

MAGIC

Magic lies at the heart of fantasy and so it does in Advanced Dungeons & Dragons. Of greatest importance for the players of spellcasters, such as clerics, bards, and magic-users, is the acquisition of magic spells and an explanation of how spells are used in the game. The following section provides details regarding the preparation, acquisition, and casting of spells.

Spells

A spell is a discrete magical effect, a single shaping of the magical energies that suffuse the multiverse into a specific, limited expression. In casting a spell, a character carefully plucks at the invisible strands of raw magic suffusing the world, pins them in place in a particular pattern, sets them vibrating in a specific way, and then releases them to unleash the desired effect – in most cases, all in the span of seconds.

Spells can be versatile tools, weapons, or protective wards. They can deal damage or undo it, afflict others with or remove sickness, drain life energy away, and restore life to the dead.

Uncounted thousands of spells have been created over the course of the multiverse's history, and many of them are long forgotten. Some might yet lie recorded in crumbling spellbooks hidden in ancient ruins or trapped in the minds of dead gods. Or they might someday be reinvented by a character who has amassed enough power and wisdom to do so.

Arcane Spells

The magic used by magic-users is classified as arcane magic because it is learned from ancient knowledge and passed down from one generation of magic-users to the next, either through apprenticeship or textual record. Magic-users use their mystical knowledge to create and give form, or to enhance or physically alter an existing form.

Divine Spells

The magic used by bards, clerics, druids, paladins, and rangers is classified as divine magic because it is granted to them after inspiration from, prayer to, reflection upon, or supplication to a deity or other powerful entity or elemental force. In most cases, clerics and paladins receive their magic from deities or their intermediaries, who may limit or place special restrictions on its use. Druids, bards, and rangers gain their magic ability from more varied sources, be they primal forces, nature gods, divine inspiration, or elemental powers. Thus, divine casters act as a conduit, channeling and focusing magic originating from a higher entity. This similarity can be seen in the duplication of specific spells, or types of spells, in their spell lists.

Spell Level

Every spell has a level from 0 to 9. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) Magic Missile at 1st level and the earth-shaking Wish at 9th. Cantrips – simple but powerful spells that characters can cast almost by rote – are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell level and character level don't correspond directly. Typically, a character has to be at least 17th level, not 9th level, to cast a 9th level spell.

Preparing Spells

Before a spellcaster can use a spell, he must have the spell firmly fixed in mind, or must have access to the spell in a magic item. All spellcasters must undergo a process of preparing spells. A character needs to complete 8 hours of rest before preparing spells. It takes 1 hour for a character to prepare their full allotment of spells for the day.

During spell preparation, an arcane caster chooses spells from his spellbook to prepare, while a divine caster petitions his gods (or their intermediaries) for his daily allotment of prepared spells. If a character still has spells prepared from the previous day, he can abandon some or all of them to make room for new spells. If a spell has multiple versions, the character must choose which version to use when preparing it, unless the spell description specifies that the choice is made upon casting.

Once prepared, a spell remains in the character's memory unless he wishes to purge it from memory (typically to make room for new spells after 8 hours of rest).

Example: The 3rd level magic-user Spugnoir has four 0-level, three 1st level spell slots, and one 2nd level slots. As such he may prepare

four cantrips, three 1st level spells, and one 2nd level spell. He prepares the following:

- 0-level: Dancing Lights, Light, Prestidigitation, Read Magic
- 1st level: Comprehend Languages, Magic-Missile, Shield
- 2nd level: Web

If a character dies, all spells stored in the character's mind are wiped away. Spells may not be prepared more than once per day, even if the caster rests for more than 8 hours during that day.

Arcane Casters

For arcane casters, spell preparation involves study of one's spellbook. Unless a character prepares spells from a spellbook, the only prepared spells available are those that the character already had prepared from the previous day. Because arcane casters have mastered the use of cantrips, they may prepare them without studying their spellbook.

Divine Casters

For divine casters, spell preparation requires time spent in prayer and meditation or, in the case of bards, musical recitation and reflection upon the myths and legends of his people. Unlike arcane casters, who are limited by their spellbooks as to which spells they may prepare, divine casters may prepare any spell on their spell list.

In every case, the number of spells a caster can have fixed in mind at any given time depends on the character's level.

Spell Slots

Regardless of how many spells a caster prepares, he can cast only a limited number of spells before resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing, and higher-level spells are even more so. Thus, each spellcasting class's description includes a table showing how many spell slots of each spell level a character can use at each character level.

A spellcasting character knows all of the cantrips associated with their class but must still prepare them in advance, as they would with any other known spell. A cantrip's spell level is 0. Note that magic-users can cast ritual spells at will, so long as the spell is learned, has the Ritual tag, and the caster has his spellbook on hand.

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- 0-level: Dancing Lights, Light, Prestidigitation, Read Magic
- 1st level: Comprehend Languages, Magic-Missile, Shield
- 2nd level: Web

Over the course of his adventuring day, he may cast Comprehend Languages, as a ritual spell, at will. He may choose to cast Comprehend Languages, Magic Missile, or Shield each time he expends a 1st level spell slot. Finally, he may only cast Web when he expends his 2nd level spell slot, as he only prepares one 2nd level spell after 8 hours of rest.

When your character casts a spell, he expends a slot of that spell's level, effectively "filling" a slot with the spell. Some monsters have special abilities that let them cast spells without using spell slots.

Example: When Spugnoir casts Magic Missile, a 1st level spell, he expends one of his three 1st level slots and has two remaining.

Finishing 8 hours of rest restores any expended spell slots. Spell slots may not be restored more than once per day, even if the caster rests for more than 8 hours during that day.

Acquiring New Spells

Spellcasters, both arcane and divine, seek to add new spells to their repertoire, but the process for adding new spells is different for each group.

Arcane Spells

Magic-users rely on spellbooks when preparing their daily spell allotment. The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You

might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil magic-user's chest, for example, or in a dusty tome in an ancient library.

Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

Most magic-users desire, beyond all other treasure, the acquisition of new spells for their spellbooks. Magic-users learn and add new spells through several methods.

1. **Gaining a Level:** A magic-user may add 2 spells to his spellbook when advancing in level. The spell chosen must be of a level the character can cast.

Example: Upon attaining 6th level, a Spugnoir may add two spells, with spell levels of 3 or less, to his spellbook.

2. **Deciphering Scrolls and Spellbooks:** To decipher spells in another's magic-user's spellbook or a scribed in a scroll, a character must first cast Read Magic on the spell to be deciphered. Once the character successfully casts Read Magic, the character can copy it to his spellbook if of sufficient level (see below). Spells on scrolls that are deciphered with Read Magic may also be cast from the scroll, so long as the spells appears on the magic-user spell list and the magic-user has access to spells of that spell level.

If any spell-user acquires a scroll inscribed with a spell of a level too high for him to cast, he can still try to cast it from the scroll. In order to successfully cast the spell, the would-be caster must make a Concentration Check with a DC equal to 10 + the spell's level. On a failed roll, the spell fails and disappears from the scroll. If the Concentration Check roll was a "natural 1", the spell effect is reversed or target's the caster (as determined by the DM).

If cast from a scroll, the spell disappears and may not be copied into the magic-user's spellbook.

3. **Learning and Copying Spells:** A character must first decipher the spells to be learned as described above. The character learns and transcribes the deciphered spell by studying and copying it for 1 day for each spell level of the spell (0-level spells still take one day to learn). Magic-users may only scribe spells that they are able to cast (i.e. that are of a spell level that they have spell slots for). This restriction may be circumvented through use of the Write spell.

A spell takes up 1 page of the spellbook for each level of the spell (0-level spells take up 1 page each). A normal spellbook has 100 pages. Materials for writing a spell cost 50 gp per page.

4. **Replacing Spellbooks:** A lost spellbook may be replaced through several methods.

If the character already has a particular spell prepared, the character can write it directly into a new book at a cost of 50 gp per page. The process wipes the prepared spell from the character's mind, just as casting it would.

If a known spell is not prepared the character may not reconstruct it from memory but can transcribe it from a borrowed spellbook. Spells transcribed from a borrowed spellbook must first be deciphered with a Read Magic spell. Rewriting known spells into a new spellbook takes 2 hours for each spell level of the re-written spells and costs 50 gp per page of the spell. Spells take up 1 page of the spellbook for each level of the spell (0-level spells take up 1 page each).

5. **Research:** Additionally, arcane casters can research a spell independently (see pages 198-199). Only the creator of such a spell can prepare and cast it, unless the character decides to share it with others.

Divine Spells

Characters who can cast divine spells undertake a certain amount of study of divine magic between adventures. Divine casters learn and add new spells through several methods.

1. **Gaining a Level:** Divine casters know, and can prepare, all of the spells listed for the spell levels that they have spell slots for. When a divine caster gains spell slots for spells of a new level, the character automatically knows and can prepare all spells of that spell level.

Example: A cleric reaching 3rd level is granted knowledge of all 2nd level cleric spells by their deity and may prepare them.

2. **Research:** Additionally, divine casters can research a spell independently (see pages 198-199). Only the creator of such a spell can prepare and cast it, unless the character decides to share it with others. Some creators share their research with their churches, but others do not. The character can create a magic scroll (provided they are of high enough level) or write a special text, similar to a spellbook, to contain spells that the character has independently researched.

Other divine spellcasters who find the spell in written form can learn to cast it, provided they are of sufficient level to do so and may normally cast the same type of spells as the written spell's creator (i.e. a paladin could learn to cast a spell written by a cleric, while a ranger could cast a spell written by a druid). The process requires deciphering the writing (see Deciphering Scrolls and Spellbooks above).

Spell Description Format

Academies of magic group spells into nine categories, called schools of magic. Scholars, particularly arcane spellcasters, apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity. The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools.

Schools of Magic

Spellcasters categorize their spells into schools. Each spell listed belongs to one of the following schools. All magic-user cantrips, as well as the Enchant an Item and Permanency spells belong to more than one school, allowing them all to be cast by specialist magic-users:

- **Abjuration:** Abjuration spells are protective in nature, though some of them have aggressive uses. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.
- **Alteration:** Alteration spells change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at your command, or enhance a creature's innate healing abilities to rapidly recover from injury. Alteration spells are commonly referred to as transmutation spells due to their effects.
- **Conjuration/Summoning:** Conjuration/Summoning spells involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to your side, whereas others allow the caster to teleport to another location. Some conjurations create objects or effects out of nothing.
- **Divination:** Divination spells reveal information, whether in the form of long-forgotten secrets, glimpses of the future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.
- **Enchantment/Charm:** Enchantment/Charm spells affect the minds of others, influencing or controlling their behavior. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet.
- **Invocation/Evocation:** Invocation/Evocation spells manipulate magical energy to produce a desired effect, such as calling up blasts of fire, walls of ice, or fields of force magic.
- **Illusion/Phantasm:** Illusion/Phantasm spells deceive the senses or minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature. Some Illusion spells draw energy from the Demiplane of Shadow in order to create quasi-real objects and effects.

A rule of illusions is that an illusion is only as good as the caster who created it. They draw from personal experience, so you cannot create a truly believable illusion unless you are intimately familiar with whatever you are attempting to create.

- **Necromancy:** Necromancy spells manipulate the energies of life

and death. Such spells can restore life force, drain the life energy from another creature, create the undead, or bring the dead back to life.

Creating the undead through the use of necromancy spells, such as *Animate Dead*, is not a good act, and only evil casters use such spells frequently.

- **Universal:** Consider universal magic to be *Sorcery 101*; without the basic spells in this school, magic-users are incapable of continuing their studies in the other schools of magic. Therefore, all magic-users have access to the spells in this school, regardless of specialization.

Casting Spells

A character must make all pertinent decisions about a spell (range, target, area, effect, etc.) when the character begins casting, unless the spell specifies otherwise. The character must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The Dungeon Master applies whatever result a spell entails using the spell's description.

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components (if any). The spell descriptions indicate which components are necessary. If the character ever tries to cast a spell in conditions where the characteristics of the spell (range, area, etc.) cannot be made to conform, the casting fails and the spell is wasted.

Casting Time

Most spells require a single action to cast, but some spells require a minute or more time to cast. Spells that can be cast as instantaneously, such as *Feather Fall*, take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast instantaneously, the spell description tells you exactly when you can do so.

Certain spells require more time to cast: minutes or even hours. When casting a spell with a casting time longer than a single action, the caster must spend their action each turn casting the spell and must maintain concentration while doing so (see "Concentration Checks" below).

Concentration Checks

To cast a spell, the character must concentrate. If something interrupts the character's concentration while the character is casting, the spell is lost and marked off the character's list of prepared spells. The Dungeon Master may allow a Concentration Check (a special Saving Throw using the ability score that the caster uses to set their spell Saving Throw DCs) to see if the spell is disrupted, and lost, or not.

All spellcasters attempting to cast spells while engaged in melee must make a Concentration Check in order to successfully cast that spell. The DC of this check is equal to 10 + the level of the spell he is trying to cast.

If damaged while casting a spell, the Concentration Check DC is 10 or ½ the damage taken, whichever is higher. For effects that do not inflict damage the DC is 10 for distractions, such as casting in the following condition: strong winds, while mounted, while onboard a pitching ship, or while in a driving rain. Major hindrances, such as casting while entangled, grappled, caught in an earthquake, or while moving at high speed on a galloping mount or in a bouncing wagon, raise this DC to 15 or higher.

Anything that could break the character's concentration when casting a spell can also break the concentration necessary to maintain a spell.

Using Scrolls

Scrolls are spells reduced to a portable form. Not only does a scroll contain the text of a spell, all the necessary components, except verbal, have been magically incorporated into the scroll. Before using a scroll, a character must decipher it by casting *Read Magic*. The character can then read the scroll aloud, casting the spell contained on it just as if the character had the spell prepared.

The spell's casting time, range, area of effect, duration and all other details and limitations are no different. A spell contained on a scroll may only be cast once. When a spell is cast from a scroll, the spell disappears or destroys the scroll.

There are some limitations on scroll use, of course. The spell must be on the caster's spell list in order to be cast, and the caster must be of a high enough level to cast the level of spell found on the scroll.

A character can attempt to use a scroll to cast a spell of a level they are not normally able to cast (provided that it appears on their spell list) but must first make a Concentration Check (see above) to do so. The DC of the check is 10 + the spell's level. Failure indicates that the spell fails and that the scribed spell disappears. If the Concentration Check roll was a "natural 1", the spell effect is reversed or targets the caster (as determined by the DM).

Example: A 2nd level magic-user deciphers a scroll bearing *Teleport*, which is a 5th level spell. The magic-user attempts to cast the spell from the scroll, but he must first make a successful Concentration Check with a DC of 15.

Range

A spell's range is the maximum distance from the spellcaster that the spell's effect can occur, as well as the maximum distance at which the caster can designate the spell's point of origin. The character aims a spell by making some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. If any portion of the spell's area extends beyond the range, that area is wasted.

Sometimes the range of a spell is only personal (the spell effects only the caster or emanates from the caster) or touch (the caster must touch a creature or object to affect it), as noted in the spell description. When targeting an unwilling creature with a touch spell, the caster must successfully touch his opponent with his hand. If the attacking spellcaster hits with a melee attack the spell is delivered to the targeted creature.

There are four distance ranges for spells: 30' (Close), 100 feet (medium), 400' (Long), and unlimited (reaching anywhere on the plane of existence). Some spells have no standard range category, just a range expressed in feet. Some spells create or summon things rather than affecting things that are already present. The character must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move without regard to the spell's range (unless otherwise stated in the spell's description).

Targets

A typical spell requires you to pick one or more targets to be affected by the spell's magic. A spell's description tells you whether the spell targets creatures, objects, or a point of origin for an area of effect (described below).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a subtler effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

If the caster casts a targeted spell on the wrong sort of target, the spell has no effect and is lost.

Line of Sight: To target something, the caster must have a clear path to it, so it can't be behind total cover.

If the caster places an area of effect at a point that he can't see and an obstruction, such as a wall, is between the caster and that point, the point of origin comes into being on the near side of that obstruction.

Targeting Yourself: If a spell targets a creature of your choice, you can choose yourself, unless the creature must be hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself. If the target of a spell is the caster, the caster does not receive a Saving Throw and Magic Resistance does not apply.

Area of Effect

Spells such as *Burning Hands* and *Cone of Cold* cover an area, allowing them to affect multiple creatures at once.

A spell's description specifies its area of effect, which typically has one of five different shapes: circle, cone, cube, cylinder, line, or sphere. Every area of effect has a point of origin, a location from which the spell's energy erupts. The rules for each shape specify how the caster positions its point of origin. Typically, a point of origin is a point in space, but some spells have an area whose origin is a creature or an object.

A spell's effect expands in straight lines from the point of origin. If no unblocked straight line extends from the point of origin to a location

within the area of effect, that location isn't included in the spell's area. To block one of these imaginary lines, an obstruction must provide total cover, as explained on page 68.

- **Circle:** The spell radiates from a chosen point of origin (or from the caster, in some instances) affecting whatever lies within its area of effect. This area lies along a horizontal plane.

- **Cone:** A cone extends in a direction you choose from its point of origin. A cone's width at a given point along its length is equal to that point's distance from the point of origin.

A cone's area of effect specifies its maximum length. A cone's point of origin is not included in the cone's area of effect, unless the caster decides otherwise.

- **Cube:** The caster selects a cube's point of origin, which lies anywhere on a face of the cubic effect. The cube's size is expressed as the length of each side.

A cube's point of origin is not included in the cube's area of effect, unless you decide otherwise.

- **Cylinder:** A cylinder's point of origin is the center of a circle of a particular radius, as given in the spell description. The circle must either be on the ground or at the height of the spell effect. The energy in a cylinder expands in straight lines from the point of origin to the perimeter of the circle, forming the base of the cylinder. The spell's effect then shoots up from the base or down from the top, to a distance equal to the height of the cylinder. A cylinder's point of origin is included in the cylinder's area of effect.

- **Line:** A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

A line's point of origin is not included in the line's area of effect, unless the caster decides otherwise.

- **Sphere:** The caster selects a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

A sphere's point of origin is included in the sphere's area of effect.

Obstacles: Some spell effects are affected by obstacles. The character must have a clear line of effect to any target that the character casts a spell upon or to any space in which the character wishes to place the point of origin for an area of effect spell.

For circles, cones, cylinders, and spherical spells, the spell only affects areas, creatures and objects to which it has line of effect from its origin (a circle's center, a cone's starting point, a cylinder's circle, or a spherical spell's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect.

A caster aims a ray as if using a ranged weapon but requires no attack roll to strike his target. The character must be able to see the creature he is trying to hit, as with any other targeted spell. Note that intervening creatures and obstacles can block the caster's line of sight to his target.

Duration

Duration measures how long a spell's effect lasts. Durations are measured in rounds, minutes, hours, or some other increment. When the limit is up, the magic goes away and the spell ends. Some spells have a permanent duration and some require the caster to concentrate in order to maintain that spell's effect. A spellcaster can typically dismiss personal spells as a free action, before the duration ends, unless the spell description states otherwise. A spell that requires concentration is dismissible by its very nature. Some spells specify that their effects last until the spells are dispelled or destroyed.

Many spells are instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

If a ray spell has a duration, the duration refers to the effect that the ray causes, not to the length of time the ray itself persists.

Concentration: Some spells require the caster to maintain concentration in order to keep their magic active. If the caster loses concentration, such a spell ends.

If a spell must be maintained with concentration, that fact appears in its "Duration" entry, and the spell specifies how long the caster can concentrate on it. The caster can end concentration at any time (no action required). Sometimes a spell lasts for a short time after the character ceases concentrating. In these cases, the spell effects continue for the stated length of time after the character stops concentrating. Otherwise, the character must concentrate to maintain the spell but the character cannot maintain it for more than the stated duration in any event.

Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- Casting another spell that requires concentration. The caster loses concentration on a spell if the caster casts another spell that requires concentration. The caster can't concentrate on two spells at once.
- Taking damage. Whenever the caster takes damage while concentrating on a spell, the caster must make a Concentration Check (a Saving Throw using the ability score that the caster uses to set their spell Saving Throw DCs) to maintain concentration. The DC equals 10 or ½ the damage taken, whichever number is higher. If the caster takes damage from multiple sources, such as an arrow and a dragon's breath, the caster makes a separate Concentration Check for each source of damage.
- Being incapacitated, grappled, or killed. The caster loses concentration on a spell if incapacitated or killed. The DC to maintain concentration while grappled is 15.
- The DM might also decide that certain environmental phenomena, such as a wave crashing over you while you're on a storm-tossed ship, require you to succeed on a DC 10 Concentration Check to maintain concentration on a spell. See page 75 for more information on Concentration Checks.

Combining Magical Effects: The effects of different spells add together while the durations of those spells overlap. The effects of the same spell cast multiple times don't combine, however. Instead, the most potent effect - such as the highest bonus - from those castings applies while their durations overlap.

Example: If two clerics cast Bless on the same targets, those characters gain the spell's benefit only once.

Saving Throw

Most harmful spells allow an affected creature to make a Saving Throw in order to avoid some or all of the spell's effect. A spell's description details whether that spell allows a Saving Throw, what type of Saving Throw is made, and the effect of a successful save. If a spell does not include a Saving Throw entry, then assume no Saving Throw is allowed. A spell's Saving Throw DC is equal to 10 + the spell level + the caster's applicable ability modifier unless specified otherwise. As such, a 5th level spell cast by magic-user with a 15 Intelligence would have a DC of 16.

Example: A Charm Person cast by a 1st level bard with an 18 Charisma has a DC of 14 (10 + 1 for the spell level + 3 for the bard's Charisma modifier).

Ability Score	Ability Modifier	Base Spell DC
1	-5	-
2	-4	-
3	-3	-
4-5	-2	-
6-8	-1	-
9-12	±0	10 + spell level
13-15	+1	11 + spell level
16-17	+2	12 + spell level
18	+3	13 + spell level
19	+4	14 + spell level
20	+5	15 + spell level
21	+6	16 + spell level
22	+7	17 + spell level
23	+8	18 + spell level
24	+9	19 + spell level
25	+10	20 + spell level

A creature that successfully makes a Saving Throw against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's Saving

Throw succeeds against a targeted spell, the caster senses that the spell has failed. The caster does not sense when creatures succeed at Saving Throws against area of effect spells.

A creature can voluntarily forego a Saving Throw and willingly accept a spell's result.

- Negates: This term means that the spell has no effect on an affected creature that makes a successful Saving Throw.
- Partial: The spell causes an effect on its subject, but a successful Saving Throw means some lesser effect occurs.
- Half: The spell deals damage, and a successful Saving Throw halves the damage taken (round down).
- None: No Saving Throw is allowed.

Magic Resistance

Magic Resistance is a special defensive ability. A defender's Magic Resistance grants them an additional measure of protection against magical attacks. If a spell is being resisted by a defender with Magic Resistance, the caster of the spell must pass a Concentration Check (see page 75) with a DC equal to 5 + the target's Magic Resistance rating. If the caster fails this check, the spell has no effect.

The Magic Resistance line of the descriptive text of a spell description explains whether or not the Magic Resistance applies, as some spells are not affected by a target creature's Magic Resistance. Magic Resistance applies even if a given spell also allows the target creature a Saving Throw. The effects of Magic Resistance, if any, are applied first, and then the creature may also make a Saving Throw. In most cases, Magic Resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place, such as a Wall of Iron.

A creature with Magic Resistance must voluntarily drop the resistance in order to receive the effects of beneficial spells without the check described above. If a spell does not include a Magic Resistance entry, then assume no Magic Resistance check is allowed.

Components

A spell's component's line includes abbreviations for the components required to cast the spell. Spells can have verbal (V), somatic (S), or material (M) components. If the necessary components are not used, the casting fails. If a material component has a gold piece cost, the cost is listed; otherwise the character can assume that the actual materials involved have no significant monetary value, unless the Dungeon Master rules otherwise.

- Verbal (V): A verbal component is a spoken incantation. To provide a verbal component, the caster must be able to speak in a strong voice. A Silence 15' Radius spell or a gag spoils the incantation. A deafened caster must make a Concentration Check to cast a spell with a verbal component. The DC of this check is equal to 10 + the spell's level.
- Somatic (S): A somatic component is a measured and precise movement of the hand or some other part of the body. The caster must have at least one hand free to provide a somatic component.

- Material (M): A material component is a physical substance or object that focuses a spellcaster's energies during the casting process. The component is destroyed in the process of casting a spell unless the spell description states otherwise.

Divine casters may use a focus in place of any material component that does not have a cost in gold pieces. This focus is a holy symbol for clerics and paladins, a musical instrument for bards, and a sprig of mistletoe for druids and rangers. Holy symbols, bardic instruments, and mistletoe sprigs are not destroyed through spellcasting.



Reversible Spells

Some spells are reversible (they can be cast for an effect opposite to that of the standard spell). This is noted after the spell name. Spellcasters with reversible spells must prepare the desired version.

Example: A cleric who desires a Cause Light Wounds spell must petition for this form of the Cure Light Wounds spell when meditating and praying.

Note that severe penalties can result if the spell choice is at variance with a divine spellcaster's alignment (possible penalties include denial of specific spells, entire spell levels, or even all spells for a certain period). The exact result (if any) depends on the reaction of the caster's divine patron, as determined by the DM. When an arcane caster learns a reversible spell, both forms are recorded in their spell books. However, the arcane caster must still decide which version of the spell he desires to cast when preparing the spell, unless the spell description specifically states otherwise.

Example: A magic-user who has prepared Stone to Flesh and desires to cast Flesh to Stone must wait until the latter form of the spell can be prepared (i.e., he rests eight hours and prepares spells again). If he could prepare two 6th level spells, he could prepare each version once.





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