell that has an XP cost, you must pay that cost. When a *mir- acle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

*XP Cost:* 5,000 XP (for some uses of the

*miracle* spell; see above).

Mirage Arcana Illusion (Glamer) **Level:** Brd 5, Sor/Wiz 5 **Components:** V, S

**Casting Time:** 1 standard action

**Area:** One 20-ft. cube/level (S)

**Duration:** Concentration +1 hour/ level (D)

This spell functions like hall*ucinatory ter- rain*, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tac- tile, and olfactory elements. Unlike *halluci- natory terrain*, the spell can alter the appear- ance of structures (or add them where none are present). Still, it can’t disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Mirror Image Illusion (Figment) **Level:** Brd 2, Sor/Wiz 2 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Personal; see text **Target:** You

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

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

*Mirror image* creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other fig- ment or you. You can move into and through a *mirror image*. When you and the *mirror image* separate, observers can’t use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The fig- ments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or

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

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

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

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

**Casting Time:** 1 standard action

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

**Target:** One creature or object, up to a 10- ft. cube in size

**Duration:** 1 hour/level

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

#### Spell Resistance: No

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

other types of divination magic (*augury*, *detect thoughts*, *clairaudience/clairvoyance*, and the like).



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## Mislead

Illusion (Figment, Glamer)

**Level:** Brd 5, Luck 6, Sor/Wiz 6,

Trickery 6

#### Components: S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target/Effect:** You/one illusory double **Duration:** 1 round/level (D) and

concentration + 3 rounds; see text

**Saving Throw:** None or Will disbelief (if interacted with); see text

#### Spell Resistance: No

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

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

## Modify Memory

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 4

**Components:** V, S

**Casting Time:** 1 round; see text **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One living creature **Duration:** Permanent

**Saving Throw:** Will negates

#### Spell Resistance: Yes

You reach into the subject’s mind and modify as many as 5 minutes of its memo- ries in one of the following ways.

* Eliminate all memory of an event the subject actually experienced. This spell cannot negate *charm*, *geas/quest*, *sugges- tion*, or similar spells.
* Allow the subject to recall with perfect clarity an event it actually experienced. For instance, it could recall every word from a 5-minute conversation or every detail from a passage in a book.
* Change the details of an event the sub- ject actually experienced.
* Implant a memory of an event the sub- ject never experienced.

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

A modified memory does not neces- sarily affect the subject’s actions, particu- larly if it contradicts the creature’s natural inclinations. An illogical modified mem- ory, such as the subject recalling how much it enjoyed drinking poison, is dis- missed by the creature as a bad dream or a memory muddied by too much wine. More useful applications of *modify memory* include implanting memories of friendly encounters with you (inclining the subject to act favorably toward you), changing the details of orders given to the subject by a superior, or causing the subject to forget that it ever saw you or your party. The DM reserves the right to decide whether a modified memory is too nonsensical to significantly affect the subject.

## Moment of Prescience

Divination

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

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell’s duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum

+25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn’t take an action; you can even activate it on another character’s turn if needed. You must choose to use the *moment of prescience* before you make the roll it is to modify. Once used, the spell ends.

You can’t have more than one *moment of prescience* active on you at the same time.

## Mordenkainen’s Disjunction

Abjuration

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

#### Components: V

**Casting Time:** 1 standard action

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

**Area:** All magical effects and magic items within a 40-ft.-radius burst

**Duration:** Instantaneous

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

#### Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful Will save or be turned into a normal item. An item in a creature’s possession uses its own Will save bonus or its possessor’s Will save bonus, whichever is higher.

You also have a 1% chance per caster level of destroying an *antimagic field*. If the *antimagic field* survives the *disjunction*, no items within it are disjoined.

Even artifacts are subject to *disjunction*, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is des- troyed, you must make a DC 25 Will save or permanently lose all spellcasting abili- ties. (These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*.)

*Note:* Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

## Mordenkainen’s Faithful Hound

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

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** Phantom watchdog **Duration:** 1 hour/caster level or until

discharged, then 1 round/caster level; see text

**Saving Throw:** None

#### Spell Resistance: No

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move

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about in the area, but if they leave and re- turn, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bo- nus, 2d6+3 points of piercing damage) once per round. The dog also gets the bo- nuses appropriate to an invisible creature. The dog is considered ready to bite intruders, so it delivers its first bite on the intruder’s turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled.

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

*Material Component:* A tiny silver whis- tle, a piece of bone, and a thread.

## Mordenkainen’s Lucubration

Transmutation **Level:** Wiz 6 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

You instantly recall any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as through prepared in the normal fashion. If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

## Mordenkainen’s Magnificent Mansion

Conjuration (Creation)

**Level:** Sor/Wiz 7

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Effect:** Extradimensional mansion, up to three 10-ft. cubes/level (S)

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

**Saving Throw:** None

#### Spell Resistance: No

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You

may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

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

Since the place can be entered only

through its special portal, outside condi- tions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

*Focus:* A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp).

## Mordenkainen’s Private Sanctum

Abjuration

**Level:** Sor/Wiz 5 **Components:** V, S, M **Casting Time:** 10 minutes

**Range:** Close (25 ft. + 5 ft./2 levels) **Area:** 30-ft. cube/level (S) **Duration:** 24 hours (D)

**Saving Throw:** None

#### Spell Resistance: No

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

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

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

*Mordenkainen’s private sanctum* can be made permanent with a *permanency* spell.

*Material Component:* A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

## Mordenkainen’s Sword

Evocation [Force] **Level:** Sor/Wiz 7 **Components:** V, S, F

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

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

**Saving Throw:** None

#### Spell Resistance: Yes

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19– 20 and a critical multiplier of ×2.

The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword con- tinues to attack the previous round’s target. The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The sword’s AC is 13 (10, +0 size bonus for Medium object,

+3 deflection bonus).

If an attacked creature has spell resist- ance, the resistance is checked the first time *Mordenkainen’s sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

*Focus:* A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct.

## Mount

Conjuration (Summoning) **Level:** Sor/Wiz 1 **Components:** V, S, M **Casting Time:** 1 round

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

**Effect:** One mount **Duration:** 2 hours/level (D) **Saving Throw:** None

#### Spell Resistance: No

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

*Material Component:* A bit of horse hair.

Move Earth Transmutation [Earth] **Level:** Drd 6, Sor/Wiz 6 **Components:** V, S, M **Casting Time:** See text



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

**Area:** Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

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

*Move earth* moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move.

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

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

This spell has no effect on earth crea- tures.

*Material Component:* A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

## Neutralize Poison

Conjuration (Healing)

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

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

**Target:** Creature or object of up to 1 cu. ft./level touched

**Duration:** 10 min./level

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

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

You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don’t go away on their own. For example, if a poison has dealt 3 points of Constitution damage to a character and threatens to deal more damage later, this spell prevents the future damage but does not repair the damage already done.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with *delay poison*, such effects aren’t postponed until after the duration

—the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster’s option.

*Arcane Material Component:* A bit of charcoal.

## Nightmare

Illusion (Phantasm) [Mind-Affecting, Evil]

**Level:** Brd 5, Sor/Wiz 5 **Components:** V, S **Casting Time:** 10 minutes **Range:** Unlimited

**Target:** One living creature

**Duration:** Instantaneous

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

#### Spell Resistance: Yes

You send a hideous and unsettling phan- tasmal vision to a specific creature that you name or otherwise specifically designate. The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *night- mare* leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

**Knowledge Will Save Modifier**

None1 +10

Secondhand (you have heard of the

subject) +5

Firsthand (you have met the subject) +0 Familiar (you know the subject well) 5

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

**Connection Will Save Modifier**

Likeness or picture 2

Possession or garment 4

Body part, lock of hair, bit of nail, etc. –10

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

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the cast- ing. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell (see page 69) or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the

activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Creatures who don’t sleep (such as elves,

but not half-elves) or dream are immune to this spell.

## Nondetection

Abjuration

**Level:** Rgr 4, Sor/Wiz 3, Trickery 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** 1 hour/level

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

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

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

itself.

*Material Component:* A pinch of diamond dust worth 50 gp.

## Nystul’s Magic Aura

Illusion (Glamer)

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

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

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

**Duration:** One day/level (D) **Saving Throw:** None; see text **Spell Resistance:** No

You alter an item’s aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. You could make an ordinary sword register as a

*+2 vorpal sword* as far as magical detection is concerned or make a *+2 vorpal sword* register as if it were a *+1 sword* or even a nonmagical sword.

If the object bearing *Nystul’s magic aura* has *identify* cast on it or is similarly exam- ined, the examiner recognizes that the aura is false and detects the object’s actual qualities if he succeeds on a Will save.

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Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item’s own aura is excep- tionally powerful (if it is an artifact, for instance), *Nystul’s magic aura* doesn’t work.

*Note:* A magic weapon, shield, or suit of

armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

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

## Obscure Object

Abjuration

**Level:** Brd 1, Clr 3, Sor/Wiz 2 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Touch

**Target:** One object touched of up to 100 lb./level

**Duration:** 8 hours (D)

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

**Spell Resistance:** Yes (object)

This spell hides an object from location by divination (scrying) effects, such as the *scrying* spell or a *crystal ball*. Such an at- tempt automatically fails (if the divination is targeted on the object) or fails to per- ceive the object (if the divination is target- ed on a nearby location, object, or person).

*Arcane Material Component:* A piece of chameleon skin.

## Obscuring Mist

Conjuration (Creation)

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

Water 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 20 ft.

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

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

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

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

This spell does not function underwater.

## Open/Close

Transmutation

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

**Components:** V, S, F

**Casting Time:** 1 standard action

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

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

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (object)

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

*Focus:* A brass key.

Order’s Wrath Evocation [Lawful] **Level:** Law 4 **Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** Nonlawful creatures within a burst that fills a 30-ft. cube

**Duration:** Instantaneous (1 round); see text

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

#### Spell Resistance: Yes

You channel lawful power to smite ene- mies. The power takes the form of a three- dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect. The spell deals only half damage to creatures who are neither chaotic nor

lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

## Otiluke’s Freezing Sphere

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

**Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Target, Effect, or Area:** See text

**Duration:** Instantaneous or 1 round/level; see text

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

#### Spell Resistance: Yes

*Otiluke’s Freezing sphere* creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8).

If the *freezing sphere* strikes a body of

water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10- foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge (see page 176). You can hold the charge for as long as 1 round per level, at the end of which time the *freezing sphere* bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

*Focus:* A small crystal sphere.

## Otiluke’s Resilient Sphere

Evocation [Force] **Level:** Sor/Wiz 4 **Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** 1-ft.-diameter/level sphere,

centered around a creature **Duration:** 1 min./level (D) **Saving Throw:** Reflex negates **Spell Resistance:** Yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell’s duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, a *dis- integrate* spell, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

*Material Component:* A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

## Otiluke’s Telekinetic Sphere



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Evocation [Force] **Level:** Sor/Wiz 8 **Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** 1-ft.-diameter/level sphere,

centered around creatures or objects

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

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

**Spell Resistance:** Yes (object)

This spell functions like *Otiluke’s resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an *Otiluke’s telekinetic sphere* weighs only one- sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell’s duration expires, or you begin concentrating again. If you cease concen- trating (voluntarily or due to failing a Con- centration check), you can resume concen- trating on your next turn or any later turn during the spell’s duration.

The sphere falls at a rate of only 60 feet

per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

*Material Component:* A hemispherical piece of clear crystal, a matching hemi- spherical piece of gum arabic, and a pair of small bar magnets.

## Otto’s Irresistible Dance

Enchantment (Compulsion) [Mind- Affecting]

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

#### Components: V

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched **Duration:** 1d4+1 rounds **Saving Throw:** None

#### Spell Resistance: Yes

The subject feels an undeniable urge to dance and begins doing so, complete with

foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a –4 penalty to Armor Class and a –10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.

Overland Flight Transmutation **Level:** Sor/Wiz 5 Components: V, S **Range:** Personal **Target:** You

**Duration:** 1 hour/level

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with average maneuverability. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an eight-hour period of flight (or 48 miles at a speed of 30 feet). See page 164 for more on overland movement.

## Owl’s Wisdom

Transmutation

**Level:** Clr 2, Drd 2, Pal 2, Rgr 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 wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom- based spellcasters) who receive *owl’s wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

*Arcane Material Component:* A few feath- ers, or a pinch of droppings, from an owl.

## Owl’s Wisdom, Mass

Transmutation

**Level:** Clr 6, Drd 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 *owl’s wisdom*, ex- cept that it affects multiple creatures.

Passwall Transmutation **Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels

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

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

*Material Component:* A pinch of sesame seeds.

## Pass without Trace

Transmutation

**Level:** Drd 1, Rgr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One creature/level touched

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

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

**Spell Resistance:** Yes (harmless)

The subject or subjects can move through any type of terrain—mud, snow, dust, or the like—and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

## Permanency

Universal

**Level:** Sor/Wiz 5 **Components:** V, S, XP **Casting Time:** 2 rounds **Range:** See text

**Target, Effect, or Area:** See text **Duration:** Permanent; see text **Saving Throw:** None

#### Spell Resistance: No

This spell makes certain other spells per- manent. Depending on the spell, you must be of a minimum caster level and must expend a number of XP.

You can make the following spells per- manent in regard to yourself.

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**Minimum**

**Spell Caster Level XP Cost**

*Arcane sight* 11th 1,500 XP

*Comprehend languages* 9th 500 XP

*Darkvision* 10th 1,000 XP

*Detect magic* 9th 500 XP

*Read magic* 9th 500 XP

*See invisibility* 10th 1,000 XP

*Tongues* 11th 1,500 XP

You cast the desired spell and then follow it with the *permanency* spell. You cannot cast these spells on other creatures. This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell.

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In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

**Minimum**

**Spell Caster Level XP Cost**

*Enlarge person* 9th 500 XP

*Magic fang* 9th 500 XP *Magic fang, greater* 11th 1,500 XP *Rary’s telepathic bond*1 13th 2,500 XP *Reduce person* 9th 500 XP

*Resistance* 9th 500 XP 1 Only bonds two creatures per casting of

*permanency*.

Additionally, the following spells can be cast upon objects or areas only and ren- dered permanent.

**Minimum**

**Spell Caster Level XP Cost**

*Alarm* 9th 500 XP

*Animate objects* 14th 3,000 XP

*Dancing lights* 9th 500 XP

*Ghost sound* 9th 500 XP

*Gust of wind* 11th 1,500 XP

*Invisibility* 10th 1,000 XP

*Magic mouth* 10th 1,000 XP

*Mordenkainen’s private* 13th 2,500 XP

*sanctum*

*Phase door* 15th 3,500 XP

*Prismatic sphere* 17th 4,500 XP

*Prismatic wall* 16th 4,000 XP

*Shrink item* 11th 1,500 XP

*Solid fog* 12th 2,000 XP

*Stinking cloud* 11th 1,500 XP

*Symbol of death* 16th 4,000 XP

*Symbol of fear* 14th 3,000 XP *Symbol of insanity* 16th 4,000 XP *Symbol of pain* 13th 2,500 XP *Symbol of persuasion* 14th 3,000 XP *Symbol of sleep* 16th 4,000 XP *Symbol of stunning* 15th 3,500 XP *Symbol of weakness* 15th 3,500 XP *Teleportation circle* 17th 4,500 XP *Wall of fire* 12th 2,000 XP

*Wall of force* 13th 2,500 XP

*Web* 10th 1,000 XP

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell (see the *Dun- geon Master’s Guide* for details). If the DM has already determined that the application is not possible, the research automatically fails. Note that you never learn what is possible except by the success or failure of your research.

*XP Cost:* See tables above.

Permanent Image Illusion (Figment) **Level:** Brd 6, Sor/Wiz 6

**Effect:** Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

**Duration:** Permanent (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

*Material Component:* A bit of fleece plus powdered jade worth 100 gp.

Persistent Image Illusion (Figment) **Level:** Brd 5, Sor/Wiz 5

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

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish. For instance, you could create the illusion of several orcs playing cards and arguing, culminating in a fistfight.

*Material Component:* A bit of fleece and several grains of sand.

## Phantasmal Killer

Illusion (Phantasm) [Fear, Mind-Affecting]

**Level:** Sor/Wiz 4

**Components:** V, S

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

**Saving Throw:** Will disbelief (if inter- acted with), then Fortitude partial; see text

#### Spell Resistance: Yes

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

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

Phantom Steed Conjuration (Creation) **Level:** Brd 3, Sor/Wiz 3 **Components:** V, S **Casting Time:** 10 minutes **Range:** 0 ft.

**Effect:** One quasi-real, horselike creature

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

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

The mount has an AC of 18 (–1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider’s weight plus up to 10 pounds per caster level.

These mounts gain certain powers ac- cording to caster level. A mount’s abilities include those of mounts of lower caster levels. Thus, a mount created by a 12th- level caster has the 8th, 10th, and 12th caster level abilities.

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

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

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

*14th Level:* The mount can fly at its speed (average maneuverability).



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Phase Door Conjuration (Creation) **Level:** Sor/Wiz 7, Travel 8 **Components:** V

**Casting Time:** 1 standard action

**Range:** 0 ft.

**Effect:** Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels

**Duration:** One usage per two levels

**Saving Throw:** None

#### Spell Resistance: No

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

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

You can allow other creatures to use the

*phase door* by setting some triggering con- dition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature’s name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intan- gibles such as level, class, Hit Dice, and hit points don’t qualify.

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

## Planar Ally

Conjuration (Calling) [see text for *lesser planar ally*]

**Level:** Clr 6

**Effect:** One or two called elementals or outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear

This spell functions like *lesser planar ally*, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than

12. The creatures agree to help you and request your return payment together.

*XP Cost:* 250 XP.

## Planar Ally, Greater

Conjuration (Calling) [see text for *lesser planar ally*]

**Level:** Clr 8

**Effect:** Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar ally*, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.

*XP Cost:* 500 XP.

Planar Ally, Lesser Conjuration (Calling) [see text] **Level:** Clr 4

**Components:** V, S, DF, XP

**Casting Time:** 10 minutes

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

**Effect:** One called elemental or outsider of 6 HD or less

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

By casting this spell, you request your deity to send you an elemental or outsider (of 6 HD or less) of the deity’s choice. If you serve no particular deity, the spell is a general plea answered by a creature shar- ing your philosophical alignment. If you know an individual creature’s name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple (fly us across the chasm, help us fight a battle) to the complex (spy on our enemies, protect us on our foray into the dungeon). You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment

for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature’s alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one

day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the crea- ture’s ethos, the DM may halve or even waive the payment. For instance, a celestial creature called to battle demons might require a gift of only half the normal value. At the end of its task, or when the dura- tion bargained for expires, the creature returns to its home plane (after reporting

back to you, if appropriate and possible).

*Note:* When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, a *lesser planar ally* is a fire spell when it calls a fire elemental.

*XP Cost:* 100 XP.

## Planar Binding

Conjuration (Calling) [see text for *lesser planar binding*]

**Level:** Sor/Wiz 6

**Components:** V, S

**Targets:** Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

This spell functions like *lesser planar bind- ing*, except that you may call a single crea- ture of 12 HD or less, or up to three crea- tures of the same kind whose Hit Dice total no more than 12. Each creature gets a save, makes an independent attempt to escape, and must be individually per- suaded to aid you.

## Planar Binding, Greater

Conjuration (Calling) [see text for *lesser planar binding*]

**Level:** Sor/Wiz 8

**Components:** V, S

**Targets:** Up to three elementals or out- siders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

This spell functions like *lesser planar bind- ing*, except that you may call a single crea- ture of 18 HD or less, or up to three crea- tures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes independent attempts to escape, and must be persuaded to aid you individually.

Planar Binding, Lesser Conjuration (Calling) [see text] **Level:** Sor/Wiz 5 **Components:** V, S

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**Casting Time:** 10 minutes

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

**Target:** One elemental or outsider with 6 HD or less

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** No and Yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell’s range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

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To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and

stated. If you wish to call a specific indi- vidual, you must use that individual’s proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap with by successfully pitting its spell resistance against your caster level check, by dimen- sional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Cha modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimen- sional travel. You can also employ a calling diagram (see *magic circle against evil*, page

246) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature’s Charisma check. The DM assigns your check a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the binding and can escape or attack you.

Once the requested service is com- pleted, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek re-

venge. If you assign some open-ended task that the creature cannot complete though its 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, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, *lesser planar binding* is a water spell when you cast it to call a water ele- mental.

## Plane Shift

Conjuration (Teleportation) **Level:** Clr 5, Sor/Wiz 7 **Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched, or up to eight willing creatures joining hands

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

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

*Note: Plane shift* transports creatures in- stantaneously and then ends. The creatures need to find other means if they are to travel back.

*Focus:* A small, forked metal rod. The size and metal type dictates to which plane of existence or alternate dimension the spell sends the affected creatures. Forked rods keyed to certain planes or dimensions may be difficult to come by, as decided by the DM.

## Plant Growth

Transmutation

**Level:** Drd 3, Plant 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

*Plant growth* has different effects depend- ing on the version chosen.

*Overgrowth:* This effect causes normal

vegetation (grasses, briars, bushes, creep- ers, thistles, trees, vines) within long range

(400 feet + 40 feet per caster level) to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 feet, or 10 feet for Large or larger creatures. (The DM may allow faster movement for very small or very large creatures.) The area must have brush and trees in it for this spell to take effect.

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 designate places within the area that are not affected.

*Enrichment:* This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

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

tures.

Poison Necromancy **Level:** Clr 4, Drd 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched **Duration:** Instantaneous; see text **Saving Throw:** Fortitude negates; see

text

#### Spell Resistance: Yes

Calling upon the venomous powers of nat- ural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

Polar Ray Evocation [Cold] **Level:** Sor/Wiz 8 **Components:** V, S, F

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

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

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

*Focus:* A small, white ceramic cone or prism.



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Polymorph Transmutation **Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Willing living creature touched

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

This spell functions like *alter self*, except that you change the willing subject into another form of living creature. The new form may be of the same type as the sub- ject or any of the following types: aber- ration, animal, dragon, fey, giant, humanoid, magical beast, monstrous hu- manoid, ooze, plant, or vermin. The as- sumed form can’t have more Hit Dice than your caster level (or the subject’s HD, whichever is lower), to a maximum of 15 HD at 15th level. You can’t cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject’s creature type and subtype (if any) change to match the new form (see the *Monster Manual* for more information).

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore tem- porary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dex- terity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form (such as constrict, improved grab, and poison) but does not gain the extraordinary special qualities possessed by the new form (such as blindsense, fast healing, regeneration, and scent) or any supernatural or spell-like abilities.

Incorporeal or gaseous creatures are immune to being *polymorphed*, and a crea- ture with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action.

*Material Component:* An empty cocoon.

## Polymorph Any Object

Transmutation

**Level:** Sor/Wiz 8, Trickery 8 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature, or one nonmagical object of up to 100 cu. ft./level

**Duration:** See text

**Saving Throw:** Fortitude negates (object); see text

**Spell Resistance:** Yes (object)

This spell functions like *polymorph*, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The DM determines the duration by using the following guidelines.

**Increase to Changed Subject Is: Duration Factor1** Same kingdom (animal, +5

vegetable, mineral)

Same class (mammals, +2 fungi, metals, etc.)

Same size +2

Related (twig is to tree, +2 wolf fur is to wolf, etc.)

Same or lower Intelligence +2 1 Add all that apply. Look up the total on the

next table.

**Duration**

**Factor Duration Example**

0 20 minutes Pebble to human

2 1 hour M arionette to human

1. 3 hours H uman to marionette
2. 12 hours Lizard to manticore
3. 2 days Sheep to wool coat
4. 1 week Shrew to manticore 9+ Permanent M anticore to shrew

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn’t have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the poly- morphed creature. For example, it is pos- sible to polymorph a creature into rock and then grind it to dust, causing damage, perhaps even death. If the creature was changed to dust to start with, more creative methods to damage it would be needed. Perhaps you could use a gust of wind spell to scatter the dust far and wide. In general, damage occurs when the new form is changed through physical force, although the DM must adjudicate many of these situations.

A nonmagical object cannot be made into a magic item with this spell. Magic items aren’t affected by this spell.

This spell cannot create material of great

intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantine. It also cannot reproduce the special properties of cold iron in order to

overcome the damage reduction of certain creatures.

This spell can be used to duplicate *baleful polymorph, polymorph,* ,*flesh to stone* , *stone to flesh*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mu*.*d.*

*Arcane Material Component:* Mercury, gum arabic, and smoke.

## Power Word Blind

Enchantment (Compulsion) [Mind- Affecting]

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

#### Components: V

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One creature with 200 hp or less **Duration:** See text

**Saving Throw:** None

#### Spell Resistance: Yes

You utter a single word of power that causes one creature of your choice to be- come blinded, whether the creature can hear the word or not. The duration of the spell depends on the target’s current hit point total. Any creature that currently has 201 or more hit points is unaffected by *power word blind*.

**Hit Points Duration**

50 or less Permanent

51–100 1d4+1 minutes

101–200 1d4+1 rounds

## Power Word Kill

Enchantment (Compulsion) [Death, Mind-Affecting]

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

#### Components: V

**Casting Time:** 1 standard action

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

**Target:** One living creature with 100 hp or less

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

You utter a single word of power that in- stantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by *power word kill*.

## Power Word Stun

Enchantment (Compulsion) [Mind- Affecting]

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

#### Components: V

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One creature with 150 hp or less **Duration:** See text

**Saving Throw:** None

#### Spell Resistance: Yes

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You utter a single word of power that in- stantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target’s current hit point total. Any creature that currently has 151 or more hit points is unaffected by power word stun.

**Hit Points Duration**

50 or less 4d4 rounds

51–100 2d4 rounds

101–150 1d4 rounds

## Prayer

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Clr 3, Pal 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** All allies and foes within a 40-ft.- radius burst centered on you

**Duration:** 1 round/level **Saving Throw:** None **Spell Resistance:** Yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls.

## Prestidigitation

Universal

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

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 10 ft.

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

**Duration:** 1 hour **Saving Throw:** See text **Spell Resistance:** No

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

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

## Prismatic Sphere

Abjuration

**Level:** Protection 9, Sor/Wiz 9, Sun 9

#### Components: V

**Range:** 10 ft.

**Effect:** 10-ft.-radius sphere centered on you

This spell functions like *prismatic wall*, ex- cept you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere’s *blindness* effect on creatures

with less than 8 HD lasts 2d4×10 minutes. You can pass into and out of the *pris-*

*matic sphere* and remain near it without harm. However, when you’re inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

The colors of the sphere have the same effects as the colors of a *prismatic wall*.

*Prismatic sphere* can be made permanent with a *permanency* spell.

## Prismatic Spray

Evocation

**Level:** Sor/Wiz 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped burst **Duration:** Instantaneous **Saving Throw:** See text **Spell Resistance:** Yes

This spell causes seven shimmering, in- tertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automati- cally blinded for 2d4 rounds. Every crea- ture in the area is randomly struck by one or more beams, which have additional effects.

**Color**

**1d8 of Beam Effect**

1. Red 20 points fire damage

(Reflex half)

1. Orange 40 points acid damage

(Reflex half)

1. Yellow 80 points electricity damage (Reflex half)
2. Green Poison (Kills; Fortitude

partial, take 1d6 points of Con damage instead)

1. Blue Turned to stone (Fortitude

negates)

1. Indigo Insane, as *insanity* spell (Will

negates)

1. Violet Sent to another plane (Will

negates)

1. Struck by two rays; roll twice more, ignoring any “ 8” results.

## Prismatic Wall

Abjuration

**Level:** Sor/Wiz 8

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Wall 4 ft./level wide, 2 ft./level high

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

**Saving Throw:** See text

**Spell Resistance:** See text

*Prismatic wall* creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within

20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.

The wall’s maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A *rod of cancel- lation* or a *Mordenkainen’s disjunction* spell destroys a *prismatic wall*, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispel magic* cannot dispel the wall or anything beyond it. Spell resistance is

enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

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This spell does not function underwater.

## Programmed Image

Illusion (Figment)

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

**Effect:** Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

**Duration:** Permanent until triggered, then 1 round/level

### Prismatic Wall

|  |  |  |  |
| --- | --- | --- | --- |
| **Color** | **Order** | **Effect of Color** | **Negated By** |
| Red | 1st | Stops nonmagical ranged weapons.  Deals 20 points of fire damage (Reflex half). | *Cone of cold* |
| Orange | 2nd | Stops magical ranged weapons.  Deals 40 points of acid damage (Reflex half). | *Gust of wind* |
| Yellow | 3rd | Stops poisons, gases, and petrification.  Deals 80 points of electricity damage (Reflex half). | *Disintegrate* |
| Green | 4th | Stops breath weapons. | *Passwall* |
| Poison (Kills; Fortitude partial for 1d6 points of Con damage instead). | | | |
| Blue | 5th | Stops divination and mental attacks. Turned to stone (Fortitude negates). | *Magic missile* |
| Indigo | 6th | Stops all spells.  Will save or become insane (as insanity spell). | *Daylight* |
| Violet | 7th | Energy field destroys all objects and effects.1 Creatures sent to another plane (Will negates). | *Dispel magic* |

*Prismatic wall makes an effective barrier.*

This spell functions like *silent image*, except that this spell’s figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See *magic mouth* for more details about such triggers.)

*Illus. by D. Martin*

*Material Component:* A bit of fleece and jade dust worth 25 gp.

Project Image Illusion (Shadow) **Level:** Brd 6, Sor/Wiz 7 **Components:** V, S, M

**Casting Time:** 1 standard action

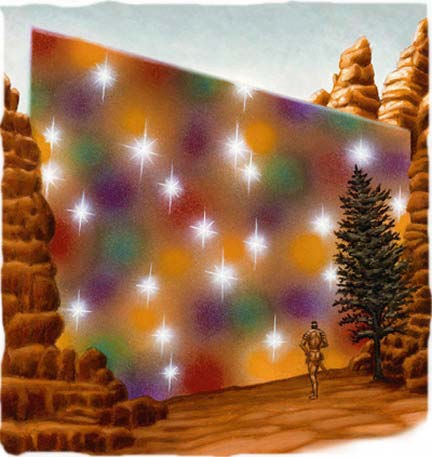
**Range:** Medium (100 ft. + 10 ft./level)

1 The violet effect makes the special effects of the other six colors redundant, but these six effects are

included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

**Effect:** One shadow duplicate **Duration:** 1 round/level (D) **Saving Throw:** Will disbelief (if

effective against a *prismatic wall*, but the caster level check must be repeated for each color present.



*Prismatic wall* can be made permanent with a *permanency* spell.

Produce Flame Evocation [Fire] **Level:** Drd 1, Fire 2 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** 0 ft.

**Effect:** Flame in your palm **Duration:** 1 min./level (D) **Saving Throw:** None **Spell Resistance:** Yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch

interacted with)

#### Spell Resistance: No

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

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

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

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Objects are affected by the projected image as if they had succeeded on their Will save.

You must maintain line of effect to the

projected image at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

*Material Component:* A small replica of you (a doll), which costs 5 gp to create.

## Protection from Arrows

Abjuration

**Level:** Sor/Wiz 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level or until discharged

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

**Spell Resistance:** Yes (harmless)

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

*Focus:* A piece of shell from a tortoise or a turtle.

## Protection from Chaos

Abjuration [Lawful]

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

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from chaotic creatures, and chaotic summoned creatures cannot touch the subject.

## Protection from Energy

Abjuration

**Level:** Clr 3, Drd 3, Luck 3, Protection 3,

Rgr 2, Sor/Wiz 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level or until discharged

**Saving Throw:** Fortitude negates (harm- less)

**Spell Resistance:** Yes (harmless)

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

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

## Protection from Evil

Abjuration [Good]

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

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

**Target:** Creature touched

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

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

**Spell Resistance:** No; see text

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

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

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (include- ing enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as *dominate person*). The pro- tection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the *protection from evil* effect. If the *protec- tion from evil* effect ends before the effect granting mental control does, the would- be controller would then be able to men- tally command the controlled creature. Likewise, the barrier keeps out a possess- ing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of align- ment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to

fail and the creatures to recoil if such attacks require touching the warded crea- ture. Good summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resist- ance can allow a creature to overcome this protection and touch the warded creature.

*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.

## Protection from Good

Abjuration [Evil]

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

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from good creatures, and good summoned creatures cannot touch the subject.

## Protection from Law

Abjuration [Chaotic]

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

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned creatures cannot touch the subject.

## Protection from Spells

Abjuration

**Level:** Magic 8, Sor/Wiz 8 **Components:** V, S, M, F **Casting Time:** 1 standard action **Range:** Touch

**Targets:** Up to one creature touched per four levels

**Duration:** 10 min./level

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

**Spell Resistance:** Yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

*Material Component:* A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

*Focus:* One 1,000 gp diamond per crea- ture to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

Prying Eyes Divination **Level:** Sor/Wiz 5

**Components:** V, S, M **Casting Time:** 1 minute **Range:** One mile

**Effect:** Ten or more levitating eyes

**Duration:** 1 hour/level; see text (D)



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**Saving Throw:** None

#### Spell Resistance: No

You create a number of semitangible, visi- ble magical orbs (called “eyes”) equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they’re small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify

instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well, so if you know, for example, what a typical merchant looks like, the eyes do as well.

A sample command: “Surround me at a

range of four hundred feet and return if you spot any dangerous creatures.” The phrase “Surround me” directs the eyes to form an equally spaced, horizontal ring at whatever range you indicate, and then move with you. As eyes return or are destroyed, the rest automatically space themselves to compensate. In the case of this sample command, an eye returns only if it spots a creature you would regard as dangerous. A “peasant” that is actually a *shapechanged* dragon wouldn’t trigger an eye’s return. Ten eyes can form a ring with a radius of 400 feet and between them- selves see everything that crosses the ring.

Another sample command: “Spread out and search the town for Arweth. Follow him for three minutes, staying out of sight, and then return.” The phrase “Spread out” directs the eyes to move away from you in all directions. In this case, each eye would separately follow Arweth for three minutes once it spots him.

Other commands that might be useful include having eyes form a line in a certain manner, making them move at random within a certain range, or having them follow a certain type of creature. The DM is the final judge of the suitability of your directions.

In order to report their findings, the eyes must return to your hand. Each re- plays in your mind all it has seen during its existence. It takes an eye 1 round to replay

1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won’t know if the eye was de- stroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

*Material Component:* A handful of crystal marbles.

## Prying Eyes, Greater

Divination

**Level:** Sor/Wiz 8

This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had *true seeing* with a range of 120 feet. Thus, they can navigate darkened areas at full normal speed. Also, a *greater prying eye’s* maximum Spot modifier is +25 instead of +15.

## Purify Food and Drink

Transmutation **Level:** Clr 0, Drd 0 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Target:** 1 cu. ft./level of contaminated food and water

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (object)

This spell makes spoiled, rotten, poison- ous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent sub- sequent natural decay or spoilage. Unholy water and similar food and drink of sig- nificance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions.

*Note:* Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

## Pyrotechnics

Transmutation

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

**Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Target:** One fire source, up to a 20-ft.

cube

**Duration:** 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

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

**Spell Resistance:** Yes or No; see text

*Pyrotechnics* turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

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

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

*Material Component:* The spell uses one fire source, which is immediately extin- guished. A fire so large that it exceeds a 20- foot cube is only partly extinguished. Magical fires are not extinguished, al- though a fire-based creature (such as a fire elemental) used as a source takes 1 point of damage per caster level.

Quench Transmutation **Level:** Drd 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Area or Target:** One 20-ft. cube/level (S) or one fire-based magic item

**Duration:** Instantaneous

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

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

*Quench* is often used to put out forest fires and other conflagrations. It extinguishes all nonmagical fires in its area. The spell also dispels any fire spells in its area, though you must succeed on a dispel check (1d20 +1 per caster level, maximum

+15) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Each elemental (fire) creature within the area of a *quench* spell takes 1d6 points of damage per caster level (maximum 15d6, no save allowed).

Alternatively, you can target the spell on a single magic item that creates or controls flame, such as a *wand of fireball* or a *flaming burst* sword. The item loses all its fire-based

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magical abilities for 1d4 hours unless it succeeds on a Will save. (Artifacts are immune to this effect.)

## Rage

Enchantment (Compulsion) [Mind- Affecting]

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

**Components:** V, S

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**Casting Time:** 1 standard action

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

**Targets:** One willing living creature per three levels, no two of which may be more than 30 ft. apart

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

**Saving Throw:** None

#### Spell Resistance: Yes

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –2 penalty to AC. The effect is otherwise identical with a barbarian’s rage (see page 25), except that the subjects aren’t fatigued at the end of the rage.

## Rainbow Pattern

Illusion (Pattern) [Mind-Affecting]

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

**Components:** V (Brd only), S, M, F; see text

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Effect:** Colorful lights with a 20-ft.-

radius spread

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

**Saving Throw:** Will negates

#### Spell Resistance: Yes

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

With a simple gesture (a free action), you can make the rainbow pattern move up to 30 feet per round (moving its effect- tive point of origin). All fascinated crea- tures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, or the like), each fascinated creature gets a second save. If the view of the lights is completely blocked (by an *obscuring mist* spell, for instance), creatures who can’t see them are no longer affected.

The spell does not affect sightless crea- tures.

*Verbal Component:* A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.

*Material Component:* A piece of phos- phor.

*Focus:* A crystal prism.

Raise Dead Conjuration (Healing) **Level:** Clr 5

**Components:** V, S, M, DF **Casting Time:** 1 minute **Range:** Touch

**Target:** Dead creature touched **Duration:** Instantaneous **Saving Throw:** None; see text **Spell Resistance:** Yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject’s soul must be free and willing to return (see Bringing Back the Dead, page 171). If the subject’s soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy- draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can’t be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn’t prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature’s equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can’t be raised by this spell. Constructs, ele- mentals, outsiders, and undead creatures

can’t be raised. The spell cannot bring back a creature that has died of old age.

*Material Component:* Diamonds worth a total of least 5,000 gp.

## Rary’s Mnemonic Enhancer

Transmutation

**Level:** Wiz 4 **Components:** V, S, M, F **Casting Time:** 10 minutes **Range:** Personal

**Target:** You

**Duration:** Instantaneous

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

*Prepare:* You prepare up to three addi- tional levels of spells (such as three 1st- level spells, a 2nd- and a 1st-level spell, or a 3rd-level spell). A cantrip counts as 1/2 level for this purpose. You prepare and cast these spells normally.

*Retain:* You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the *mnemonic enhancer*. This restores the previously cast spell to your mind.

In either event, the spell or spells pre- pared or retained fade after 24 hours (if not cast).

*Material Component:* A piece of string, and ink consisting of squid secretion with black dragon’s blood.

*Focus:* An ivory plaque of at least 50 gp value.

## Rary’s Telepathic Bond

Divination

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Targets:** You plus one willing creature per three levels, no two of which can be more than 30 ft. apart

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

**Saving Throw:** None

#### Spell Resistance: No

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

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

*Rary’s telepathic bond* can be made per- manent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.



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*Material Component:* Pieces of eggshell from two different kinds of creatures.

## Ray of Enfeeblement

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

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

**Duration:** 1 min./level **Saving Throw:** None **Spell Resistance:** Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject’s Strength score cannot drop below 1.

## Ray of Exhaustion

Necromancy

**Level:** Sor/Wiz 3

**Components:** V, S, M

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

**Duration:** 1 min./level

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

#### Spell Resistance: Yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target. The subject is immediately exhausted for the spell’s duration. A successful Fortitude save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature

that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell’s duration expires.

*Material Component:* A drop of sweat.

Ray of Frost Evocation [Cold] **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

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

## Read Magic

Divination

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

Sor/Wiz 0

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level

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

13 Spellcraft check, a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).

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

*Focus:* A clear crystal or mineral prism.

Reduce Animal Transmutation **Level:** Drd 2, Rgr 3 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One willing animal of Small, Medium, Large, or Huge size

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

This spell functions like *reduce person*, ex- cept that it affects a single willing animal (not one with which you are engaged in combat, for instance). This decrease in size allows the animal to fit better into tight spaces, such as the typical dungeon room or subterranean passage. Reduce the damage dealt by the animal’s natural attacks as shown on Table 2–3 in the *Dun- geon Master’s Guide*.

Reduce Person Transmutation **Level:** Sor/Wiz 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 diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature’s size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a

–2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

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

All equipment worn or carried by a

creature is similarly reduced by the spell. Melee and projectile weapons deal less damage (see Table 2–3 in the *Dungeon Master’s Guide*). Other magical properties are not affected by this spell. Any *reduced* item that leaves the *reduced* creature’s pos- session (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack, which means (among other things) that you can’t use a second casting of this spell to further reduce the size of as humanoid that’s still under the effect of the first casting.

*Reduce person* counters and dispels *en- large person*.

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

*Material Component:* A pinch of pow- dered iron.

## Reduce 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 *reduce person*, ex- cept that it affects multiple creatures.

## Refuge

Conjuration (Teleportation) **Level:** Clr 7, Sor/Wiz 9 **Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** Permanent until discharged

**Saving Throw:** None

#### Spell Resistance: No

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| --- | --- | --- | --- | --- | --- | --- |
| You create powerful magic in some spe- | **Target:** Dead creature touched | **d%** | **Incarnation** | **Str** | **Dex** | **Con** |
| cially prepared object—a statuette, a jew- | **Duration:** Instantaneous | 01 | Bugbear | +4 | +2 | +2 |
| eled rod, a gem, or the like. This object | **Saving Throw:** None; see text | 02–13 | Dwarf | +0 | +0 | +2 |
| contains the power to instantly transport | **Spell Resistance:** Yes (harmless) | 14–25 | Elf | +0 | +2 | –2 |
| its possessor across any distance within the |  | 26 | Gnoll | +4 | +0 | +2 |
| same plane to your abode. Once the item is | With this spell, you bring back a dead | 27–38 | Gnome | –2 | +0 | +2 |
| transmuted, you must give it willingly to a | creature in another body, provided that its | 39–42 | Goblin | –2 | +2 | +0 |
| creature and at the same time inform it of a | death occurred no more than one week | 43–52 | H alf-elf | +0 | +0 | +0 |
| command word to be spoken when the | before the casting of the spell and the sub- | 53–62 | H alf-orc | +2 | +0 | +0 |
| item is used. To make use of the item, the | ject’s soul is free and willing to return (see | 63–74 | H alfling | –2 | +2 | +0 |
| subject speaks the command word at the | Bringing Back the Dead, page 171). If the | 75–89 | H uman | +0 | +0 | +0 |
| same time that it rends or breaks the item | subject’s soul is not willing to return, the | 90–93 | Kobold | –4 | +2 | –2 |



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(a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character’s heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

*Material Component:* The specially pre- pared object, whose construction requires gems worth 1,500 gp.

## Regenerate

Conjuration (Healing)

**Level:** Clr 7, Drd 9, Healing 7 **Components:** V, S, DF **Casting Time:** 3 full rounds **Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (harm- less)

**Spell Resistance:** Yes (harmless)

The subject’s severed body members (fin- gers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), bro- ken bones, and ruined organs grow back. After the spell is cast, the physical regener- ation is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

*Regenerate* also cures 4d8 points of dam- age +1 point per caster level (maximum

+35), rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Reincarnate Transmutation **Level:** Drd 4

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

spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a

new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small por- tion of the creature’s body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature’s body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is rein- carnated.

A reincarnated creature recalls the majority of its former life and form. It re- tains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject’s racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject’s level (or Hit Dice) is reduced by 1. If the subject was 1st level, its new Constitution score is reduced by 2. (If this reduction would put its Con at 0 or lower, it can’t be reincarnated). This level/HD loss or Constitution loss cannot be repaired by any means.

It’s possible for the change in the sub- ject’s ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character.

For a humanoid creature, the new in- carnation is determined using the follow- ing table. For nonhumanoid creatures, the DM should create a similar table of creatures of the same type or simply choose the new form.

A creature that has been turned into an undead creature or killed by a death effect can’t be returned to life by this spell. Con- structs, elementals, outsiders, and undead creatures can’t be reincarnated. The spell cannot bring back a creature who has died of old age.

94 Lizardfolk +2 +0 +2 95–98 Orc +4 +0 +0

1. Troglodyte +0 –2 +4
2. Other ? ? ? (DM ’s choice)

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn’t auto- matically speak the language of the new form. Refer to the *Monster Manual* for details.

A *wish* or a *miracle* spell can restore a re- incarnated character to his or her original form.

*Material Component:* Rare oils and un- guents worth a total of least 1,000 gp, spread over the remains.

## Remove Blindness/Deafness

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (harm- less)

**Spell Resistance:** Yes (harmless)

*Remove blindness/deafness* cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

*Remove blindness/deafness* counters and dispels *blindness/deafness*.

## Remove Curse

Abjuration

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

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature or item touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

*Remove curse* instantaneously removes all curses on an object or a creature. *Remove*

*curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.



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*Remove curse* counters and dispels *bestow curse*.

Remove Disease Conjuration (Healing) **Level:** Clr 3, Drd 3, Rgr 3 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (harm- less)

**Spell Resistance:** Yes (harmless)

*Remove disease* cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be coun- tered only by a caster of a certain level or higher.

*Note:* Since the spell’s duration is in- stantaneous, it does not prevent reinfec- tion after a new exposure to the same disease at a later date.

## Remove Fear

Abjuration

**Level:** Brd 1, Clr 1

**Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Targets:** One creature plus one addi-

tional creature per four levels, no two

of which can be more than 30 ft. apart

**Duration:** 10 minutes; see text

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

**Spell Resistance:** Yes (harmless)

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

*Remove fear* counters and dispels *cause fear*.

Remove Paralysis Conjuration (Healing) **Level:** Clr 2, Pal 2 **Components:** V, S

**Casting Time:** 1 standard action

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

**Targets:** Up to four creatures, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul’s touch or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores

reduced by penalties, damage, or drain.

## Repel Metal or Stone

Abjuration [Earth] **Level:** Drd 8 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 60-ft. line from you **Duration:** 1 round/level (D) **Saving Throw:** None

#### Spell Resistance: No

Like *repel wood*, this spell creates waves of invisible and intangible energy that roll forth from you. All metal or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including animated objects, small boulders, and creatures in metal armor, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as metal armor, swords, and the like are pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell’s duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell’s power.

## Repel Vermin

Abjuration

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

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation centered on you

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

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

#### Spell Resistance: Yes

An invisible barrier holds back vermin. A vermin with Hit Dice of less than one- third your level cannot penetrate the bar- rier. A vermin with Hit Dice of one-third your level or more can penetrate the bar- rier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Repel Wood Transmutation **Level:** Drd 6, Plant 6 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** 60-ft. line-shaped emanation from you

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

Waves of energy roll forth from you, mov- ing in the direction that you determine, causing all wooden objects in the path of the spell to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can loose it as a move action and drop it as a free action.) If a spear is planted (set) to prevent this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell’s duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell’s power.

## Repulsion

Abjuration

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

**Components:** V, S, F/DF **Casting Time:** 1 standard action **Range:** Up to 10 ft./level

**Area:** Up to 10-ft.-radius/level emanation centered on you

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

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

*Arcane Focus:* A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array worth 50 gp.

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## Resistance

Abjuration

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

Sor/Wiz 0

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

**Target:** Creature touched

**Duration:** 1 minute

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

**Spell Resistance:** Yes (harmless)

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

*Resistance* can be made permanent with a

*permanency* spell.

*Arcane Material Component:* A miniature cloak.

## Resist Energy

Abjuration

**Level:** Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1,

Sor/Wiz 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level

**Saving Throw:** Fortitude negates (harm- less)

**Spell Resistance:** Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10

points before being applied to the crea- ture’s hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient’s equipment as well.

*Resist energy* absorbs only damage. The

subject could still suffer unfortunate side effects, such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

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

Restoration Conjuration (Healing) **Level:** Clr 4, Pal 4 **Components:** V, S, M

This spell functions like *lesser restoration*, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. Thus, if a 10th-level character has been struck by a wight and drained to 9th level, *restoration* brings the character up to exactly the minimum number of experience points necessary to restore him to 10th level (45,000 XP), gaining him an additional Hit Die and level functions accordingly.

*Restoration* cures all temporary ability damage, and it restores all points perma- nently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

*Restoration* does not restore levels or Constitution points lost due to death.

*Material Component:* Diamond dust worth 100 gp that is sprinkled over the target.

Restoration, Greater Conjuration (Healing) **Level:** Clr 7 **Components:** V, S, XP **Casting Time:** 10 minutes

This spell functions like *lesser restoration*, except that it dispels all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.

*Greater restoration* also dispels all magical effects penalizing the creature’s abilities,

cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, *confusion*, and similar mental effects. *Greater restoration* does not restore levels or Constitution points lost due to death.

*XP Cost:* 500 XP.

Restoration, Lesser Conjuration (Healing) **Level:** Clr 2, Drd 2, Pal 1 **Components:** V, S **Casting Time:** 3 rounds **Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

*Lesser restoration* dispels any magical effects reducing one of the subject’s ability scores (such as *ray of enfeeblement*) or cures 1d4 points of temporary ability damage to one of the subject’s ability scores (such as from a shadow’s touch or from poison). It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Resurrection Conjuration (Healing) **Level:** Clr 7

**Casting Time:** 10 minutes

This spell functions like *raise dead*, except that you are able to restore life and com- plete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature’s body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature’s body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level, or 2 points of Constitution if the subject was 1st level. (If this reduction would bring its Con to 0 or lower, it can’t be resurrected). This level loss or Constitution loss cannot be repaired by any means.

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, ele- mentals, outsiders, and undead creatures can’t be resurrected.

*Material Component:* A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.



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## Reverse Gravity

Transmutation

**Level:** Drd 8, Sor/Wiz 7 **Components:** V, S, M/DF **Casting Time:** 1 standard action

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

**Area:** Up to one 10-ft. cube per two levels (S)

**Duration:** 1 round/level (D) **Saving Throw:** None; see text **Spell Resistance:** No

This spell reverses gravity in an area, caus- ing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

*Arcane Material Component:* A lodestone and iron filings.

## Righteous Might

Transmutation

**Level:** Clr 5, Strength 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one, and you gain a +4 size bonus to Strength and a +2 size bonus to Constitution. You gain a +2 enhancement bonus to your natural armor. You gain damage reduction 3/evil (if you normally channel positive energy) or damage reduction 3/good (if you normally channel negative energy). At 12th level this damage reduction becomes 6/evil or 6/good, and at 15th level it becomes 9/evil or 9/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category (if your original size was Diminutive, Tiny, Small, Medium, or Large, the modifier decreases by 1; other- wise see Size Modifier, page 134).

Use Table 8–4: Creature Size and Scale to determine your new space and reach. This spell doesn’t change your speed.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage (see Table 2–2 in the *Dungeon Master’s Guide*). Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack, which means (among other things) that you can’t use a second casting of this spell to further increase your size while you are still under the effect of the first casting.

Rope Trick Transmutation **Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

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

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

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces (“planes”). Crea- tures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope “disap- pear.” In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free.

Spells cannot be cast across the extra- dimensional interface, nor can area effects cross it. Those in the extradimensional

space can see out of it as if a 3-foot-by- 5- foot window were centered on the rope. The window is present on the Material Plane, but it’s invisible, and even creatures that can see the window can’t see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

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

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

Rusting Grasp Transmutation **Level:** Drd 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

**Duration:** See text **Saving Throw:** None **Spell Resistance:** No

Any iron or iron alloy item you touch be- comes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3- foot radius (a large iron door or a *wall of iron*), a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You may employ *rusting grasp* in combat with a successful melee touch attack. *Rusting grasp* used in this way instanta- neously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion. For example, full plate armor (AC +8) could be reduced to +7 or as low as +2 in protection, depending on the die roll.

Weapons in use by an opponent tar- geted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed.

*Note:* Striking at an opponent’s weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous creature, *rusting grasp* instantaneously deals 3d6 points of dam- age +1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

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## Sanctuary

Abjuration

**Level:** Clr 1, Protection 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched **Duration:** 1 round/level **Saving Throw:** Will negates **Spell Resistance:** No

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Any opponent attempting to strike or oth- erwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can’t follow through with the attack, that part of its action is lost, and it can’t directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. This allows a warded cleric to heal wounds, for example, or to cast a *bless* spell, perform an *augury*, summon creatures, and so on.

## Scare

Necromancy [Fear, Mind-Affecting] **Level:** Brd 2, Sor/Wiz 2 **Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level) **Targets:** One living creature per three levels, no two of which can be more

than 30 ft. apart

**Duration:** 1 round/level or 1 round; see text for *cause fear*

**Saving Throw:** Will partial

#### Spell Resistance: Yes

This spell functions like *cause fear*, except that it causes all targeted creatures of less than 6 HD to become frightened.

*Material Component:* A bit of bone from an undead skeleton, zombie, ghoul, ghast, or mummy.

## Scintillating Pattern

Illusion (Pattern) [Mind-Affecting]

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Colorful lights in a 20-ft.-radius spread

**Duration:** Concentration + 2 rounds

**Saving Throw:** None

#### Spell Resistance: Yes

A twisting pattern of discordant, coruscat- ing colors weaves through the air, affecting

creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell’s point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its Hit Dice.

1. *or less:* Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then *confused* for 1d4 rounds. (Treat an uncon- scious result as stunned for nonliving creatures.)
2. *to 12:* Stunned for 1d4 rounds, then confused for 1d4 rounds.

*13 or more: Confused* for 1d4 rounds.

Sightless creatures are not affected by

*scintillating pattern*.

*Material Component:* A small crystal prism.

Scorching Ray Evocation [Fire] **Level:** Sor/Wiz 2 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** One or more rays **Duration:** Instantaneous

**Saving Throw:** None

#### Spell Resistance: Yes

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

## Screen

Illusion (Glamer)

**Level:** Sor/Wiz 8, Trickery 7

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** Close (25 ft. + 5 ft./2 levels) **Area:** 30-ft. cube/level (S) **Duration:** 24 hours

**Saving Throw:** None or Will disbelief (if interacted with); see text

#### Spell Resistance: No

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell’s area. The illusion created must be stated in general terms. Thus, you could specify the illusion of yourself and another character playing chess for the duration of the spell, but you could not have the illusory chess players take a break, make dinner, and then

resume their game. You could have a crossroads appear quiet and empty even while an army is actually passing through the area. You could specify that no one be seen (including passing strangers), that your troops be undetected, or even that every fifth person or unit should be visible. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically

detect the image stated by you with no save allowed. Sight and sound are appro- priate to the illusion created. A band of people standing in a meadow could be concealed as an empty meadow with birds chirping, for instance.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlook- ers in the area would become suspicious if a marching army disappeared at one point to reappear at another. Even entering the area does not cancel the illusion or neces- sarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

## Scrying

Divination (Scrying)

**Level:** Brd 3, Clr 5, Drd 4, Sor/Wiz 4 **Components:** V, S, M/DF, F **Casting Time:** 1 hour

**Range:** See text **Effect:** Magical sensor **Duration:** 1 min./level

**Saving Throw:** Will negates

#### Spell Resistance: Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

**Knowledge Will Save Modifier**

None1 +10

Secondhand (you have heard +5 of the subject)

Firsthand (you have met the subject) +0 Familiar (you know the subject well) 5

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

**Connection Will Save Modifier**

Likeness or picture 2

Possession or garment 4

Body part, lock of hair, bit of nail, etc. –10

If the save fails, you can see and hear the subject and the subject’s immediate surroundings (approximately 10 feet in all directions of the subject). If the subject

moves, the sensor follows at a speed of up to 150 feet.



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

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

*Arcane Material Component:* The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc.

*Wizard, Sorcerer, or Bard Focus:* A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet.

*Cleric Focus:* A holy water font costing not less than 100 gp.

*Druid Focus:* A natural pool of water.

## Scrying, Greater

Divination (Scrying)

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

**Components:** V, S

**Casting Time:** 1 standard action

**Duration:** 1 hour/level

This spell functions like *scrying*, except as noted above. Additionally, all of the fol- lowing spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

Sculpt Sound Transmutation **Level:** Brd 3 **Components:** V, S

**Casting Time:** 1 standard action

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

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

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

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

**Spell Resistance:** Yes (object)

You change the sounds that creatures or objects make. You can create sounds where none exist (such as making trees sing), deaden sounds (such as making a party of adventurers silent), or transform sounds into other sounds (such as making a caster’s voice sound like a pig snorting). All affected creatures or objects must be trans- muted in the same way. Once the transmu- tation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. For instance, you can’t change your voice so that it sounds as though you are giving the command word to activate a magic item unless you know that command word.

A spellcaster whose voice is changed dramatically (such as into that of the aforementioned snorting pig) is unable to cast spells with verbal components.

## Searing Light

Evocation

**Level:** Clr 3, Sun 3

**Components:** V, S

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

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

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A crea- ture struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light, such as a vampire, takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

## Secret Page

Transmutation

**Level:** Brd 3, Sor/Wiz 3 **Components:** V, S, M **Casting Time:** 10 minutes **Range:** Touch

**Target:** Page touched, up to 3 sq. ft. in size

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

*Secret page* alters the contents of a page so that they appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks. The text of a spell can be changed to show a ledger page or even another spell. *Explosive runes* or *sepia snake sigil* can be cast upon the *secret page*.

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

means of an *erase* spell.

*Material Component:* Powdered herring scales and will-o’-wisp essence.

## See Invisibility

Divination

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

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

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

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

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

*Material Component:* A pinch of talc and a small sprinkling of powdered silver.

## Seeming

Illusion (Glamer) **Level:** Brd 5, Sor/Wiz 5 **Components:** V, S

**Casting Time:** 1 standard action

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

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

**Duration:** 12 hours (D)

**Saving Throw:** Will negates or Will disbelief (if interacted with)

**Spell Resistance:** Yes or No; see text

This spell functions like *disguise self*, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell’s

effect on them by making Will saves or with spell resistance.

## Sending

Evocation

**Level:** Clr 4, Sor/Wiz 5 **Components:** V, S, M/DF **Casting Time:** 10 minutes **Range:** See text

**Target:** One creature **Duration:** 1 round; see text **Saving Throw:** None **Spell Resistance:** No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the

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subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intel- ligence score as low as 1 can understand the *sending*, though the subject’s ability to react is limited as normal by its Intelli- gence score. Even if the *sending* is received, the subject is not obligated to act upon it in any manner.

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

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

Sepia Snake Sigil Conjuration (Creation) [Force] **Level:** Brd 3, Sor/Wiz 3 **Components:** V, S, M **Casting Time:** 10 minutes **Range:** Touch

**Target:** One touched book or written work

**Duration:** Permanent or until discharged; until released or 1d4 days

+ one day/level; see text

**Saving Throw:** Reflex negates

#### Spell Resistance: No

When you cast *sepia snake sigil*, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the *sepia snake* springs into being and strikes the reader, provided there is line of effect between the symbol and the reader. Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake’s strike. If it succeeds, the *sepia snake* dissi- pates in a flash of brown light accompa- nied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days

+ one day per caster level have elapsed.

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

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

erase spell destroys the entire page of text. *Sepia snake sigil* can be cast in combination with other spells that hide or garble text, such as *secret page*.

*Material Component:* 500 gp worth of

powdered amber, a scale from any snake, and a pinch of mushroom spores.

Sequester Abjuration **Level:** Sor/Wiz 7

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One willing creature or object (up to a 2-ft. cube/level) touched

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

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

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

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by *sequester*, it also renders the affected crea- ture or object invisible to any form of sight or seeing (as the *invisibility* spell). Thus, *sequester* can mask a secret door, a treasure vault, or anything similar. The spell does not prevent the subject from being discov- ered through tactile means or through the use of devices (such as a *robe of eyes* or a *gem of seeing*). Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

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

*Material Component:* A basilisk eyelash,

gum arabic, and a dram of whitewash.

Shades

Illusion (Shadow)

**Level:** Sor/Wiz 9

This spell functions like *shadow conjuration*, except that it mimics sorcerer and wizard conjuration spells of 8th level or lower. The illusory conjurations created deal four- fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

## Shadow Conjuration

Illusion (Shadow) **Level:** Brd 4, Sor/Wiz 4 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** See text **Effect:** See text **Duration:** See text

**Saving Throw:** Will disbelief (if interacted with); varies; see text

**Spell Resistance:** Yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Shadow conjuration* can mimic any sorcerer or wiz- ard conjuration (summoning) or conjura- tion (creation) spell of 3rd level or lower. *Shadow conjurations* are actually one-fifth (20%) as strong as the real things, though creatures who believe the *shadow conjura- tions* to be real are affected by them at full strength.

Any creature that interacts with the

conjured object, force, or creature can make a Will save to recognize its true nature.

Spells that deal damage, such as *Melf’s acid arrow*, have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one- fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow conjuration*’s level (5th) rather than the spell’s normal level. In addition, any effect created by *shadow conjuration* allows spell resistance, even if the spell it is simulating does not.

Shadow objects or substances, such as *obscuring mist*, have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it’s recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature’s damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature’s AC bonuses are one-fifth as large (so a +7 bonus resulting in AC 17 would change to a +1 total bonus for a new AC of 11).

A creature that succeeds on its save sees the *shadow conjurations* as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their

Will saves against this spell.

## Shadow Conjuration, Greater

Illusion (Shadow)

**Level:** Sor/Wiz 7

This spell functions like *shadow conjuration*, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or

lower. The illusory conjurations created deal three-fifths (60%) damage to non- believers, and nondamaging effects are 60% likely to work against nonbelievers.



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Shadow Evocation Illusion (Shadow) **Level:** Brd 5, Sor/Wiz 5 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** See text **Effect:** See text **Duration:** See text

**Saving Throw:** Will disbelief (if inter- acted with)

#### Spell Resistance: Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. (For a spell with more than one level, use the best one applicable to you.)

Spells that deal damage, such as *light-*

*ning bolt*, have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one- fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a *shadow evocation*, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *shadow evocation*’s level (5th) rather than the spell’s normal level.

Nondamaging effects, such as *gust of wind*, have normal effects except against those who disbelieve them. Against dis- believers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

## Shadow Evocation, Greater

Illusion (Shadow)

**Level:** Sor/Wiz 8

This spell functions like *shadow evocation*, except that it enables you to create par- tially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower. If recognized as a *greater shadow evo- cation*, a damaging spell deals only three- fifths (60%) damage.

Shadow Walk Illusion (Shadow) **Level:** Brd 5, Sor/Wiz 6 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

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

**Duration:** 1 hour/level (D) **Saving Throw:** Will negates **Spell Resistance:** Yes

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

In the region of shadow, you move at a

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

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

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

Any creatures touched by you when *shadow walk* is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or aban- doned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Shambler Conjuration (Creation) **Level:** Drd 9, Plant 9 **Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text

**Duration:** Seven days or seven months (D); see text

**Saving Throw:** None

#### Spell Resistance: No

The *shambler* spell creates 1d4+2 sham- bling mounds with 11 HD each. (See the *Monster Manual* for details about sham- bling mounds.) The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell’s range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

## Shapechange

Transmutation

**Level:** Animal 9, Drd 9, Sor/Wiz 9

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

This spell functions like *polymorph*, except that it enables you to assume the form of any single nonunique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than your caster level in Hit Dice (to a maximum of 25 HD). Unlike *polymorph*, this spell allows incorporeal or gaseous forms to be assumed.

You gain all extraordinary and super- natural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form (for example, dragon or magical beast) in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. For example, you are in combat and assume the form of a will-o’-wisp. When this form is no longer useful, you change into a stone

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golem and walk away. When pursued, you change into a flea, which hides on a horse until it can hop off. From there, you can become a dragon, an orc, or just about anything else you are familiar with.

If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

*Focus:* A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

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## Shatter

Evocation [Sonic]

**Level:** Brd 2, Chaos 2, Clr 2, Destruction 2,

Sor/Wiz 2

**Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels)

**Area or Target:** 5-ft.-radius spread; or one solid object or one crystalline creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (object); Will negates (object) or Fortitude half; see text

**Spell Resistance:** Yes (object)

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

Used as an area attack, *shatter* destroys nonmagical objects of crystal, glass, ce- ramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, and so forth. All such objects within a 5-foot radius of the point of origin are smashed into do- zens of pieces by the spell. Objects weigh- ing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature

(of any weight), *shatter* deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

*Arcane Material Component:* A chip of mica.

## Shield

Abjuration [Force] **Level:** Sor/Wiz 1 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

*Shield* creates an invisible, tower shield- sized mobile disk of force that hovers in

front of you. It negates *magic missile* attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The *shield* has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can’t use the *shield* spell for cover.

Shield of Faith Abjuration **Level:** Clr 1

**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 (harmless)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

*Material Component:* A small parchment with a bit of holy text written upon it.

Shield of Law Abjuration [Lawful] **Level:** Clr 8, Law 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 dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and *slowing* chaotic creatures when they strike the subjects. This abjura- tion has four effects.

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

Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures.

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

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is *slowed* (Will save negates, as the *slow* spell, but against *shield of law*’s save DC).

*Focus:* A tiny reliquary containing some sacred relic, such as a scrap of parchment

from a lawful text. The reliquary costs at least 500 gp.

## Shield Other

Abjuration

**Level:** Clr 2, Pal 2, Protection 2

**Components:** V, S, F

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

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

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

**Spell Resistance:** Yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

*Focus:* A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

Shillelagh Transmutation **Level:** Drd 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched nonmagical oak club or quarterstaff

**Duration:** 1 min./level

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

**Spell Resistance:** Yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. (A quarterstaff gains this enhancement for both ends of the weapon.) It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Shocking Grasp Evocation [Electricity] **Level:** Sor/Wiz 1 **Components:** V, S



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**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature or object touched

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

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

## Shout

Evocation [Sonic] **Level:** Brd 4, Sor/Wiz 4 **Components:** V

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial or Reflex negates (object); see text

**Spell Resistance:** Yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a suc- cessful Reflex save.

A *shout* spell cannot penetrate a *silence*

spell.

Shout, Greater Evocation [Sonic] **Level:** Brd 6, Sor/Wiz 8 **Components:** V, S, F **Range:** 60 ft.

**Saving Throw:** Fortitude partial or Reflex negates (object); see text

This spell functions like *shout*, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save.

A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

*Arcane Focus:* A small metal or ivory horn.

Shrink Item Transmutation **Level:** Sor/Wiz 3 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One touched object of up to 2 cu. ft./level

**Duration:** One day/level; see text **Saving Throw:** Will negates (object) **Spell Resistance:** Yes (object)

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

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

## Silence

Illusion (Glamer) **Level:** Brd 2, Clr 2 **Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius emanation centered on a creature, object, or point in space

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

**Saving Throw:** Will negates; see text or none (object)

**Spell Resistance:** Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impos- sible, spells with verbal components can- not be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will

save to negate the spell and can use spell resistance, if any. Items in a creature’s possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks, such as *command*, a harpy’s capti- vating song, a *horn of blasting*, and the like.

Silent Image Illusion (Figment) **Level:** Brd 1, Sor/Wiz 1 **Components:** V, S, F

**Casting Time:** 1 standard action

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

**Effect:** Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

**Duration:** Concentration

**Saving Throw:** Will disbelief (if inter- acted with)

#### Spell Resistance: No

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

*Focus:* A bit of fleece.

Simulacrum Illusion (Shadow) **Level:** Sor/Wiz 7

**Components:** V, S, M, XP **Casting Time:** 12 hours **Range:** 0 ft.

**Effect:** One duplicate creature **Duration:** Instantaneous **Saving Throw:** None

#### Spell Resistance: No

*Simulacrum* creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only one-half of the real creature’s levels or Hit Dice (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You can’t create a simu- lacrum of a creature whose Hit Dice or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a suc- cessful Spot check (opposed by the caster’s Disguise check) or a DC 20 Sense Motive check.

At all times the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or

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abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

*Material Component:* The spell is cast

over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. Additionally, the spell requires powdered ruby worth 100 gp per HD of the simulacrum to be created.

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*XP Cost:* 100 XP per HD of the simu- lacrum to be created (minimum 1,000 XP).

Slay Living Necromancy [Death] **Level:** Clr 5, Death 5 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched **Duration:** Instantaneous **Saving Throw:** Fortitude partial **Spell Resistance:** Yes

You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it suc- ceeds, it instead takes 3d6 points of dam- age +1 point per caster level. (Of course, the subject might die from damage even if it succeeds on its save.)

## Sleep

Enchantment (Compulsion) [Mind- Affecting]

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

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

**Area:** One or more living creatures within a 10-ft.-radius burst

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

A *sleep* spell causes a magical slumber to come upon 4 Hit Dice of creatures. Crea- tures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell’s point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

For example, Mialee casts *sleep* at one rat (1/4 HD), one kobold (1 HD), two gnolls (2 HD), and an ogre (4 HD). The rat, the kobold, and one gnoll are affected (1/4 + 1

+ 2 = 3-1/4 HD). The remaining 3/4 HD is not enough to affect the last gnoll or the ogre. Mialee can’t choose to have *sleep* affect the ogre or the two gnolls.

Sleeping creatures are helpless. Slap-

ping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

*Sleep* does not target unconscious crea- tures, constructs, or undead creatures.

*Material Component:* A pinch of fine sand, rose petals, or a live cricket.

## Sleet Storm

Conjuration (Creation) [Cold] **Level:** Drd 3, Sor/Wiz 3 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level)

**Area:** Cylinder (40-ft. radius, 20 ft. high)

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

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

The sleet extinguishes torches and small fires.

*Arcane Material Component:* A pinch of dust and a few drops of water.

## Slow

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:** Will negates **Spell Resistance:** Yes

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

Multiple *slow* effects don’t stack. *Slow*

counters and dispels *haste*.

*Material Component:* A drop of molasses.

## Snare

Transmutation

**Level:** Rgr 2, Drd 3 **Components:** V, S, DF **Casting Time:** 3 rounds **Range:** Touch

**Target:** Touched nonmagical circle of vine, rope, or thong with a 2 ft. diame- ter + 2 ft./level

**Duration:** Until triggered or broken

**Saving Throw:** None

#### Spell Resistance: No

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast *snare* upon it, the cordlike object blends with its sur- roundings (Search DC 23 for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. (The head of a worm or a snake could be thus ensnared, for example.)

If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend and then straighten when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cordlike object tightens around the creature, dealing no damage but causing it to be entangled.

The snare is magical. To escape, a trapped creature must make a DC 23 Es- cape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.

## Soften Earth and Stone

Transmutation [Earth] **Level:** Drd 2, Earth 2 **Components:** V, S, DF

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Area:** 10-ft. square/level; see text **Duration:** Instantaneous

**Saving Throw:** None

#### Spell Resistance: No

When this spell is cast, all natural, un- dressed earth or stone in the spell’s area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot- square area to a depth of 1 to 4 feet, de- pending on the toughness or resilience of the ground at that spot (DM’s option). Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can’t run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can’t run or charge over the surface.



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Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. For example, a party of adventurers trying to break out of a cavern might use this spell to soften a wall. While *soften earth and stone* does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural dam- age can be dealt to a manufactured struc- ture (such as a wall or a tower) by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

Solid Fog Conjuration (Creation) **Level:** Sor/Wiz 4 **Components:** V, S, M **Duration:** 1 min./level **Spell Resistance:** No

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a –2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *solid fog* is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can’t take a 5-foot step while in *solid fog*.

However, unlike normal fog, only a se- vere wind (31+ mph) disperses these va- pors, and it does so in 1 round.

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

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

## Song of Discord

Enchantment (Compulsion) [Mind- Affecting, Sonic]

**Level:** Brd 5

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** Creatures within a 20-ft.-radius spread

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

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature’s behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tac- tics. They do not, however, harm targets that have fallen unconscious.

## Soul Bind

Necromancy

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

**Components:** V, S, F

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

**Duration:** Permanent **Saving Throw:** Will negates **Spell Resistance:** No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincar- nation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead). *Focus:* A black sapphire of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched.

Remember that this value can change over time as creatures gain more Hit Dice.)

Sound Burst Evocation [Sonic] **Level:** Brd 2, Clr 2

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

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Area:** 10-ft.-radius spread **Duration:** Instantaneous

**Saving Throw:** Fortitude partial

#### Spell Resistance: Yes

You blast an area with a tremendous ca- cophony. Every creature in the area takes 1d8 points of sonic damage and must suc- ceed on a Fortitude save to avoid being stunned for 1 round.

Creatures that cannot hear are not stunned but are still damaged.

*Arcane Focus:* A musical instrument.

## Speak with Animals

Divination

**Level:** Brd 3, Drd 1, Rgr 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal **Target:** You **Duration:** 1 min./level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn’t make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you (as determined by the DM).

## Speak with Dead

Necromancy [Language-Dependent]

**Level:** Clr 3 **Components:** V, S, DF **Casting Time:** 10 minutes **Range:** 10 ft.

**Target:** One dead creature

**Duration:** 1 min./level

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

#### Spell Resistance: No

You grant the semblance of life and intel- lect to a corpse, allowing it to answer sev- eral questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the dura- tion expires. The corpse’s knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature’s alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If the corpse has been subject to *speak with dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can’t even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

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## Speak with Plants

Divination

**Level:** Brd 4, Drd 3, Rgr 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal **Target:** You **Duration:** 1 min./level

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant’s sense of its sur- roundings is limited, so it won’t be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

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The spell doesn’t make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly toward you, it may do some favor or service for you (as determined by the DM).

Spectral Hand Necromancy **Level:** Sor/Wiz 2 **Components:** V, S

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

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

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

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of at least 22. Your Intelligence modifier applies to the hand’s AC as if it were the hand’s Dexterity modifier. The hand has 1 to 4 hit

points, the same number that you lost in creating it.

## Spell Immunity

Abjuration

**Level:** Clr 4, Protection 4, Strength 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level

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

**Spell Resistance:** Yes (harmless)

The warded creature is immune to the ef- fects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effec- tively has unbeatable spell resistance re- garding the specified spell or spells. Natu- rally, that immunity doesn’t protect a creature from spells for which spell resist- ance doesn’t apply. *Spell immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. Thus, a creature given immunity to *lightning bolt* is still vulnerable to *shocking grasp* or *chain lightning*.

A creature can have only one *spell im- munity* or *greater spell immunity* spell in effect on it at a time.

## Spell Immunity, Greater

Abjuration

**Level:** Clr 8

This spell functions like *spell immunity*, except the immunity applies to spells of 8th level or lower.

A creature can have only one *spell im- munity* or *greater spell immunity* spell in effect on it at a time.

## Spell Resistance

Abjuration

**Level:** Clr 5, Magic 5, Protection 5

**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 (harmless)

The creature gains spell resistance equal to 12 + your caster level.

Spellstaff Transmutation **Level:** Drd 6 **Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Wooden quarterstaff touched

**Duration:** Permanent until discharged (D)

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

**Spell Resistance:** Yes (object)

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one *spellstaff* at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the *spellstaff*.

*Focus:* The staff that stores the spell.

## Spell Turning

Abjuration

**Level:** Luck 7, Magic 7, Sor/Wiz 7 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Personal

**Target:** You

**Duration:** Until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell turning* also fails to stop touch range spells. Thus, a *charm person* spell cast at you could be turned back upon the caster and possibly enable you to use the *charm* effect on that individual, but a *fireball* could not be turned back, and neither could *inflict critical wounds*.

From seven to ten (1d4+6) spell levels are affected by the turning. The DM se- cretly rolls the exact number. When a spell is turned, the DM subtracts its level from the amount of spell turning left.

When you are targeted by a spell of higher level than the amount of spell turn- ing you have left, that spell is partially turned. The subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected.

For example, if you had three levels of spell turning left and were targeted by an *enervation* spell (a 4th-level spell), you would turn three-fourths of the spell back at the caster. You would take one- forth of the damage, while the caster takes

three-fourths of the damage. If you were targeted by a wizard’s *fear* spell (also a 4th- level spell) in the same situation, you would have a one in four (25%) chance to be affected by the spell, while the caster would have a three in four (75%) chance to be affected.



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If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created. Roll randomly to determine the result.

**d% Effect**

01–70 Spell drains away without effect. 71–80 Spell affects both of you equally at

full effect.

81–97 Both turning effects are rendered nonfunctional for 1d4 minutes.

98–100 Both of you go through a rift into another plane.

*Arcane Material Component:* A small silver mirror.

## Spider Climb

Transmutation

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

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level

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

**Spell Resistance:** Yes (harmless)

The subject can climb and travel on verti- cal surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of

20 feet; furthermore, it need not make Climb checks to traverse a vertical or hori- zontal surface (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climb- ing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

*Material Component:* A drop of bitumen and a live spider, both of which must be eaten by the subject.

Spike Growth Transmutation **Level:** Drd 3, Rgr 2

**Components:** V, S, DF

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Area:** One 20-ft. square/level **Duration:** 1 hour/level (D)

**Saving Throw:** Reflex partial

#### Spell Resistance: Yes

Any ground-covering vegetation in the spell’s area becomes very hard and sharply pointed without changing its appearance. In areas of bare earth, roots and rootlets act

in the same way. Typically, *spike growth* can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell’s area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). An- other character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell’s save DC.

*Spike growth* can’t be disabled with the Disable Device skill.

*Note:* Magic traps such as *spike growth* are hard to detect. A rogue (only) can use the Search skill to find a *spike growth*. The DC is 25 + spell level, or DC 28 for *spike growth* (or DC 27 for *spike growth* cast by a ranger).

Spike Stones Transmutation [Earth] **Level:** Drd 4, Earth 4 **Components:** V, S, DF

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Area:** One 20-ft. square/level **Duration:** 1 hour/level (D)

**Saving Throw:** Reflex partial

#### Spell Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. *Spike stones* impede progress through an area and deal damage. Any creature moving on foot into or through the spell’s area moves at half speed.

In addition, each creature moving through the area takes 1d8 points of pierc- ing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature’s speed to be reduced to half normal for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell’s save DC.

*Spike stones* is a magic trap that can’t be disabled with the Disable Device skill.

*Note:* Magic traps such as *spike stones* are hard to detect. A rogue (only) can use the Search skill to find *spike stones*. The DC is 25 + spell level, or DC 29 for *spike stones*.

Spiritual Weapon Evocation [Force] **Level:** Clr 2, War 2 **Components:** V, S, DF

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Effect:** Magic weapon of force **Duration:** 1 round/level (D)

**Saving Throw:** None

#### Spell Resistance: Yes

A weapon made of pure force springs into existence and attacks opponents at a dis- tance, as you direct it, dealing 1d8 force damage per hit, +1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon fa- vored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats (such as Weapon Focus) or combat actions (such as charge) do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon con- tinues to attack the previous round’s target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the *spiritual weapon* is a ranged weapon, use the spell’s range, not the weapon’s normal range increment, and switching targets still is a move action.

A *spiritual weapon* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *spiritual weapon*’s AC against touch attacks is 12 (10

+ size bonus for Tiny object).

If an attacked creature has spell resist- ance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *spiritual weapon* strikes it. If the weapon is successfully resisted, the

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spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force

replica of your deity’s own personal weapon, many of which have individual names. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a *spiritual weapon* of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each deity or alignment are as follows.

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*Boccob:* Quarterstaff, “Staff of Boccob”

*Corellon Larethian:* Longsword, “Sahan- drian”

*Ehlonna:* Longsword, “Jenevier”

*Erythnul:* Morningstar, “Agony”

*Fharlanghn:* Quarterstaff, “Traveler’s Friend”

*Garl Glittergold:* Battleaxe, “Arumdina” *Gruumsh:* Spear, “Bloodspear” *Heironeous:* Longsword, “Justice-bringer” *Hextor:* Flail, “Executioner”

*Kord:* Greatsword, “Kelmar”

*Moradin:* Warhammer, “Soulhammer”

*Nerull:* Scythe, “Lifecutter”

*Obad-Hai:* Quarterstaff, “Stormstouch” *Olidammarra:* Rapier, “Swiftstrike” *Pelor:* Heavy Mace, “Sunscepter”

*St. Cuthbert:* Heavy Mace, “The Mace of Cuthbert”

*Vecna:* Dagger, “Afterthought”

*Wee Jas:* Dagger, “Discretion”

*Yondalla:* Short sword, “Hornblade” *Chaos:* Battleaxe, “The Blade of Change” *Evil:* Light flail, “The Scourge of Souls” *Good:* Warhammer, “The Hammer of

Justice”

*Law:* Sword, “The Sword of Truth”

Statue Transmutation **Level:** Sor/Wiz 7

**Components:** V, S, M **Casting Time:** 1 round **Range:** Touch

**Target:** Creature touched

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

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

**Spell Resistance:** Yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensa- tions that can affect the granite-hard sub- stance of the individual’s body. Chipping is equal to a mere scratch, but breaking off one of the statue’s arms constitutes serious damage.

The subject of a *statue* spell can return to its normal state, act, and then return in- stantly to the statue state (a free action) if it so desires, as long as the spell duration is in effect.

*Material Component:* Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

Status Divination **Level:** Clr 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** One living creature touched per three levels

**Duration:** 1 hour/level

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

**Spell Resistance:** Yes (harmless)

When you need to keep track of comrades who may get separated, *status* allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, uncon- scious, dying, nauseated, panicked, stunned, poisoned, diseased, *confused*, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Stinking Cloud Conjuration (Creation) **Level:** Sor/Wiz 3 **Components:** V, S, M

**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:** Fortitude negates; see text

#### Spell Resistance: No

*Stinking cloud* creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

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

*Material Component:* A rotten egg or several skunk cabbage leaves.

Stone Shape

Transmutation [Earth]

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

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

**Target:** Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

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

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

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

## Stoneskin

Abjuration

**Level:** Drd 5, Earth 6, Sor/Wiz 4,

Strength 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level or until discharged

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

**Spell Resistance:** Yes (harmless)

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

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

Stone Tell Divination **Level:** Drd 6

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

**Target:** You

**Duration:** 1 min./level

You gain the ability to speak with stones, which relate to you who or what has

touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descrip- tions if asked. A stone’s perspective, per- ception, and knowledge may prevent the stone from providing the details you are looking for (as determined by the DM). You can speak with natural or worked stone.



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Stone to Flesh Transmutation **Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Target:** One petrified creature or a cylin-

der of stone from 1 ft. to 3 ft. in diame- ter and up to 10 ft. long

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates (object); see text

#### Spell Resistance: Yes

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

dimensions in a larger mass of stone.

*Material Component:* A pinch of earth and a drop of blood.

Storm of Vengeance Conjuration (Summoning) **Level:** Drd 9, Clr 9 **Components:** V, S **Casting Time:** 1 round

**Range:** Long (400 ft. + 40 ft./level) **Effect:** 360-ft.-radius storm cloud **Duration:** Concentration (maximum 10

rounds) (D)

**Saving Throw:** See text

#### Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4×10 minutes.

If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each fol-

lowing round, as noted below. Each effect occurs during your turn.

*2nd Round:* Acid rains down in the area, dealing 1d6 points of acid damage (no save).

*3rd Round:* You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

*4th Round:* Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

*5th through 10th Rounds:* Violent rain and

wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the *storm of vengeance*’s save DC + the level of the spell the caster is trying to cast.

## Suggestion

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

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

**Components:** V, M

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

**Duration:** 1 hour/level or until completed

**Saving Throw:** Will negates

#### Spell Resistance: Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *sug- gestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act auto- matically negates the effect of the spell. However, a *suggestion* that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. Urging a red dragon to stop attacking your party so that the dragon and party could jointly loot a rich treasure elsewhere is a likewise reasonable use of the spell’s power.

The suggested course of activity can continue for the entire duration, such as in the case of the red dragon mentioned above. If the suggested activity can be completed in a shorter time, the spell ends

when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special ac- tivity during the duration. For example, you might suggest that a noble knight give her warhorse to the first beggar she meets. If the condition is not met before the spell duration expires, the activity is not performed.

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

*Material Component:* A snake’s tongue and either a bit of honeycomb or a drop of sweet oil.

## Suggestion, Mass

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

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

**Range:** Medium (100 ft. + 10 ft./level) **Targets:** One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *suggestion*, except that it can affect more creatures. The same *suggestion* applies to all these creatures.

Summon Instrument Conjuration (Summoning) **Level:** Brd 0 **Components:** V, S **Casting Time:** 1 round **Range:** 0 ft.

**Effect:** One summoned handheld musi- cal instrument

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

This spell summons one handheld musical instrument of your choice. This in- strument appears in your hands or at your feet (your choice). The instrument is typi- cal for its type. Only one instrument appears per casting, and it will play only for you. You can’t summon an instrument too large to be held in two hands (such as a harp, piano, harpsichord, alphorn, or pipe organ).

Summon Monster I Conjuration (Summoning) [see text] **Level:** Brd 1, Clr 1, Sor/Wiz 1 **Components:** V, S, F/DF

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** One summoned creature **Duration:** 1 round/level (D) **Saving Throw:** None

#### Spell Resistance: No

This spell summons an extraplanar crea- ture (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your

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*Mialee summons a couatl.*

opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack partic- ular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list on the accompany- ing Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. Information on these crea- tures can be found in the *Monster Manual*.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. For instance, a celestial porpoise may only be summoned in an aquatic environment.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, a *summon monster I* is a lawful and evil spell when cast to summon a fiendish dire rat.

*Arcane Focus:* A tiny bag and a small (not necessarily lit) candle.

## Summon Monster II

Conjuration (Summoning) [see text for

*summon monster I*]

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

**Effect:** One or more summoned crea- tures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

## Summon Monster III

Conjuration (Summoning) [see text for

*summon monster I*]

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

**Effect:** One or more summoned crea- tures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st- level list.

## Summon Monster IV

Conjuration (Summoning) [see text for

*summon monster I*]

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

**Effect:** One or more summoned crea- tures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower- level list.

## Summon Monster V

Conjuration (Summoning) [see text for

*summon monster I*]

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

**Effect:** One or more summoned crea- tures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower- level list.

## Summon Monster VI

Conjuration (Summoning) [see text for

*summon monster I*]

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

**Effect:** One or more summoned crea- tures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 crea- tures of the same kind from a lower-level list.

### Summon Monster

Summon Monster VII

Conjuration (Summoning) [see text for

*summon monster I*]

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

**Effect:** One or more summoned crea- tures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower- level list.

## Summon Monster VIII

Conjuration (Summoning) [see text for

*summon monster I*]

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

**Effect:** One or more summoned crea- tures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower- level list.

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|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | | Fiendish snake, Large viper | CE | Fiendish monstrous spider, Huge | CE |
| **1st Level** |  | Fiendish wolverine | CE | Fiendish snake, giant constrictor | CE |
| Celestial dog Celestial owl | LG LG | **4th Level** |  | **7th Level** |  |
| Celestial giant fire beetle | NG | Archon, lantern | LG | Celestial elephant | LG |
| Celestial porpoise1 | NG | Celestial giant owl | LG | Avoral (guardinal) | NG |
| Celestial badger | CG | Celestial giant eagle | CG | Celestial baleen whale1 | NG |
| Celestial monkey | CG | Celestial lion | CG | Djinni (genie) | CG |
| Fiendish dire rat | LE | M ephit (any) | N | Elemental, H uge (any) | N |
| Fiendish raven | LE | Fiendish dire wolf | LE | Invisible stalker | N |
| Fiendish monstrous centipede, | NE | Fiendish giant wasp | LE | Slaad, red | CN |
| M edium  Fiendish monstrous scorpion, | NE | Fiendish giant praying mantis Fiendish shark, Large1 | NE NE | Devil, bone  Fiendish megaraptor | LE LE |
| Small |  | Yeth hound | NE | Fiendish monstrous scorpion, H uge | NE |
| Fiendish hawk | CE | Fiendish monstrous spider, Large | CE | Babau (demon) | CE |
| Fiendish monstrous spider, Small | CE | Fiendish snake, Huge viper | CE | Fiendish giant octopus1 | CE |
| Fiendish octopus1 | CE | H owler | CE | Fiendish girallon | CE |
| Fiendish snake, Small viper | CE |  |  |  |  |
|  |  | **5th Level** |  | **8th Level** |  |
| **2nd Level**  Celestial giant bee | LG | Archon, hound Celestial brown bear | LG LG | Celestial dire bear Celestial cachalot whale1 | LG NG |
| Celestial giant bombardier beetle | NG | Celestial giant stag beetle | NG | Celestial triceratops | NG |
| Celestial riding dog | NG | Celestial sea cat1 | NG | Lillend | CG |
| Celestial eagle | CG | Celestial griffon | CG | Elemental, greater (any) | N |
| Lemure (devil) | LE | Elemental, M edium (any) | N | Slaad, blue | CN |
| Fiendish squid1 | LE | Achaierai | LE | Fiendish giant squid1 | LE |
| Fiendish wolf | LE | Devil, bearded | LE | H ellcat | LE |
| Fiendish monstrous centipede, | NE | Fiendish deinonychus | LE | Fiendish monstrous centipede, | NE |
| Large |  | Fiendish dire ape | LE | Colossal |  |
| Fiendish monstrous scorpion, | NE | Fiendish dire boar | NE | Fiendish dire tiger | CE |
| M edium |  | Fiendish shark, Huge | NE | Fiendish monstrous spider, | CE |
| Fiendish shark, M edium1 | NE | Fiendish monstrous scorpion, | NE | Gargantuan |  |
| Fiendish monstrous spider, | CE | Large |  | Fiendish tyrannosaurus | CE |
| M edium |  | Shadow mastiff | NE | Vrock (demon) | CE |
| Fiendish snake, M edium viper | CE | Fiendish dire wolverine | CE |  |  |
|  |  | Fiendish giant crocodile | CE | **9th Level** |  |
| **3rd Level** |  | Fiendish tiger | CE | Couatl | LG |
| Celestial black bear | LG |  |  | Leonal (guardinal) | NG |
| Celestial bison | NG | **6th Level** |  | Celestial roc | CG |
| Celestial dire badger | CG | Celestial polar bear | LG | Elemental, elder (any) | N |
| Celestial hippogriff | CG | Celestial orca whale1 | NG | Slaad, green | CN |
| Elemental, Small (any) | N | Bralani (eladrin) | CG | Devil, barbed | LE |
| Fiendish ape | LE | Celestial dire lion | CG | Fiendish dire shark1 | NE |
| Fiendish dire weasel | LE | Elemental, Large (any) | N | Fiendish monstrous scorpion, | NE |
| H ell hound | LE | Janni (genie) | N | Gargantuan |  |
| Fiendish snake, constrictor | LE | Chaos beast | CN | Night hag | NE |
| Fiendish boar | NE | Devil, chain | LE | Bebilith (demon) | CE |
| Fiendish dire bat | NE | Xill | LE | Fiendish monstrous spider, Colossal | CE |
| Fiendish monstrous centipede, | NE | Fiendish monstrous centipede, | NE | H ezrou (demon) | CE |
| H uge |  | Gargantuan |  |  |  |

Fiendish crocodile CE



Dretch (demon) CE

Fiendish rhinoceros NE

Fiendish elasmosaurus1 CE

1 M ay be summoned only into an aquatic or watery environment.

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## Summon Monster IX

Conjuration (Summoning) [see text for

*summon monster I*]

**Level:** Chaos 9, Clr 9, Evil 9, Good 9,

Law 9, Sor/Wiz 9

**Effect:** One or more summoned crea- tures, no two of which can be more than 30 ft. apart

This spell functions like *summon monster I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower- level list.

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Summon Nature’s Ally I Conjuration (Summoning) **Level:** Drd 1, Rgr 1 **Components:** V, S, DF **Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** One summoned creature **Duration:** 1 round/level (D) **Saving Throw:** None

#### Spell Resistance: No

This spell summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you

3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level crea- tures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. For example, *summon nature’s ally III* is an evil and fire spell when you cast it to summon a salamander.

**Summon Nature’s Ally**

**1st Level**

Dire rat

Eagle (animal)

M onkey (animal) Octopus1 (animal) Owl (animal) Porpoise1 (animal)

Snake, Small viper (animal) Wolf (animal)

**2nd Level**

Bear, black (animal) Crocodile (animal) Dire badger

Dire bat

Elemental, Small (any) H ippogriff

Shark, M edium 1 (animal)

Snake, M edium viper (animal) Squid1 (animal)

Summon Nature’s Ally IV Conjuration (Summoning) [see text] **Level:** Animal 4, Drd 4, Rgr 4

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

This spell functions like *summon nature’s ally I*, except that you can summon one 4th-level creature, 1d3 3rd-level creatures

**5th Level** Arrowhawk, adult Bear, polar (animal) Dire lion

Elasmosaurus1 (dinosaur) Elemental, Large (any) Griffon

Janni (genie) Rhinoceros (animal) Satyr [CN; with pipes]

Snake, giant constrictor (animal) Nixie (sprite)

Tojanida, adult1

Whale, orca1 (animal)

**6th Level**

Dire bear

Elemental, H uge (any) Elephant (animal) Girallon

M egaraptor (dinosaur)

1

can direct it not to attack, to attack partic-

Wolverine (animal)

Octopus, giant

(animal)

ular enemies, or to perform other actions. A summoned monster cannot summon

**3rd Level**

Pixie\* (sprite) [NG; no special arrows]

Salamander, average [NE]

1

or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. For instance, a porpoise may only be summoned in an aquatic environment.

The spell conjures one of the creatures from the 1st-level list on the accompany- ing Summon Nature’s Ally table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

Summon Nature’s Ally II Conjuration (Summoning) **Level:** Drd 2, Rgr 2

**Effect:** One or more creatures, no two of

Ape (animal) Dire weasel Dire wolf

Eagle, giant [NG] Lion

Owl, giant [NG]

Satyr [CN; without pipes] Shark, Large1 (animal) Snake, constrictor (animal) Snake, Large viper (animal) Thoqqua

**4th Level** Arrowhawk, juvenile Bear, brown (animal)

Crocodile, giant (animal) Deinonychus (dinosaur) Dire ape

Dire boar

Whale, baleen

Xorn, average

\* Can’t cast *Otto’s irresistible dance*

**7th Level** Arrowhawk, elder Dire tiger

Elemental, greater (any) Djinni (genie) [NG] Invisible stalker

Pixie\* (sprite) [NG; with sleep arrows] Squid, giant1 (animal)

Triceratops (dinosaur) Tyrannosaurus (dinosaur) Whale, cachalot1 (animal) Xorn, elder

\* Can’t cast *Otto’s irresistible dance*

**8th Level**

which can be more than 30 ft. apart

This spell functions like *summon nature’s ally I*, except that you can summon one 2nd-level creature or 1d3 1st-level crea- tures of the same kind.

Summon Nature’s Ally III Conjuration (Summoning) [see text] **Level:** Drd 3, Rgr 3

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

Dire wolverine

Elemental, M edium (any) Salamander, flamebrother [NE] Sea cat1

Shark, H uge1 (animal) Snake, H uge viper (animal) Tiger (animal)

Tojanida, juvenile1

Unicorn [CG] Xorn, minor

Dire shark1

Roc

Salamander, noble [NE] Tojanida, elder

**9th Level**

Elemental, elder

Grig [NG; with fiddle] (sprite)

Pixie\* (sprite) [NG; with sleep and memory loss arrows]

Unicorn, celestial charger

\* Can cast *Otto’s irresistible dance*



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This spell functions like *summon nature’s ally I*, except that you can summon one

1 M ay be summoned only into an aquatic or watery environment.

of the same kind, or 1d4+1 lower-level creatures of the same kind.



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When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature’s Ally V Conjuration (Summoning) [see text] **Level:** Drd 5

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

This spell functions like *summon nature’s ally I*, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature’s Ally VI Conjuration (Summoning) [see text] **Level:** Drd 6

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

This spell functions like *summon nature’s ally I*, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature’s Ally VII Conjuration (Summoning) [see text] **Level:** Drd 7

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

This spell functions like *summon nature’s ally I*, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature’s Ally VIII Conjuration (Summoning) [see text] **Level:** Animal 8, Drd 8

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

This spell functions like *summon nature’s ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to

summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Nature’s Ally IX Conjuration (Summoning) [see text] **Level:** Drd 9

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

This spell functions like *summon nature’s ally I*, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Swarm Conjuration (Summoning) **Level:** Brd 2, Drd 2, Sor/Wiz 2 **Components:** V, S, M/DF **Casting Time:** 1 round

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

**Effect:** One swarm of bats, rats, or spiders

**Duration:** Concentration + 2 rounds

**Saving Throw:** None

#### Spell Resistance: No

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

See the *Monster Manual* for details of bat, rat, and spider swarms.

*Arcane Material Component:* A square of red cloth.

Sunbeam Evocation [Light] **Level:** Drd 7, Sun 7

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Line from your hand

**Duration:** 1 round/level or until all beams are exhausted

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

#### Spell Resistance: Yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded

and takes 4d6 points of damage. Any crea- tures to which sunlight is harmful or unnatural take double damage. A success- ful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light (such as a vampire) if it fails its save.

The ultraviolet light generated by the

spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst

Evocation [Light]

**Level:** Drd 8, Sor/Wiz 8, Sun 8 **Components:** V, S, M/DF **Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Area:** 80-ft.-radius burst **Duration:** Instantaneous

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

#### Spell Resistance: Yes

*Sunburst* causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light (such as a vampire) if it fail its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

*Arcane Material Component:* A piece of sunstone and a naked flame.

Symbol of Death Necromancy [Death] **Level:** Clr 8, Sor/Wiz 8 **Components:** V, S, M **Casting Time:** 10 minutes **Range:** 0 ft.; see text **Effect:** One symbol **Duration:** See text

**Saving Throw:** Fortitude negates

#### Spell Resistance: Yes

This spell allows you to scribe a potent rune of power upon a surface. When trig-

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gered, a *symbol of death* slays one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points’ worth of creatures, whichever comes first. Any creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *sym- bol of death* must always be placed in plain sight and in a prominent location. Cover- ing or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

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As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can’t trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death*’s triggering condi- tions cannot be changed.

In this case, “reading” the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can’t use a *symbol of death* offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limi- tations of your own. These can be as simple or elaborate as you desire. Special con- ditions for triggering a *symbol of death* can be based on a creature’s name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don’t qualify. For example, a *symbol of death* can be set to activate when a lawful good creature approaches, but not when a paladin approaches.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune’s effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of crea- tures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. At- tuning larger groups takes proportionately longer, as the DM sees fit. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are auto- matically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

*Read magic* allows you to identify a *sym- bol of death* with a DC 19 Spellcraft check. Of course, if the *symbol of death* is set to be triggered by reading it, this will trigger the symbol.

A *symbol of death* can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a symbol of death. Destruction of the surface where a *symbol of death* is inscribed destroys the *symbol* but also triggers it.

*Symbol of death* can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled or that has affected its maximum number of hit points becomes inactive for 10 minutes, then can be triggered again as normal.

*Note:* Magic traps such as *symbol of death* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of death* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of death*.

*Material Component:* Mercury and phos- phorus, plus powdered diamond and opal with a total value of at least 5,000 gp each.

## Symbol of Fear

Necromancy [Fear, Mind-Affecting]

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

**Saving Throw:** Will negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of the *symbol of fear* instead become panicked for 1 round per caster level.

*Note:* Magic traps such as *symbol of fear* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of fear* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for *symbol of fear*.

*Material Component:* Mercury and phos- phorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

## Symbol of Insanity

Enchantment (Compulsion) [Mind- Affecting]

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

**Saving Throw:** Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of the *symbol of insanity* instead become permanently insane (as the *insanity* spell).

Unlike *symbol of death*, symbol of insane- ity has no hit point limit; once triggered, a *symbol of insanity* simply remains active for 10 minutes per caster level.

*Note:* Magic traps such as *symbol of insanity* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of insanity* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of insanity*.

*Material Component:* Mercury and phos- phorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Pain Necromancy [Evil] **Level:** Clr 5, Sor/Wiz 5

This spell functions like *symbol of death*, except that each creature within the radius of a *symbol of pain* instead suffers wracking pains that impose a –4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the crea- ture moves farther than 60 feet from the symbol.

Unlike *symbol of death*, *symbol of pain* has no hit point limit; once triggered, a *symbol of pain* simply remains active for 10 min- utes per caster level.

*Note:* Magic traps such as *symbol of pain* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of pain* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.

*Material Component:* Mercury and phos- phorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Symbol of Persuasion Enchantment (Charm) [Mind-Affecting] **Level:** Clr 6, Sor/Wiz 6

**Saving Throw:** Will negates

This spell functions like *symbol of death*, except that all creatures within the radius of a *symbol of persuasion* instead become *charmed* by the caster (as the *charm monster* spell) for 1 hour per caster level.

Unlike *symbol of death*, *symbol of persua- sion* has no hit point limit; once triggered, a *symbol of persuasion* simply remains active for 10 minutes per caster level.

*Note:* Magic traps such as *symbol of per- suasion* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of persuasion* and Disable De- vice to thwart it. The DC in each case is 25



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+ spell level, or 31 for *symbol of persuasion*. *Material Component:* Mercury and phos-

phorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

## Symbol of Sleep

Enchantment (Compulsion) [Mind- Affecting]

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

**Saving Throw:** Will negates

This spell functions like *symbol of death*, except that all creatures of 10 HD or less within 60 feet of the *symbol of sleep* instead fall into a catatonic slumber for 3d6×10 minutes. Unlike with the *sleep* spell, sleeping creatures cannot be awakened by nonmagical means before this

time expires.

Unlike *symbol of death*, *symbol of sleep* has no hit point limit; once triggered, a *symbol of sleep* simply remains active for 10 minutes per caster level.

*Note:* Magic traps such as *symbol of sleep* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of*

*sleep* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for *symbol of sleep*.

*Material Component:* Mercury and phosphorus, plus powdered dia- mond and opal with a total value of at least 1,000 gp.

## Symbol of Stunning

Enchantment (Compulsion) [Mind- Affecting]

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

**Saving Throw:** Will negates

This spell functions like *symbol of death*, except that all creatures within 60 feet of a *symbol of stunning* instead become stun- ned for 1d6 rounds.

*Note:* Magic traps such as *symbol of stunning* are hard

to detect and disable. A rogue

(only) can use the Search skill to find a *symbol of stunning* and Disable Device to thwart it. The DC in each case is 25 + spell level,

*Jozan casts symbol of pain.*

or 32 for *symbol of stunning*.

*Material Component:* Mercury and phos- phorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

## Symbol of Weakness

Necromancy

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

This spell functions like *symbol of death*, except that every creature within 60 feet of a *symbol of weakness* instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike *symbol of death*, *symbol of weakness* has no hit point limit; once triggered, a *symbol of weakness* simply remains active for 10 minutes per caster level.

*Note:* Magic traps such as *symbol of weakness* are hard to detect and disable. A rogue (only) can use the Search skill to find a *symbol of weakness* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for

*symbol of weakness*.

*Material Component:* Mercury and phosphorus, plus powdered diamond and opal with a total

value of at least 5,000 gp.

## Sympathetic Vibration

Evocation [Sonic]

**Level:** Brd 6 **Components:** V, S, F **Casting Time:** 10 minutes **Range:** Touch

**Target:** One freestanding structure **Duration:** Up to 1 round/level **Saving Throw:** None; see text

#### Spell Resistance: Yes

By attuning yourself to a freestanding structure such as a building, bridge, or dam, you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect

on the spell’s damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/ level. If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs. *Sympathetic vibration* cannot affect creatures (including con- structs). Since a structure is an unattended object, it gets no saving throw to resist the

effect.

*Focus:* A tuning fork.

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## Sympathy

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Drd 9, Sor/Wiz 8 **Components:** V, S, M **Casting Time:** 1 hour

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

**Target:** One location (up to a 10-ft. cube/level) or one object

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

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

#### Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that attract either a spe- cific kind of intelligent creature or crea- tures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically— for example, red dragons, hill giants, wer- erats, lammasus, or vampires. A creature subtype (such as goblinoid) is not specific enough. Likewise, the specific alignment must be named—for example, chaotic evil, chaotic good, lawful neutral, or neutral.

Creatures of the specified kind or align- ment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6×10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

*Sympathy* counters and dispels *antipathy*.

*Material Component:* 1,500 gp worth of crushed pearls and a drop of honey.

## Tasha’s Hideous Laughter

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Brd 1, Sor/Wiz 2

**Components:** V, S, M

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

**Saving Throw:** Will negates

#### Spell Resistance: Yes

This spell afflicts the subject with uncon- trollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type (such as humanoid or dragon) is different from the caster’s receives a +4 bonus on its saving throw, because humor doesn’t “translate” well.

*Material Component:* Tiny tarts that are thrown at the target and a feather that is waved in the air.

Telekinesis Transmutation **Level:** Sor/Wiz 5 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Target or Targets:** See text **Duration:** Concentration (up to 1

round/ level) or instantaneous; see text

**Saving Throw:** Will negates (object) or None; see text

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

You move objects or creatures by concen- trating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

*Sustained Force:* A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically man-

ipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limita- tion. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks against a DC set by the DM.

*Combat Maneuver:* Alternatively, once per round, you can use telekinesis to per- form a bull rush, disarm, grapple (includ- ing pin), or trip. Resolve these attempts as normal, except that they don’t provoke at- tacks of opportunity, you use your caster level in place of your base attack bonus (for disarm and grapple), you use your In- telligence modifier (if a wizard) or Cha- risma modifier (if a sorcerer) in place of your Strength or Dexterity modifier, and a failed attempt doesn’t allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts, but spell resistance applies nor- mally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

*Violent Thrust:* Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster

level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one

per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects such as a barrel) to 1d6 points of damage per 25 pounds (for hard, dense objects such as a boulder).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell re- sistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

## Teleport

Conjuration (Teleportation) **Level:** Sor/Wiz 5, Travel 5 **Components:** V

**Casting Time:** 1 standard action

**Range:** Personal and touch

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

**Duration:** Instantaneous

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

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

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Inter- planar travel is not possible. You can bring along objects as long as their weight doesn’t exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Me- dium creatures, a Huge creature counts as two Large creatures, and so forth. All crea- tures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance appli- cable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. You

can’t simply teleport to the warlord’s tent if you don’t know where that tent is, what it looks like, or what’s in it. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works,

roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

*Familiarity:* “Very familiar” is a place where you have been very often and where you feel at home. “Studied carefully” is a place you know well, either because you can currently see it, you’ve been there often, or you have used other means (such as scrying) to study the place for at least one hour. “Seen casually” is a place that you have seen more than once but with which you are not very familiar. “Viewed once” is a place that you have seen once, possibly using magic.

“False destination” is a place that does not truly exist, such as if you scryed on a enemy’s sanctum but instead viewed a *false vision*, or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you (for instance, a home that has burned to the ground). When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

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

*Off Target:* You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10×1d10% of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled 5 and 3 on the two d10s, then you would be 15% off target. That’s 18 miles, in this case. The DM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, and so forth. If you were teleporting to a coastal city and would up 18 miles out at sea, you could be in trouble.

*Similar Area:* You wind up in an area that’s visually or thematically similar to the

### Teleport

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

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

Teleport Object Conjuration (Teleportation) **Level:** Sor/Wiz 7

**Range:** Touch

**Target:** One touched object of up to 50 lb./level and 3 cu. ft./level

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

**Spell Resistance:** Yes (object)

This spell functions like *teleport*, except that it teleports an object, not you. Crea- tures and magical forces (such as a *delayed blast fireball* bead) cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A suc- cessful targeted *dispel magic* spell cast on that point brings the vanished item back from the Ethereal Plane.

Teleport, Greater Conjuration (Teleportation) **Level:** Sor/Wiz 7, Travel 7

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting (such as a detailed description from someone else or a partic- ularly precise map). If you attempt to tele- port with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Teleportation Circle Conjuration (Teleportation) **Level:** Sor/Wiz 9 **Components:** V, M **Casting Time:** 10 minutes **Range:** 0 ft.

**Effect:** 5-ft.-radius circle that teleports those who activate it

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

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**Saving Throw:** None

#### Spell Resistance: Yes

You create a circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can’t change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way, such as by placing it on a raised platform.

*Teleportation circle* can be made perma- nent with a *permanency* spell. A permanent teleportation circle that is disabled be- comes inactive for 10 minutes, then can be triggered again as normal.

*Note:* Magic traps such as *teleportation circle* are hard to detect and disable. A rogue (only) can use the Search skill to find the circle and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 in the case of *teleportation circle*.

*Material Component:* Amber dust to cover the area of the circle (cost 1,000 gp).

Temporal Stasis Transmutation **Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Fortitude negates

#### Spell Resistance: Yes

You must succeed on a melee touch attack. You place the subject into a state of sus- pended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no

**On Off Similar**



**Familiarity Target Target Area Mishap**

Very familiar 01–97 98–99 100 —

Studied carefully 01–94 95–97 98–99 100

Seen casually 01–88 89–94 95–98 99–100

Viewed once 01–76 77–88 89–96 97–100

False destination (1d20+80) — — 81–92 93–100

force or effect can harm it. This state

persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

*Material Component:* A powder compo- sed of diamond, emerald, ruby, and sap- phire dust with a total value of at least 5,000 gp.

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## Tenser’s Floating Disk

Evocation [Force] **Level:** Sor/Wiz 1 **Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** 3-ft.-diameter disk of force **Duration:** 1 hour/level

**Saving Throw:** None

#### Spell Resistance: No

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

*Material Component:* A drop of mercury.

## Tenser’s Transformation

Transmutation

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

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

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

You lose your spellcasting ability, in- cluding your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list. *Material Component:* A *potion of bull’s strength*, which you drink (and whose ef-

fects are subsumed by the spell effects).

## Time Stop

Transmutation

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

#### Components: V

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the *time stop* is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the *time stop* (such as *cloudkill*) have their normal effects on other creatures once the *time stop* ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in nor- mal time, but you can affect any item that is not in another creature’s possession.

You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

## Tongues

Divination

**Level:** Brd 2, Clr 4, Sor/Wiz 3 **Components:** V, M/DF **Casting Time:** 1 standard action **Range:** Touch

**Target:** Creature touched

**Duration:** 10 min./level

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

#### Spell Resistance: No

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

*Tongues* can be made permanent with a

*permanency* spell.

*Arcane Material Component:* A small clay

model of a ziggurat, which shatters when the verbal component is pronounced.

## Touch of Fatigue

Necromancy

**Level:** Sor/Wiz 0

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates

#### Spell Resistance: Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target.

The subject is immediately fatigued for the spell’s duration.

This spell has no effect on a creature that is already fatigued. Unlike with nor- mal fatigue, the effect ends as soon as the spell’s duration expires.

*Material Component:* A drop of sweat.

## Touch of Idiocy

Enchantment (Compulsion) [Mind- Affecting]

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched **Duration:** 10 min./level **Saving Throw:** No

#### Spell Resistance: Yes

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

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

## Transmute Metal to Wood

Transmutation

**Level:** Drd 7

**Components:** V, S, DF

**Casting Time:** 1 standard action **Range:** Long (400 ft. + 40 ft./level) **Area:** All metal objects within a 40-ft.-

radius burst **Duration:** Instantaneous **Saving Throw:** None

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

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell

resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a –2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.



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Only *limited wish*, *miracle*, *wish*, or simi- lar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood is forevermore a wooden door.

## Transmute Mud to Rock

Transmutation [Earth] **Level:** Drd 5, Sor/Wiz 5 **Components:** V, S, M/DF

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Area:** Up to two 10-ft. cubes/level (S) **Duration:** Permanent

**Saving Throw:** See text

#### Spell Resistance: No

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) perma- nently. Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone.

*Transmute mud to rock* counters and dis- pels *transmute rock to mud*.

*Arcane Material Component:* Sand, lime, and water.

## Transmute Rock to Mud

Transmutation [Earth] **Level:** Drd 5, Sor/Wiz 5 **Components:** V, S, M/DF

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Area:** Up to two 10-ft. cubes/level (S) **Duration:** Permanent; see text **Saving Throw:** See text

#### Spell Resistance: No

This spell turns natural, uncut or un- worked rock of any sort into an equal volume of mud. If the spell is cast upon a boulder, for example, the boulder collapses into mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a

–2 penalty on attack rolls and AC. Brush thrown atop the mud can support crea- tures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. For example, a 10th-level caster could convert twenty 10-foot cubes into mud. Pooling on the floor, this mud would cover an area of forty 10-foot squares to a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.

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

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

*Arcane Material Component:* Clay and water.

## Transport via Plants

Conjuration (Teleportation)

**Level:** Drd 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Unlimited

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

**Duration:** 1 round **Saving Throw:** None **Spell Resistance:** No

You can enter any normal plant (Medium or larger) and pass any distance to a plant of the same kind in a single round, re- gardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to you, but it also must be alive. If you are uncertain of the location of a particular kind of destination plant, you need merely designate direction and distance (“an oak tree one hundred miles due north of here”), and the *transport via plants* spell moves you as close as possible to the desired location. If a particular destination plant is desired (the oak tree outside your druid grove, for instance), but the plant is not living, the spell fails and you are ejected from the entry plant.

You can bring along objects as long as their weight doesn’t exceed your maxi- mum load. You may also bring one addi- tional willing Medium or smaller creature (carrying gear or objects up to its maxi-

mum load) or its equivalent per three caster levels. Use the following equivalents to determine the maximum number of larger creatures you can bring along: 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 crea- tures must be in contact with you.

You can’t use this spell to travel through plant creatures such as shambling mounds and treants.

The destruction of an occupied plant slays you and any creatures you have brought along, and ejects the bodies and all carried objects from the tree.

Trap the Soul Conjuration (Summoning) **Level:** Sor/Wiz 8

**Components:** V, S, M, (F); see text

**Casting Time:** 1 standard action or see text

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

**Target:** One creature **Duration:** Permanent; see text **Saving Throw:** See text

**Spell Resistance:** Yes; see text

*Trap the soul* forces a creature’s life force (and its material body) into a gem.

The gem holds the trapped entity in- definitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane (which could mean a character trapped by an inhabitant of another plane when the character is not on the Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

*Spell Completion:* First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature’s name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

*Trigger Object:* The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature’s soul in the trap. To use this method, both the creature’s name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A *sympathy* spell can also be

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placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

*Material Component:* Before the actual casting of trap the soul, you must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped (for example, it requires a gem of 10,000 gp value to trap a 10 HD creature). If the gem is not valuable enough, it shatters when the entrapment is attempted. (While creatures have no concept of level or Hit Dice as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as creatures gain more Hit Dice.)

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*Focus (Trigger Object Only):* If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Tree Shape Transmutation **Level:** Drd 2, Rgr 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

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

By means of this spell, you are able to as- sume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest in- spection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a *detect magic* spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexter- ity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

You can dismiss *tree shape* as a free action (instead of as a standard action).

## Tree Stride

Conjuration (Teleportation) **Level:** Drd 5, Rgr 4 **Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

**Type of Tree Transport Range**

Oak, ash, yew 3,000 feet

Elm, linden 2,000 feet

Other deciduous 1,500 feet

Any coniferous 1,000 feet

All other trees 500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. This means that in a thick oak forest, a 10th-level druid could make ten transports over the course of 10 rounds, traveling as far as 30,000 feet (about 6 miles) in doing so. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

True Resurrection Conjuration (Healing) **Level:** Clr 9

**Casting Time:** 10 minutes

This spell functions like *raise dead*, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back crea- tures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased’s time and place of birth or death is the most common method).

Upon completion of the spell, the crea- ture is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect ele- mentals or outsiders, but it can’t resurrect constructs or undead creatures.

Even *true resurrection* can’t restore to life a creature who has died of old age.

*Material Component:* A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.

## True Seeing

Divination

**Level:** Clr 5, Drd 7, Knowledge 5,

Sor/Wiz 6

**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 (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invi- sible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

*True seeing*, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a crystal ball or in conjunction with *clairaudience/ clairvoyance*.

*Material Component:* An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

True Strike Divination **Level:** Sor/Wiz 1

**Components:** V, F

**Casting Time:** 1 standard action

**Range:** Personal **Target:** You **Duration:** See text

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

*Focus:* A small wooden replica of an archery target.

## Undeath to Death



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Necromancy

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

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

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

**Saving Throw:** Will negates

This spell functions like *circle of death*, ex- cept that it destroys undead creatures as noted above.

*Material Component:* The powder of a crushed diamond worth at least 500 gp.

## Undetectable Alignment

Abjuration

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

**Components:** V, S

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One creature or object **Duration:** 24 hours

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

**Spell Resistance:** Yes (object)

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

Unhallow Evocation [Evil] **Level:** Clr 5, Drd 5

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

*Unhallow* makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, all turning checks made to turn undead take a –4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Finally, you may choose to fix a single spell effect to the *unhallowed* site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. For example, you may create a *bless* effect that aids all creatures of like alignment or faith in the area, or a *bane* effect that hinders creatures of the opposite 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 *unhallow* again.

Spell effects that may be tied to an *unhallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect magic*, *detect good*, *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 indi- vidual spell descriptions for details.)

An area can receive only one *unhallow*

spell (and its associated spell effect) at a time.

*Unhallow* counters but does not dispel

*hallow*.

*Material Component:* Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the *unhallowed* area.

Unholy Aura Abjuration [Evil] **Level:** Clr 8, Evil 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 malevolent darkness surrounds the sub- jects, protecting them from attacks, grant- ing them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjura- tion has four effects.

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

Second, a warded creature gains spell resistance 25 against good spells and spells cast by good creatures.

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

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of temporary Strength damage (Fortitude negates).

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

Unholy Blight Evocation [Evil] **Level:** Evil 4 **Components:** V, S

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

**Duration:** Instantaneous (1d4 rounds); see text

**Saving Throw:** Will partial

#### Spell Resistance: Yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by *remove disease* or *heal*, but *remove curse* is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage in half again (down to one-quarter) with a successful Will save.

Unseen Servant 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) **Effect:** One invisible, mindless, shape-

less servant

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

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so, thus allowing you to command it to clean the floor and then turn your attention elsewhere as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effec- tive Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can’t perform any task that requires a skill check with a DC higher than 10 or that requires a check using a

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skill that can’t be used untrained. Its speed is 15 feet.

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

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*Material Component:* A piece of string and a bit of wood.

Vampiric Touch Necromancy **Level:** Sor/Wiz 3 **Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous/1 hour; see text

**Saving Throw:** None

#### Spell Resistance: Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. However, you can’t gain more than the subject’s current hit points

+10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Veil

Illusion (Glamer) **Level:** Brd 6, Sor/Wiz 6 **Components:** V, S

**Casting Time:** 1 standard action

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

**Targets:** One or more creatures, no two of which can be more than 30 ft. apart **Duration:** Concentration + 1 hour/level

(D)

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

**Spell Resistance:** Yes; see text

You instantly change the appearance of the subjects and then maintain that appear- ance for the spell’s duration. You can make the subjects appear to be anything you wish. A party might be made to resemble a mixed band of sprites led by a treant. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

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

Ventriloquism Illusion (Figment) **Level:** Brd 1, Sor/Wiz 1 **Components:** V, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** Intelligible sound, usually speech **Duration:** 1 min./level (D)

**Saving Throw:** Will disbelief (if inter- acted with)

#### Spell Resistance: No

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

*Focus:* A parchment rolled up into a small cone.

## Virtue

Transmutation

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

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min.

**Saving Throw:** Fortitude negates (harm- less)

**Spell Resistance:** Yes (harmless)

The subject gains 1 temporary hit point.

Vision Divination **Level:** Sor/Wiz 7

**Components:** V, S, M, XP

**Casting Time:** 1 standard action

This spell functions like *legend lore*, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 +1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague.

*XP Cost:* 100 XP.

Wail of the Banshee Necromancy [Death, Sonic] **Level:** Death 9, Sor/Wiz 9 **Components:** V

**Casting Time:** 1 standard action

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

**Area:** One living creature/level within a 40-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

#### Spell Resistance: Yes

You emit a terrible scream that kills crea- tures that hear it (except for yourself). Creatures closest to the point of origin are affected first.

## Wall of Fire

Evocation [Fire]

**Level:** Drd 5, Fire 4, Sor/Wiz 4 **Components:** V, S, M/DF **Casting Time:** 1 standard action

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

**Effect:** Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft. per two levels; either form 20 ft. high

**Duration:** Concentration + 1 round/level

**Saving Throw:** None

#### Spell Resistance: Yes

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

If you evoke the wall so that it appears

where creatures are, each creature takes damage as if passing through the wall.

If any 5-foot length of wall takes 20

points of cold damage or more in 1 round, that length goes out. (Do not divide cold damage by 4, as normal for objects.)

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

*Arcane Material Component:* A small piece of phosphorus.

Wall of Force Evocation [Force] **Level:** Sor/Wiz 5 **Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** Wall whose area is up to one

10-ft. square/level **Duration:** 1 round /level (D) **Saving Throw:** None

#### Spell Resistance: No

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *Mordenkainen’s disjunction* spell. Breath weapons and spells cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*.



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

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

*Material Component:* A pinch of powder made from a clear gem.

Wall of Ice Evocation [Cold] **Level:** Sor/Wiz 4 **Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Effect:** Anchored plane of ice, up to one

10-ft. square/level, or hemisphere of

ice with a radius of up to 3 ft. + 1 ft./level

**Duration:** 1 min./level

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

#### Spell Resistance: Yes

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

*Ice Plane:* A sheet of strong, hard ice ap- pears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and

height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

The wall is primarily defensive in nature and is used to stop pursuers from following you and the like. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall auto- matically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken

through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level (no save).

*Hemisphere:* The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. Thus, a 7th- level caster can create a hemisphere 10 feet in radius. The *hemisphere* is as hard to break through as the *ice plane* form, but it does not deal damage to those who go through a breach.

*Material Component:* A small piece of quartz or similar rock crystal.

Wall of Iron Conjuration (Creation) **Level:** Sor/Wiz 6 **Components:** V, S, M

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Effect:** Iron wall whose area is up to one

5-ft. square/level; see text **Duration:** Instantaneous **Saving Throw:** See text **Spell Resistance:** No

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

A *wall of iron* is 1 inch thick per four caster levels. You can double the wall’s area by halving its thickness. Each 5-foot square of the wall has 30 hit points

per inch of thickness and hardness

10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

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

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

*Material Component:* A small piece of sheet iron plus gold dust worth 50 gp (1 pound of gold dust).

## Wall of Stone

Conjuration (Creation) [Earth]

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

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

**Casting Time:** 1 standard action

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

**Effect:** Stone wall whose area is up to one 5-ft. square/level (S)

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

This spell creates a wall of rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall’s

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area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a

*wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell’s area by half. Thus, a 20th-level caster can create span with a surface area of ten 5-foot squares. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

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

It is possible, but difficult, to trap mo-

bile opponents within or under a *wall of stone*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

*Arcane Material Component:* A small block of granite.

Wall of Thorns Conjuration (Creation) **Level:** Drd 5, Plant 5 **Components:** V, S

**Casting Time:** 1 standard action **Range:** Medium (100 ft. + 10 ft./level) **Effect:** Wall of thorny brush, up to one

10-ft. cube/level (S) **Duration:** 10 min./level (D) **Saving Throw:** None

#### Spell Resistance: No

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human’s finger. Any creature forced into or attempting to move through a *wall of thorns* takes slashing damage per round of movement equal to 25 minus the creature’s AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an Armor Class of 25 or higher, without considering Dexterity and dodge bonuses, take no damage from contact with the wall.)

You can make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the thorns,

but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly

through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 20, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). For example, a creature that rolled 25 on its Strength check could move 5 feet in a round. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a *wall of thorns* at normal speed without taking damage.

A *wall of thorns* can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns it away in 10 minutes.

Despite its appearance, a *wall of thorns* is not actually a living plant, and thus is unaffected by spells that affect plants.

Warp Wood Transmutation **Level:** Drd 2 **Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** 1 Small wooden object/level, all within a 20-ft. radius

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (object)

You cause wood to bend and warp, per- manently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a Strength check to open, at your option). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a –4 penalty on attack rolls. You may warp one Small or smaller ob- ject (such as a wagon wheel or a human’s crossbow) or its equivalent per caster level. A Medium object (such as an oar or a human’s spear) counts as two Small ob- jects, a Large object (such as a rowboat or a hill giant’s greatclub) as four, a Huge object (such as a wagon or a cloud giant’s

morningstar) as eight, a Gargantuan object (such as a keelboat) as sixteen, and a Colossal object (such as a sailing ship) as thirty-two.

Alternatively, you can unwarp wood

(effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. *Make whole*, on the other hand, does no good in repairing a warped item.

You can combine multiple consecutive warp wood spells to warp (or unwarp) an object that is too large for you to warp with a single spell.

Until the object is completely warped, it suffers no ill effects.

Water Breathing

Transmutation

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

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

**Target:** Living creatures touched **Duration:** 2 hours/level; see text **Saving Throw:** Will negates (harmless) **Spell Resistance:** Yes (harmless)

The transmuted creatures can breathe wa- ter freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures un-

able to breathe air.

*Arcane Material Component:* A short reed or piece of straw.

Water Walk Transmutation [Water] **Level:** Clr 3, Rgr 3 **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)

**Spell Resistance:** Yes (harmless)

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects’ feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly sub- merged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.