

# Frost Giant - Known Spells

## Cleric Spells

| LEVEL   | 0 | 1   | 2   | 3   | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|-----|-----|-----|---|---|---|---|---|---|
| KNOWN   | 0 | 0   | 0   | 0   | 0 | 0 | 0 | 0 | 0 | 0 |
| PER DAY | 5 | 4+1 | 3+1 | 1+1 | 0 | 0 | 0 | 0 | 0 | 0 |

### Aid

Enchantment (Compulsion) [Mind-Affecting]  
**Level:** Adp2, Clr2, Good2, Luck2  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 5 minutes  
**Saving Throw:** None  
**Spell Resistance:** Yes (harmless)  
**Effect:** +1 on attack rolls, +1 against fear, 1d8+5 temporary hp.  
Revised (v.3.5) System Reference Document, SpellsA-B.rtf

### Align Weapon

Transmutation  
**Level:** Clr2  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]  
**Duration:** 5 minutes  
**Saving Throw:** Will negates (harmless, object)  
**Spell Resistance:** Yes (harmless, object)  
**Effect:** Weapon becomes good, evil, lawful, or chaotic.  
Revised (v.3.5) System Reference Document, SpellsA-B.rtf

### Animate Dead

Necromancy [Evil]  
**Level:** Adp3, Clr3, Death3, Sor4, Wiz4  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One or more corpses touched  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No  
**Effect:** Creates undead skeletons and zombies.  
Revised (v.3.5) System Reference Document, SpellsA-B.rtf

### Animate Dead

Necromancy [Evil]  
**Level:** Adp3, Clr3, Death3, Sor4, Wiz4  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One or more corpses touched  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No  
**Effect:** Creates undead skeletons and zombies.  
Revised (v.3.5) System Reference Document, SpellsA-B.rtf

### Augury

Divination  
**Level:** Clr2  
**Components:** V, S, M, F  
**Casting Time:** 1 minute  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No  
**Effect:** Learns whether an action will be good or bad.  
Revised (v.3.5) System Reference Document, SpellsA-B.rtf

### Bane

Enchantment (Compulsion) [Fear, Mind-Affecting]  
**Level:** Clr1  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** 50 ft.  
**Target:** All enemies within 50 ft.  
**Duration:** 5 minutes  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
**Effect:** Enemies take -1 on attack rolls and saves against fear.  
Revised (v.3.5) System Reference Document, SpellsA-B.rtf

### Bear's Endurance

Transmutation  
**Level:** Clr2, Drd2, Rgr2, Sor2, Wiz2  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 5 minutes  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes  
**Effect:** Subject gains +4 to Con for 5 minutes.  
Revised (v.3.5) System Reference Document, SpellsA-B.rtf

### Bestow Curse

Necromancy  
**Level:** Adp3, Clr3, Sor4, Wiz4  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Permanent  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
**Effect:** -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.  
Revised (v.3.5) System Reference Document, SpellsA-B.rtf

### Bless

Enchantment (Compulsion) [Mind-Affecting]  
**Level:** Adp1, Clr1, Pld1  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** 50 ft.  
**Target:** The caster and all allies within a 50-ft. burst, centered on the caster  
**Duration:** 5 minutes  
**Saving Throw:** None  
**Spell Resistance:** Yes (harmless)  
**Effect:** Allies gain +1 on attack rolls and +1 on saves against fear.  
Revised (v.3.5) System Reference Document, SpellsA-B.rtf

### Blindness/Deafness

Necromancy  
**Level:** Brd2, Clr3, Sor2, Wiz2  
**Components:** V  
**Casting Time:** 1 standard action  
**Range:** Medium (45 m)  
**Target:** One living creature  
**Duration:** Permanent [D]  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes  
**Effect:** Makes subject blinded or deafened.  
Revised (v.3.5) System Reference Document, SpellsA-B.rtf

### Bull's Strength

Transmutation  
**Level:** Adp2, Bgd2, Clr2, Drd2, Pld2, Sor2, Strength2, Wiz2  
**Components:** V, S, M/DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 5 minutes  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)  
**Effect:** Subject gains +4 to Str for 5 minutes.  
Revised (v.3.5) System Reference Document, SpellsA-B.rtf

### Calm Emotions

Enchantment (Compulsion) [Mind-Affecting]  
**Level:** Brd2, Clr2, Law2  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Medium (45 m)  
**Target:** Creatures in a 20-ft.-radius spread  
**Duration:** Concentration, up to 5 rounds [D]  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
**Effect:** Calms creatures, negating emotion effects.  
Revised (v.3.5) System Reference Document, SpellsC.rtf

### Cause Fear

Necromancy [Fear, Mind-Affecting]  
**Level:** Adp1, Bgd1, Brd1, Clr1, Death1, Sor1, Wiz1  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (10,5 m)  
**Target:** One living creature with 5 or fewer HD  
**Duration:** 1d4 rounds or 1 round; see text  
**Saving Throw:** Will partial  
**Spell Resistance:** Yes  
**Effect:** One creature of 5 HD or less flees for 1d4 rounds.  
Revised (v.3.5) System Reference Document, SpellsC.rtf

### Cause Fear

Necromancy [Fear, Mind-Affecting]  
**Level:** Adp1, Bgd1, Brd1, Clr1, Death1, Sor1, Wiz1  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (10,5 m)  
**Target:** One living creature with 5 or fewer HD  
**Duration:** 1d4 rounds or 1 round; see text  
**Saving Throw:** Will partial  
**Spell Resistance:** Yes  
**Effect:** One creature of 5 HD or less flees for 1d4 rounds.  
Revised (v.3.5) System Reference Document, SpellsC.rtf

### Command

Enchantment (Compulsion)  
[Language-Dependent, Mind-Affecting]  
**Level:** Adp1, Clr1  
**Components:** V  
**Casting Time:** 1 standard action  
**Range:** Close (10,5 m)  
**Target:** One living creature  
**Duration:** 1 round  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
**Effect:** One subject obeys selected command for 1 round.  
Revised (v.3.5) System Reference Document, SpellsC.rtf

## Comprehend Languages

Divination

**Level:** Adp1, Brd1, Clr1, Sor1, Wiz1

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

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 50 minutes

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** You understand all spoken and written languages.

Revised (v.3.5) System Reference Document, SpellsC.rtf

## Contagion

Necromancy [Evil]

**Level:** Adp3, Bgd3, Clr3, Destruction3, Drd3, Sor4, Wiz4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

**Effect:** Infects subject with chosen disease.

Revised (v.3.5) System Reference Document, SpellsC.rtf

## Continual Flame

Evocation [Light]

**Level:** Adp3, Clr3, Sor2, Wiz2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched Magical, heatless flame

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Makes a permanent, heatless torch.

Revised (v.3.5) System Reference Document, SpellsC.rtf

## Create Food and Water

Conjuration (Creation)

**Level:** Clr3

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** Close (10,5 m)

**Target:** Food and water to sustain 15 humans or 5 horses for 24 hours

**Duration:** 24 hours; see text

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Feeds 15 humans or 5 horses.

Revised (v.3.5) System Reference Document, SpellsC.rtf

## Create Water

Conjuration (Creation) [Water]

**Level:** Adp0, Clr0, Drd0, Pld1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (10,5 m)

**Target:** Up to 10 gallons of water

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Creates 10 gallons of pure water.

Revised (v.3.5) System Reference Document, SpellsC.rtf

## Cure Light Wounds

Conjuration (Healing)

**Level:** Adp1, Bgd1, Brd1, Clr1, Drd1, Healing1, Pld1, Rgr2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

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

**Effect:** Cures 1d8+5 damage.

Revised (v.3.5) System Reference Document, SpellsC.rtf

## Cure Minor Wounds

Conjuration (Healing)

**Level:** Adp0, Clr0, Drd0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

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

**Effect:** Cures 1 point of damage.

Revised (v.3.5) System Reference Document, SpellsC.rtf

## Cure Moderate Wounds

Conjuration (Healing)

**Level:** Adp2, Bgd2, Brd2, Clr2, Drd3, Healing2, Pld3, Rgr3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

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

**Effect:** Cures 2d8+5 damage.

Revised (v.3.5) System Reference Document, SpellsC.rtf

## Cure Serious Wounds

Conjuration (Healing)

**Level:** Adp3, Bgd3, Brd3, Clr3, Drd4, Healing3, Pld4, Rgr4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

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

**Effect:** Cures 3d8+5 damage.

Revised (v.3.5) System Reference Document, SpellsC.rtf

## Curse Water

Necromancy [Evil]

**Level:** Clr1

**Components:** V, S, M

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Flask of water touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (object)

**Effect:** Makes unholy water.

Revised (v.3.5) System Reference Document, SpellsC.rtf

## Darkness

Evocation [Darkness]

**Level:** Adp2, Asn2, Bgd2, Brd2, Clr2, Sor2, Wiz2

**Components:** V, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** 50 minutes [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** 20-ft. radius of supernatural shadow.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Daylight

Evocation [Light]

**Level:** Adp3, Brd3, Clr3, Drd3, Pld3, Sor3, Wiz3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** 50 minutes [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** 60-ft. radius of bright light.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Death Knell

Necromancy [Death, Evil]

**Level:** Bgd2, Clr2, Death2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Effect:** Kill dying creature and gain 1d8

temporary hp, +2 to Str, and +1 caster level.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Death Knell

Necromancy [Death, Evil]

**Level:** Bgd2, Clr2, Death2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

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

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Effect:** Kill dying creature and gain 1d8

temporary hp, +2 to Str, and +1 caster level.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Deathwatch

Necromancy [Evil]

**Level:** Clr1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Target:** Cone-shaped emanation

**Duration:** 50 minutes

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Reveals how near death subjects within 30 ft. are.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Deeper Darkness

Evocation [Darkness]

**Level:** Adp3, Asn3, Bgd3, Clr3

**Components:** V, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** 5 days [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Object sheds supernatural shadow in 60-ft. radius.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Delay Poison

Conjuration (Healing)

**Level:** Adp2, Brd2, Clr2, Drd2, Pld2, Rgr1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 5 hours

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

**Spell Resistance:** Yes (harmless)

**Effect:** Stops poison from harming subject for 5 hours.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Desecrate

Evocation [Evil]

**Level:** Clr2, Evil2

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

**Casting Time:** 1 standard action

**Range:** Close (10,5 m)

**Target:** 20-ft.-radius emanation

**Duration:** 10 hours

**Saving Throw:** None

**Spell Resistance:** Yes

**Effect:** Fills area with negative energy, making undead stronger.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Detect Chaos

Divination

**Level:** Adp1, Clr1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** Cone-shaped emanation

**Duration:** Concentration, up to 50 minutes [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Reveals creatures, spells, or objects of selected alignment.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Detect Evil

Divination

**Level:** Adp1, Clr1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** Cone-shaped emanation

**Duration:** Concentration, up to 50 minutes [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Reveals creatures, spells, or objects of selected alignment.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Detect Good

Divination

**Level:** Adp1, Clr1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** Cone-shaped emanation

**Duration:** Concentration, up to 50 minutes [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Reveals creatures, spells, or objects of selected alignment.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Detect Law

Divination

**Level:** Adp1, Clr1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** Cone-shaped emanation

**Duration:** Concentration, up to 50 minutes [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Reveals creatures, spells, or objects of selected alignment.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Detect Magic

Divination

**Level:** Adp0, Brd0, Clr0, Drd0, Sor0, Wiz0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** Cone-shaped emanation

**Duration:** Concentration, up to 5 minutes [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Detects spells and magic items within 60 ft.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Detect Poison

Divination

**Level:** Asn1, Clr0, Drd0, Pld1, Rgr1, Sor0, Wiz0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (10,5 m)

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

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Detects poison in one creature or small object.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Detect Undead

Divination

**Level:** Clr1, Pld1, Sor1, Wiz1

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

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Target:** Cone-shaped emanation

**Duration:** Concentration, up to 5 minutes [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Reveals undead within 60 ft.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Dispel Magic

Abjuration

**Level:** Brd3, Clr3, Drd4, Magic3, Pld3, Sor3, Wiz3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (45 m)

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

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Cancels magical spells and effects.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Divine Favor

Evocation

**Level:** Clr1, Pld1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** You gain +1 on attack and damage rolls.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Doom

Necromancy [Fear, Mind-Affecting]

**Level:** Bgd1, Clr1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (45 m)

**Target:** One living creature

**Duration:** 5 minutes

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Effect:** One subject takes -2 on attack rolls, damage rolls, saves, and checks.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Eagle's Splendor

Transmutation

**Level:** Bgd2, Brd2, Clr2, Pld2, Sor2, Wiz2

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 5 minutes

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

**Spell Resistance:** Yes

**Effect:** Subject gains +4 to Cha for 5 minutes.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Endure Elements

Abjuration

**Level:** Adp1, Clr1, Drd1, Pld1, Rgr1, Sor1, Sun1, Wiz1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 24 hours

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

**Spell Resistance:** Yes (harmless)

**Effect:** Exist comfortably in hot or cold environments.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Enthrall

Enchantment (Charm)

**Level:** Brd2, Clr2

**Components:** V, S

**Casting Time:** 1 round

**Range:** Medium (45 m)

**Target:** Any number of creatures

**Duration:** 1 hour or less

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

**Spell Resistance:** Yes

**Effect:** Captivates all within 150 ft.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Entropic Shield

Abjuration

**Level:** Clr1, Luck1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 5 minutes [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Ranged attacks against you have 20% miss chance.

Revised (v.3.5) System Reference Document, SpellsD-E.rtf

## Find Traps

Divination

**Level:** Clr2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 5 minutes

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Notice traps as a rogue does.

Revised (v.3.5) System Reference Document, SpellsF-G.rtf

## Gentle Repose

Necromancy

**Level:** Clr2, Sor3, Wiz3

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Corpse touched

**Duration:** 5 days

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

**Spell Resistance:** Yes (object)

**Effect:** Preserves one corpse.

Revised (v.3.5) System Reference Document, SpellsF-G.rtf

## Glyph of Warding

Abjuration

**Level:** Clr3

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Object touched or up to 25 sq. ft

**Duration:** Permanent until discharged [D]

**Saving Throw:** See text

**Spell Resistance:** No (object) and Yes; see text

**Effect:** Inscription harms those who pass it.

Revised (v.3.5) System Reference Document, SpellsF-G.rtf

## Guidance

Divination

**Level:** Adp0, Clr0, Drd0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute or until discharged

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

**Spell Resistance:** Yes

**Effect:** +1 on one attack roll, saving throw, or skill check.

Revised (v.3.5) System Reference Document, SpellsF-G.rtf

## Helping Hand

Evocation

**Level:** Clr3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 5 miles

**Target:** Ghostly hand

**Duration:** 5 hours

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Ghostly hand leads subject to you.

Revised (v.3.5) System Reference Document, SpellsH-L.rtf

## Hide from Undead

Abjuration

**Level:** Clr1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 5 touched creatures

**Duration:** 50 minutes [D]

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

**Spell Resistance:** Yes

**Effect:** Undead can't perceive 5 subjects.

Revised (v.3.5) System Reference Document, SpellsH-L.rtf

## Hold Person

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Brd2, Clr2, Sor3, Wiz3

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

**Casting Time:** 1 standard action

**Range:** Medium (45 m)

**Target:** One humanoid creature

**Duration:** 5 rounds [D]; see text

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

**Spell Resistance:** Yes

**Effect:** Paralyzes one humanoid for 5 rounds.

Revised (v.3.5) System Reference Document, SpellsH-L.rtf

## Inflict Light Wounds

Necromancy

**Level:** Bgd1, Clr1, Destruction1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half

**Spell Resistance:** Yes

**Effect:** Touch deals 1d8+5 damage.

Revised (v.3.5) System Reference Document, SpellsH-L.rtf

## Inflict Minor Wounds

Necromancy

**Level:** Clr0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Effect:** Touch attack, 1 point of damage.

Revised (v.3.5) System Reference Document, SpellsH-L.rtf

## Inflict Moderate Wounds

Necromancy

**Level:** Bgd2, Clr2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half

**Spell Resistance:** Yes

**Effect:** Touch attack, 2d8+5 damage.

Revised (v.3.5) System Reference Document, SpellsH-L.rtf

## Inflict Serious Wounds

Necromancy

**Level:** Bgd3, Clr3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half

**Spell Resistance:** Yes

**Effect:** Touch attack, 3d8+5 damage.

Revised (v.3.5) System Reference Document, SpellsH-L.rtf

## Invisibility Purge

Evocation

**Level:** Clr3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 5 minutes [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Dispers invisibility within 25 ft

Revised (v.3.5) System Reference Document, SpellsH-L.rtf

## Light

Evocation [Light]

**Level:** Adp0, Brd0, Clr0, Drd0, Sor0, Wiz0

**Components:** V, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** 50 minutes [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Object shines like a torch.

Revised (v.3.5) System Reference Document, SpellsH-L.rtf

## Locate Object

Divination

**Level:** Brd2, Clr3, Sor2, Travel2, Wiz2

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

**Casting Time:** 1 standard action

**Range:** Long (180 m)

**Target:** Circle, centered on you, with a radius of 600 ft.

**Duration:** 5 minutes

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Senses direction toward object [specific or type].

Revised (v.3.5) System Reference Document, SpellsH-L.rtf

## Magic Circle against Good

Abjuration [Evil]

**Level:** Asn3, Clr3, Evil3, Sor3, Wiz3

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 10-ft.-radius emanation from touched creature

**Duration:** 50 minutes

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

**Spell Resistance:** No; see text

**Effect:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 50 minutes.

Revised (v.3.5) System Reference Document, SpellsM-O.rtf

## Magic Circle against Law

Abjuration [Chaotic]

**Level:** Chaos3, Clr3, Sor3, Wiz3

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 10-ft.-radius emanation from touched creature

**Duration:** 60 minutes

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

**Spell Resistance:** No; see text

**Effect:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 60 minutes.

Revised (v.3.5) System Reference Document, SpellsM-O.rtf

## Magic Circle against Law

Abjuration [Chaotic]

**Level:** Chaos3, Clr3, Sor3, Wiz3

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 10-ft.-radius emanation from touched creature

**Duration:** 60 minutes

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

**Spell Resistance:** No; see text

**Effect:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 60 minutes.

Revised (v.3.5) System Reference Document, SpellsM-O.rtf

## Magic Stone

Transmutation

**Level:** Clr1, Drd1, Earth1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Up to three pebbles touched

**Duration:** 30 minutes or until discharged

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

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

**Effect:** Three stones gain +1 on attack rolls, deal 1d6+1 damage.

Revised (v.3.5) System Reference Document, SpellsM-O.rtf

## Magic Vestment

Transmutation

**Level:** Clr3, Strength3, War3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Armor or shield touched

**Duration:** 5 hours

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

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

**Effect:** Armor or shield gains 1 enhancement

Revised (v.3.5) System Reference Document, SpellsM-O.rtf

## Magic Weapon

Transmutation

**Level:** Bgd1, Clr1, Pld1, Sor1, War1, Wiz1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 5 minutes

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

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

**Effect:** Weapon gains +1 bonus.

Revised (v.3.5) System Reference Document, SpellsM-O.rtf

## Make Whole

Transmutation

**Level:** Clr2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (10,5 m)

**Target:** One object of up to 50 cu. ft

**Duration:** Instantaneous

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

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

**Effect:** Repairs an object.

Revised (v.3.5) System Reference Document, SpellsM-O.rtf

## Meld into Stone

Transmutation [Earth]

**Level:** Clr3, Drd3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 50 minutes

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** You and your gear merge with stone.

Revised (v.3.5) System Reference Document, SpellsM-O.rtf

## Mending

Transmutation

**Level:** Adp0, Brd0, Clr0, Drd0, Sor0, Wiz0

**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)

**Effect:** Makes minor repairs on an object.

Revised (v.3.5) System Reference Document, SpellsM-O.rtf

## Obscure Object

Abjuration

**Level:** Brd1, Clr3, Sor2, Wiz2

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One object touched of up to 500 lbs

**Duration:** 8 hours [D]

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

**Spell Resistance:** Yes (object)

**Effect:** Masks object against scrying.

Revised (v.3.5) System Reference Document, SpellsM-O.rtf

## Obscuring Mist

Conjuration (Creation)

**Level:** Adp1, Air1, Asn1, Clr1, Drd1, Sor1,

Water1, Wiz1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 20 ft.

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

**Duration:** 5 minutes

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Fog surrounds you.

Revised (v.3.5) System Reference Document, SpellsM-O.rtf

## Owl's Wisdom

Transmutation

**Level:** Clr2, Drd2, Pld2, Rgr2, Sor2, Wiz2

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 5 minutes

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

**Spell Resistance:** Yes

**Effect:** Subject gains +4 to Wis for 5 minutes.

Revised (v.3.5) System Reference Document, SpellsM-O.rtf

## Prayer

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Clr3, Pld3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 40 ft.

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

**Duration:** 5 rounds

**Saving Throw:** None

**Spell Resistance:** Yes

**Effect:** Allies +1 bonus on most rolls, enemies

-1 penalty.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Protection from Energy

Abjuration

**Level:** Bgd3, Clr3, Drd3, Luck3, Protection3,

Rgr2, Sor3, Wiz3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 50 minutes or until discharged

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

**Spell Resistance:** Yes (harmless)

**Effect:** Absorb 60 points of damage from one kind of energy.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Protection from Good

Abjuration [Evil]

**Level:** Adp1, Clr1, Evil1, Sor1, Wiz1

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 5 minutes [D]

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

**Spell Resistance:** No; see text

**Effect:** +2 to AC and saves, counter mind

control, hedge out elementals and outsiders.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Protection from Law

Abjuration [Chaotic]

**Level:** Adp1, Chaos1, Clr1, Sor1, Wiz1

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 6 minutes [D]

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

**Spell Resistance:** No; see text

**Effect:** +2 to AC and saves, counter mind

control, hedge out elementals and outsiders.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Protection from Law

Abjuration [Chaotic]

**Level:** Adp1, Chaos1, Clr1, Sor1, Wiz1

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 6 minutes [D]

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

**Spell Resistance:** No; see text

**Effect:** +2 to AC and saves, counter mind

control, hedge out elementals and outsiders.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Purify Food and Drink

Transmutation

**Level:** Adp0, Clr0, Drd0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Target:** 5 cu. ft. of contaminated food and water

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (object)

**Effect:** Purifies 5 cu. ft of food or water.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Read Magic

Divination

**Level:** Adp0, Brd0, Clr0, Drd0, Pld1, Rgr1,

Sor0, Wiz0

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 50 minutes

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Read scrolls and spellbooks.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Remove Blindness/Deafness

Conjuration (Healing)

**Level:** Clr3, Pld3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

**Effect:** Cures normal or magical conditions.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Remove Curse

Abjuration

**Level:** Adp3, Brd3, Clr3, Pld3, Sor4, Wiz4

**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)

**Effect:** Frees object or person from curse.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Remove Disease

Conjuration (Healing)

**Level:** Adp3, Clr3, Drd3, Rgr3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

**Effect:** Cures all diseases affecting subject.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Remove Fear

Abjuration

**Level:** Brd1, Clr1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (10,5 m)

**Target:** 2 creatures, 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)

**Effect:** Suppresses fear or gives +4 on saves against fear for 2 subjects.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Remove Paralysis

Conjuration (Healing)

**Level:** Clr2, Pld2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (10,5 m)

**Target:** 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)

**Effect:** Frees one or more creatures from paralysis or slow effect.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Resist Energy

Abjuration

**Level:** Adp2, Clr2, Drd2, Fire3, Pld2, Rgr1, Sor2, Wiz2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 50 minutes

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

**Spell Resistance:** Yes (harmless)

**Effect:** Ignores first 10 points of damage/attack from specified energy type.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Resistance

Abjuration

**Level:** Brd0, Clr0, Drd0, Pld1, Sor0, Wiz0

**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)

**Effect:** Subject gains +1 on saving throws.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Restoration, Lesser

Conjuration (Healing)

**Level:** Clr2, Drd2, Pld1

**Components:** V, S

**Casting Time:** 3 rounds

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

**Effect:** Dispers magical ability penalty or repairs 1d4 ability damage.

Revised (v.3.5) System Reference Document, SpellsP-R.rtf

## Sanctuary

Abjuration

**Level:** Clr1, Protection1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 5 rounds

**Saving Throw:** Will negates

**Spell Resistance:** No

**Effect:** Opponents can't attack you, and you can't attack.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Searing Light

Evocation

**Level:** Clr3, Sun3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (45 m)

**Target:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

**Effect:** Range deals 2d8 damage; 5d6 against undead; 5 to undead vulnerable to bright light; construct or inanimate object only takes 2d6 damage.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Shatter

Evocation [Sonic]

**Level:** Bgd2, Brd2, Chaos2, Clr2, Destruction2, Sor2, Wiz2

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

**Casting Time:** 1 standard action

**Range:** Close (10,5 m)

**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)

**Effect:** Sonic vibration damages objects or crystalline creatures.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Shatter

Evocation [Sonic]

**Level:** Bgd2, Brd2, Chaos2, Clr2, Destruction2, Sor2, Wiz2

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

**Casting Time:** 1 standard action

**Range:** Close (10,5 m)

**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)

**Effect:** Sonic vibration damages objects or crystalline creatures.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Shield of Faith

Abjuration

**Level:** Clr1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 5 minutes

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

**Spell Resistance:** Yes (harmless)

**Effect:** Aura grants +2 deflection bonus.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Shield Other

Abjuration

**Level:** Clr2, Pld2, Protection2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (10,5 m)

**Target:** One creature

**Duration:** 5 hours [D]

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

**Spell Resistance:** Yes (harmless)

**Effect:** You take half of subject's damage.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Silence

Illusion (Glamer)

**Level:** Brd2, Clr2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (180 m)

**Target:** 20 ft. radius emanation centered on a creature, object, or point in space

**Duration:** 5 minutes [D]

**Saving Throw:** Will negates; see text or none (object)

**Spell Resistance:** Yes; see text or no (object)

**Effect:** Negates sound in 15-ft. radius.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Sound Burst

Evocation [Sonic]

**Level:** Brd2, Clr2

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

**Casting Time:** 1 standard action

**Range:** Close (10,5 m)

**Target:** 10-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

**Effect:** Deals 1d8 sonic damage to subjects; may stun them.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Speak with Dead

Necromancy [Language-Dependent]

**Level:** Clr3

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** 10 ft.

**Target:** One dead creature

**Duration:** 5 minutes

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

**Spell Resistance:** No

**Effect:** Corpse answers 2 questions.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Spiritual Weapon

Evocation [Force]

**Level:** Clr2, War2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Medium (45 m)

**Target:** Magic weapon of force

**Duration:** 5 rounds [D]

**Saving Throw:** None

**Spell Resistance:** Yes

**Effect:** Magical weapon attacks on its own.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Status

Divination

**Level:** Clr2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 1 living creatures touched

**Duration:** 5 hours

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

**Spell Resistance:** Yes (harmless)

**Effect:** Monitors condition, position of allies.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Stone Shape

Transmutation [Earth]

**Level:** Clr3, Drd3, Earth3, Sor4, Wiz4

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Stone or stone object touched, up to 15 cu. ft.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Sculpts stone into any shape.

Revised (v.3.5) System Reference Document, SpellsT.rtf

## Summon Monster I

Conjuration (Summoning)

**Level:** Bgd1, Brd1, Clr1, Sor1, Wiz1

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

**Casting Time:** 1 round

**Range:** Close (10,5 m)

**Target:** One summoned creature

**Duration:** 5 rounds [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Calls extraplanar creature to fight for you.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Summon Monster II

Conjuration (Summoning)

**Level:** Bgd2, Brd2, Clr2, Sor2, Wiz2

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

**Casting Time:** 1 round

**Range:** Close (10,5 m)

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

**Duration:** 5 rounds [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Calls extraplanar creature to fight for you.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Summon Monster III

Conjuration (Summoning)

**Level:** Bgd3, Brd3, Clr3, Sor3, Wiz3

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

**Casting Time:** 1 round

**Range:** Close (10,5 m)

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

**Duration:** 5 rounds [D]

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** Calls extraplanar creature to fight for you.

Revised (v.3.5) System Reference Document, SpellsS.rtf

## Telepathic Bond, Lesser

Divination [Mind-Affecting]

**Level:** Clr3, Mind3, Sor3, Wiz3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 30 feet

**Target:** You and One willing creature within 30'

**Duration:** 50 minutes

**Saving Throw:** None

**Spell Resistance:** No

**Effect:** You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.

Revised (v.3.5) System Reference Document, PsionicSpells.rtf

## Undetectable Alignment

Abjuration

**Level:** Asn2, Brd1, Clr2, Pld2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (10,5 m)

**Target:** One creature or object

**Duration:** 24 hours

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

**Spell Resistance:** Yes (object)

**Effect:** Conceals alignment for 24 hours.

Revised (v.3.5) System Reference Document, SpellsT-Z.rtf

## Virtue

Transmutation

**Level:** Clr0, Drd0, Pld1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min.

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

**Spell Resistance:** Yes (harmless)

**Effect:** Subject gains 1 temporary hp.

Revised (v.3.5) System Reference Document, SpellsT-Z.rtf

## Water Breathing

Transmutation

**Level:** Clr3, Drd3, Sor3, Water3, Wiz3

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creatures touched

**Duration:** 10 hours; see text

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

**Spell Resistance:** Yes (harmless)

**Effect:** Subjects can breathe underwater.

Revised (v.3.5) System Reference Document, SpellsT-Z.rtf

## Water Walk

Transmutation [Water]

**Level:** Clr3, Rgr3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 5 touched creatures

**Duration:** 50 minutes [D]

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

**Spell Resistance:** Yes (harmless)

**Effect:** Subject treads on water as if solid.

Revised (v.3.5) System Reference Document, SpellsT-Z.rtf

## Wind Wall

Evocation [Air]

**Level:** Air2, Clr3, Drd3, Rgr2, Sor3, Wiz3

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

**Casting Time:** 1 standard action

**Range:** Medium (45 m)

**Target:** Wall up to 50 ft. long and 25 ft. high [S]

**Duration:** 5 rounds

**Saving Throw:** None; see text

**Spell Resistance:** Yes

**Effect:** Deflects arrows, smaller creatures, and gases.

Revised (v.3.5) System Reference Document, SpellsT-Z.rtf

## Zone of Truth

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Clr2, Pld2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Close (10,5 m)

**Target:** 20-ft.-radius emanation

**Duration:** 5 minutes

**Saving Throw:** Will negates

**Spell Resistance:** Yes

**Effect:** Subjects within range cannot lie.

Revised (v.3.5) System Reference Document, SpellsT-Z.rtf