

Alarm 1 1 1 1 1 1

Abjuration
 Level: Brd 1, Rgr 1, Sor/Wiz 1
 Components: V, S, F/DF
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Area: 20-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)
 Saving Throw: None
 Spell Resistance: No

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible. Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm. Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm. Alarm can be made permanent with a permanency spell.

Alter Self (continued)

Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth. You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype. You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind. You are effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check. When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

Animal Messenger 2 2 1 1

Enchantment (Compulsion) [Mind-Affecting]
 Level: Brd 2, Drd 2, Rgr 1
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One Tiny animal
 Duration: One day/level
 Saving Throw: None; see text
 Spell Resistance: Yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).
 Material Components: A morsel of food the animal likes.

Alter Self 2 2 2 2 2 2

Transmutation
 Level: Asn 2, Brd 2, Sor/Wiz 2
 Components: V, S
 Casting Time: 1 standard action
 Range: Personal

Target: You
 Duration: 10 min./level (D)

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself. You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack). You keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels. If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components. You acquire the physical qualities of the new form while retaining your own mind.

Analyze Dweomer DC: 6 6 6 6 6 6

Divination
 Level: Brd 6, Sor/Wiz 6
 Components: V, S, F
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One object or creature per caster level
 Duration: 1 round/level (D)
 Saving Throw: None or Will negates; see text
 Spell Resistance: No

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level. An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyze dweomer spells for 24 hours. Analyze dweomer does not function when used on an artifact.
 Focus: A tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

Animal Trance DC: 2 2 2 2 2 2

Enchantment (Compulsion) [Mind-Affecting, Sonic]
 Level: Adp 2, Brd 2, Drd 2
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: Animals or magical beasts with Intelligence 1 or 2
 Duration: Concentration
 Saving Throw: Will negates; see text
 Spell Resistance: Yes

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected. A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

Animate Objects

6 6

Transmutation
Level: Brd 6, Chaos 6, Clr 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: One Small object per caster level; see text
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate. An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell. This spell cannot animate objects carried or worn by a creature. Animate objects can be made permanent with a permanency spell.

Blindness/Deafness

DC: 2 3 2

Necromancy
Level: Brd 2, Clr 3, Sor/Wiz 2
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: One living creature
Duration: Permanent (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

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

Blink (continued)

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.) Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet. Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Animate Rope

1 1

Transmutation
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: One ropelike object, length up to 50 ft. + 5 ft./level; see text
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half. The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell. The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check. The rope itself and any knots tied in it are not magical. This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope. The spell cannot animate objects carried or worn by a creature.

Blink

3 3

Transmutation
Level: Brd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 1 round/level (D)

You "blink" back and forth between the Material Plane and the Ethereal Plane. You look as though you're winking in and out of reality very quickly and at random. Blinking has several effects, as follows. Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike. Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane. While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC. You take only half damage from falling, since you fall only while you are material.

Blur

DC: 2 2

Illusion (Glamer)
Level: Brd 2, Sor/Wiz 2
Components: V
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment (20% miss chance). A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Charm Monster, Mass

DC: 6 8

Enchantment (Charm) [Mind-Affecting]
 Level: Brd 6, Sor/Wiz 8
 Components: V
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One or more creatures, no two of which can be more than 30 ft. apart
 Duration: One day/level
 Saving Throw: Will negates
 Spell Resistance: Yes

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

Charm Person

DC: 1 1

Enchantment (Charm) [Mind-Affecting]
 Level: Brd 1, Sor/Wiz 1
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature
 Duration: 1 hour/level
 Saving Throw: Will negates
 Spell Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Clairaudience/Clairvoyance

3 3

Divination (Srying)
 Level: Asn 4, Brd 3, Knowledge 3, Sor/Wiz 3
 Components: V, S, F/DF
 Casting Time: 10 minutes
 Range: Long (400 ft. + 40 ft./level)

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

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

Comprehend Languages

1 1 1

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

Target: You
 Duration: 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend languages can be made permanent with a permanency spell.

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

Confusion

DC: 3 4

Enchantment (Compulsion) [Mind-Affecting]
 Level: Brd 3, Sor/Wiz 4, Trickery 4
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Target: All creatures in a 15-ft. radius burst
 Duration: 1 round/level
 Saving Throw: Will negates
 Spell Resistance: Yes

This spell causes the targets to become confused, making them unable to independently determine what they will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior	
01-10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).	A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when
11-20	Act normally.	
21-50	Do nothing but babble incoherently.	
51-70	Flee away from caster at top possible speed.	
71-100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).	

attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Confusion, Lesser

1 1

Enchantment (Compulsion) [Mind-Affecting]
 Level: Brd 1
 Components: V, S, DF
 Casting Time:
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature
 Duration: 1 round

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

Deep Slumber

DC:

Enchantment (Compulsion) [Mind-Affecting]

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

Components: V, S, M

Casting Time: 1 round

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

Area: One or more living creatures within a 10-ft. -radius burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

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

Delay Poison

DC:

Conjuration (Healing)

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

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

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

Detect Magic

Divination

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

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

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

Saving Throw: None

Spell Resistance: No

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

1st Round: Presence or absence of magical auras.

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

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

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two.

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

Detect Magic (continued)

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

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

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell.

Detect Scrying

Divination

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: 40 ft.

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

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area. If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

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

Detect Secret Doors

Divination

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

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

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

Saving Throw: None

Spell Resistance: No

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of secret doors. 2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts

DC:

Divination [Mind-Affecting]
Level: Brd 2, Knowledge 2, Sor/Wiz 2
Components: V, S, F/DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)
Saving Throw: Will negates; see text
Spell Resistance: No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher). 2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting. 3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up. Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Disguise Self

Illusion (Glamer)
Level: Asn 1, Brd 1, Sor/Wiz 1, Trickery 1
Components: V, S
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 10 min./level (D)

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Dispel Magic (continued)

becomes nonmagical for the duration of the effect. An interdimensional interface (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself. Area Dispel: When dispel magic is used in this way, the spell affects everything within a 30-foot radius. For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the dispel magic spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected. For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel. For each ongoing area or effect spell whose point of origin is within the area of the dispel magic spell, you can make a dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the dispel magic spell, you can make a dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object. You may choose to automatically succeed on dispel checks against any spell that you have cast. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Dimension Door

DC:

Conjuration (Teleportation)
Level: Asn 4, Brd 4, Sor/Wiz 4, Travel 4
Components: V
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)

Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None and Will negates (object)
Spell Resistance: No and Yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Dispel Magic

Abjuration
Level: Brd 3, Clr 3, Drd 4, Magic 3, Pal 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One spellcaster, creature, or object; or 20-ft. -radius burst

Target: One spellcaster, creature, or object; or 20-ft. -radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of three ways: a targeted dispel, an area dispel, or a counterspell: Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item

Dispel Magic, Greater

Abjuration
Level: Brd 5, Clr 6, Drd 6, Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: One spellcaster, creature, or object; or 20-ft. -radius burst

Target: One spellcaster, creature, or object; or 20-ft. -radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

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

Displacement DC:

Illusion (Glamer)
Level: Brd 3, Sor/Wiz 3
Components: V, M
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location.
Material Components: A small strip of leather twisted into a loop.

Dominate Person DC:

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 4, Sor/Wiz 5
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

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

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description). Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action. By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on. Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive

Dominate Person (continued)
orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination. Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

Dream

Illusion (Phantasm) [Mind-Affecting]
Level: Brd 5, Sor/Wiz 5
Components: V, S
Casting Time: 1 minute
Range: Unlimited

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

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient. Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message. If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell. Creatures who don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this spell. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Eagle's Splendor DC:

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

Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.
Arcane Material Components: A few feathers or a pinch of droppings from an eagle.

Eagle's Splendor, Mass DC:

Transmutation
Level: Brd 6, Clr 6, Sor/Wiz 6
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell functions like eagle's splendor, except that it affects multiple creatures.

Enthral DC:

Enchantment (Charm)
 Level: Brd 2, Clr 2
 Components: V, S
 Casting Time: 1 round
 Range: Medium (100 ft. + 10 ft./level)

Target: Any number of creatures
 Duration: 1 hour or less
 Saving Throw: Will negates; see text
 Spell Resistance: Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist.

Enthral (continued)

The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Erase DC:

Transmutation
 Level: Brd 1, Sor/Wiz 1
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One scroll or two pages
 Duration: Instantaneous
 Saving Throw: See text
 Spell Resistance: No

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove explosive runes, a glyph of warding, a sepia snake sigil, or an arcane mark, but not illusory script or a symbol spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. (A natural 1 or 2 is always a failure on this check.) If you fail to erase explosive runes, a glyph of warding, or a sepia snake sigil, you accidentally activate that writing instead.

Expeditious Retreat

Transmutation
 Level: Brd 1, Sor/Wiz 1
 Components: V, S
 Casting Time: 1 standard action
 Range: Personal

Target: You
 Duration: 1 min./level (D)

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

Eyebite DC:

Necromancy [Evil]
 Level: Brd 6, Sor/Wiz 6
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature
 Duration: 1 round per three levels; see text
 Saving Throw: Fortitude negates
 Spell Resistance: Yes

Each round, you may target a single living creature, striking it with waves of evil power. Depending on the target's HD, this attack has as many as three effects.

HD	Effect	The effects are cumulative and concurrent.
10 or more	Sickened	Sickened: Sudden pain and fever sweeps over the subject's body. A sickened creature takes a -2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or heal spell, but a remove curse is effective.
5-9	Panicked, sickened	
4 or less	Comatose, panicked, sickened	

Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.

Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it. The spell lasts for 1 round per three caster levels. You must spend a move action each round after the first to target a foe.

False Vision

Illusion (Glamer)
 Level: Brd 5, Sor/Wiz 5, Trickery 5
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Touch
 Area: 40-ft.-radius emanation

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

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the major image spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Arcane Material Components: The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

Freedom of Movement

DC:

Abjuration
Level: Asn 4, Blk 4, Brd 4, Clr 4, Drd 4, Luck 4, Rgr 4
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Personal or touch

Target: You or creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.

Material Components: A leather thong, bound around the arm or a similar appendage.

Gaseous Form

DC:

Transmutation
Level: Air 3, Brd 3, Sor/Wiz 3
Components: S, M/DF
Casting Time: 1 standard action
Range: Touch

Target: Willing corporeal creature touched
Duration: 2 min./level (D)
Saving Throw: None
Spell Resistance: No

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. (This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.) The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect. A gaseous creature can't run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Arcane Material Components: A bit of gauze and a wisp of smoke.

Geas/Quest

DC:

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Brd 6, Clr 6, Sor/Wiz 6
Components: V
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature
Duration: One day/level or until discharged (D)
Saving Throw: None
Spell Resistance: Yes

This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw. Instead of taking penalties to ability scores (as with lesser geas), the subject takes 3d6 points of damage each day it does not attempt to follow the geas/quest. Additionally, each day it must make a Fortitude saving throw or become sickened. These effects end 24 hours after the creature attempts to resume the geas/quest. A remove curse spell ends a geas/quest spell only if its caster level is at least two higher than your caster level. Break enchantment does not end a geas/quest, but limited wish, miracle, and wish do. Bards, sorcerers, and wizards usually refer to this spell as geas, while clerics call the same spell quest.

Geas, Lesser

DC:

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Level: Brd 3, Sor/Wiz 4
Components: V
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 7 HD or less
Duration: One day/level or until discharged (D)
Saving Throw: Will negates
Spell Resistance: Yes

A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The geased creature must follow the given instructions until the geas is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions: If the subject is prevented from obeying the lesser geas for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the lesser geas. A lesser geas (and all ability score penalties) can be ended by break enchantment, limited wish, remove curse, miracle, or wish. Dispel magic does not affect a lesser geas.

Ghost Sound

DC:

Illusion (Figment)
Level: Adp 0, Asn 1, Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds
Duration: 1 round/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell.

Material Components: A bit of wool or a small lump of wax.

Glibness

DC:

Transmutation
Level: Asn 4, Brd 3
Components: S
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 10 min./level (D)

Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words. (This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.) If a divination is attempted against you that would detect your lies or force you to speak the truth the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the divination does not detect your lies or force you to speak only the truth.

Glitterdust DC:

Conjuration (Creation)
 Level: Brd 2, Sor/Wiz 2
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)
 Area: Creatures and objects within 10-ft. -radius spread

Duration: 1 round/level
 Saving Throw: Will negates (blinding only)
 Spell Resistance: No

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Any creature covered by the dust takes a -40 penalty on Hide checks.
 Material Components: Ground mica.

Good Hope DC:

Enchantment (Compulsion) [Mind-Affecting]
 Level: Brd 3
 Components: V, S
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Target: One living creature/level, no two of which may be more than 30 ft. apart
 Duration: 1 min./level
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes (harmless)

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Good hope counters and dispels crushing despair.

Grease DC:

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)
 Area: One object or a 10-ft. square

Target: One object or a 10-ft. square
 Duration: 1 round/level (D)
 Saving Throw: See text
 Spell Resistance: No

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Balance skill for details). The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and on grapple checks made to resist or escape a grapple or to escape a pin.
 Material Components: A bit of pork rind or butter.

Hallucinatory Terrain DC:

Illusion (Glamer)
 Level: Brd 4, Sor/Wiz 4
 Components: V, S, M
 Casting Time: 10 minutes
 Range: Long (400 ft. + 40 ft./level)
 Area: One 30-ft. cube/level (S)

Duration: 2 hours/level (D)
 Saving Throw: Will disbelief (if interacted with)
 Spell Resistance: No

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.
 Material Components: A stone, a twig, and a bit of green plant.

Haste DC:

Transmutation
 Level: Brd 3, Sor/Wiz 3
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart
 Duration: 1 round/level
 Saving Throw: Fortitude negates (harmless)
 Spell Resistance: Yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.) A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.
 Material Components: A shaving of licorice root.

Heroes' Feast DC:

Conjuration [Creation]
 Level: Brd 6, Clr 6
 Components: V, S, DF
 Casting Time: 10 minutes
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: Feast for one creature/level
 Duration: 1 hour plus 12 hours; see text
 Saving Throw: None
 Spell Resistance: No

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

Heroism DC:

Enchantment (Compulsion) [Mind-Affecting]
 Level: Brd 2, Sor/Wiz 3
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch

Target: Creature touched
 Duration: 10 min./level
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Heroism, Greater DC:

Enchantment (Compulsion) [Mind-Affecting]
 Level: Brd 5, Sor/Wiz 6
 Components: V, S
 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 functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

Hideous Laughter DC:

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 uncontrollable 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 is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.
 Material Components: Tiny tarts that are thrown at the target and a feather that is waved in the air.

Hold Monster DC:

Enchantment (Compulsion) [Mind-Affecting]
 Level: Brd 4, Law 6, Sor/Wiz 5
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Target: One living creature
 Duration: 1 round/level (D); see text
 Saving Throw: Will negates; see text
 Spell Resistance: Yes

This spell functions like hold person, except that it affects any living creature that fails its Will save.
 Arcane Material Components: One hard metal bar or rod, which can be as small as a three-penny nail.

Hold Person DC:

Enchantment (Compulsion) [Mind-Affecting]
 Level: Brd 2, Clr 2, Sor/Wiz 3
 Components: V, S, F/DF
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid creature
 Duration: 1 round/level (D); see text
 Saving Throw: Will negates; see text
 Spell Resistance: Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.) A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Hypnotic Pattern DC:

Illusion (Pattern) [Mind-Affecting]
 Level: Brd 2, Sor/Wiz 2
 Components: V (Brd only), S, M; see text
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights in a 10-ft. -radius spread
 Duration: Concentration + 2 rounds
 Saving Throw: Will negates
 Spell Resistance: Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of Hit Dice of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected. A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.
 Material Components: A glowing stick of incense or a crystal rod filled with phosphorescent material.

Hypnotism

DC:

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 round

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

Area: Several living creatures, no two of which may be more than 30 ft. apart

Duration: 2d4 rounds (D)

Saving Throw: Will negates

Spell Resistance: Yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated. If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember that you enspelled it.

Illusory Script

DC:

Illusion (Phantasm) [Mind-Affecting]

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

Components: V, S, M

Casting Time: 1 minute or longer; see text

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: One day/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

You write instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusionist recognizes it as illusory script. Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth. If successfully dispelled by dispel magic, the illusory script and its secret message disappear. The hidden message can be read by a combination of the true seeing spell with the read magic or comprehend languages spell. The casting time depends on how long a message you wish to write, but it is always at least 1 minute. Material Components: A lead-based ink (cost of not less than 50 gp).

Invisibility (continued)

Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Invisibility can be made permanent (on objects only) with a permanency spell.

Identify

DC:

Divination

Level: Brd 1, Magic 2, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 hour

Range: Touch

Target: One touched object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any). Identify does not function when used on an artifact. Arcane Material Components: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.

Invisibility

DC:

Illusion (Glamer)

Level: Adp 2, Asn 2, Brd 2, Sor/Wiz 2, Trickery 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 1 min./level (D)

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

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

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack.

Invisibility, Greater

DC:

Illusion (Glamer)

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

Components: V, S

Casting Time: 1 standard action

Range: Personal or touch

Target: You or creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

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

This spell functions like invisibility, except that it doesn't end if the subject attacks.

Invisibility Sphere

DC:

Illusion (Glamour)

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal or touch

Area: 10-ft.-radius emanation around the creature or object touched

Target: You or a creature or object weighing no more than 100 lb./level
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless) or Will negates (harmless, object)
Spell Resistance: Yes (harmless) or Yes (harmless, object)

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

Know Direction

Divination

Level: Brd 0, Drd 0

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You
Duration: Instantaneous

You instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Light

Evocation [Light]

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

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function. A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.

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

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.

Legend Lore

Divination

Level: Brd 4, Knowledge 7, Sor/Wiz 6

Components: V, S, M, F

Casting Time: See text

Range: Personal

Target: You
Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4x10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time). During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Focus: Four strips of ivory (worth 50 gp each) formed into a rectangle.

Material Components: Incense worth at least 250 gp.

Locate Creature

Divination

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

Components: V, S, M

Casting Time: 1 standard action

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

Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 10 min./level
Saving Throw: None
Spell Resistance: No

This spell functions like locate object, except this spell locates a known or familiar creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any. The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once. Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

Material Components: A bit of fur from a bloodhound.

Locate Object

Divination
Level: Brd 2, Clr 3, Sor/Wiz 2, Travel 2
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

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

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You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object fools it.

Mage Hand

Transmutation
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One nonmagical, unattended object weighing up to 5 lb.
Duration: Concentration
Saving Throw: None
Spell Resistance: No

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

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)

DC: 1

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 conditions 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. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. 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.

Lullaby

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 0
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Living creatures within a 10-ft.-radius burst

DC: 0

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

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Listen and Spot checks and a -2 penalty on Will saves against sleep effects while the lullaby is in effect. Lullaby lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

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

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to 5 lb./level 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. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), 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.

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

Magic Mouth (continued)

. Magic mouth can be made permanent with a permanency spell.
Material Components: A small bit of honeycomb and jade dust worth 10 gp.

Major Image

DC: 3 3

Illusion (Figment)
Level: Brd 3, Sor/Wiz 3
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 + 3 rounds
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell functions like silent image, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range. The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Mending

DC: 0 0 0 0

Transmutation
Level: Adp 0, 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. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (including constructs).

Message

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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)

Target: 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 being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers. Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.
Focus: A short piece of copper wire.

Mind Fog

DC: 5 5

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 successfully 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 significantly hamper vision.

Minor Image

DC: 2 2

Illusion (Figment)
Level: Brd 2, Sor/Wiz 2
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 +2 rounds
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

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

Mirage Arcana

DC: 5 5

Illusion (Glamer)
Level: Brd 5, Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: One 20-ft. cube/level (S)

Duration: Concentration +1 hour/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell functions like hallucinatory terrain, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike hallucinatory terrain, the spell can alter the appearance 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: Adp 2, 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 1 d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and through a mirror image. When you and the mirror image separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on. Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a fireball). While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded. An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

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: You/one illusory double
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 invisibility, 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 until the duration expires. The improved invisibility lasts for 1 round per level, regardless of concentration.

Neutralize Poison

Conjuration (Healing)
Level: Adp 3, 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. 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 Components: A bit of charcoal.

Misdirection

Illusion (Glamer)
Level: Asn 3, 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 information 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).

Modify Memory

Enchantment (Compulsion) [Mind-Affecting]
Level: Asn 4, 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 memories in one of the following ways. o Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, geas/quest, suggestion, or similar spells. o Allow the subject to recall with perfect clarity an event it actually experienced. o Change the details of an event the subject actually experienced. o Implant a memory of an event the subject never experienced. Casting the spell takes 1 round. If the subject 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) visualizing the memory you wish to modify in the subject. If your concentration is disturbed 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 necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddled by too much wine.

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 phantasmal vision to a specific creature that you name or otherwise specifically designate. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare 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. 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 casting. 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 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.

Prestidigitation DC:

Universal
 Level: Brd 0, Sor/Wiz 0
 Components: V, S
 Casting Time: 1 standard action
 Range: 10 ft.
 Area: See text

Target: See text
 Effect: 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 prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitiation 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.

Project Image DC:

Illusion (Shadow)
 Level: Brd 6, Sor/Wiz 7
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Effect: One shadow duplicate
 Duration: 1 round/level (D)
 Saving Throw: Will disbelief (if 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 intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action). 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 considered 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. 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 Components: A small replica of you (a doll), which costs 5 gp to create.

Rage DC:

Enchantment (Compulsion) [Mind-Affecting]
 Level: Brd 2, Sor/Wiz 3
 Components: V, S
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Target: 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 except that the subjects aren't fatigued at the end of the rage.

Programmed Image DC:

Illusion (Figment)
 Level: Brd 6, Sor/Wiz 6
 Components: V, S, F
 Casting Time: 1 standard action
 Range: Long (400 ft. + 40 ft./level)

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
 Saving Throw: Will disbelief (if interacted with)
 Spell Resistance: No

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.)
 Material Components: A bit of fleece and jade dust worth 25 gp.

Pyrotechnics DC:

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, forming 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 Components: The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per

Rainbow Pattern DC:

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 interweaving 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 effective point of origin). All fascinated creatures 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 each fascinated creature gets a second save. If the view of the lights is completely blocked creatures who can't see them are no longer affected. The spell does not affect sightless creatures. 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. Focus: A crystal prism. Material Components: A piece of phosphor.

Read Magic

Divination
 Level: Adp 0, Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
 Components: V, S, F
 Casting Time: 1 standard action
 Range: Personal

0 0 0 1 1 0

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.

Remove Curse

Abjuration
 Level: Adp 3, Brd 3, Clr 3, Pal 3, Sor/Wiz 4
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch

DC: 3 3 3 3 4

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. Remove curse counters and dispels bestow curse.

Remove Fear

Abjuration
 Level: Brd 1, Clr 1
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

DC: 1 1 3 3 3 3

Target: One creature plus one additional 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.

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

DC: 4 4 4 3 3

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 barrier. A vermin with Hit Dice of one-third your level or more can penetrate the barrier 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.

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

DC: 0 0 0 1 3 0

Target: Creature touched
 Duration: 1 minute
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell.
 Arcane Material Components: A miniature cloak.

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)

DC: 2 3 3 3 3 2

Target: 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 Components: A bit of bone from an undead skeleton, zombie, ghoul, ghastr, or mummy.

Scrying DC: 3 5 4 4

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
None[1]	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

If the save fails, you can see (but not 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. As with all divination (scrying) spells, the sensor has your full visual acuity, including 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. 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.

Scrying, Greater DC: 6 7 7 7

Divination (Scrying)
Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: See text

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

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

Scrying (continued)

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

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

Secret Page 3

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. The text of a spell can be changed to show even another spell. Explosive runes or sepia snake sigil can be cast upon the secret page. A comprehend languages spell alone cannot 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 Components: Powdered herring scales and will-o'-wisp essence.

Secure Shelter 4

Conjuration (Creation)
Level: Brd 4, Sor/Wiz 4
Components: V, S, M, F; see text
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)

Effect: 20-ft.-square structure
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace. The shelter has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise-it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants). The door, shutters, and even chimney are secure against intrusion, the former two being arcane locked and the latter secured by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an unseen servant is conjured to provide service to you for the duration of the shelter. The secure shelter contains rude furnishings -eight bunks, a trestle table, eight stools, and a writing desk.

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

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

See Invisibility

Divination
Level: Adp 2, Brd 3, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 10 min./level (D)

3 2

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 reveal 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 Components: A pinch of talc and a small sprinkling of powdered silver.

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

DC: 3 3

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 dissipates in a flash of brown light accompanied 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 animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, 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 Components: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Shadow Conjunction (continued)

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. 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.

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)

DC: 5 5
Target: 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.

Shadow Conjunction

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

DC: 4 4

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjunction can mimic any sorcerer or wizard conjunction (summoning) or conjunction (creation) spell of 3rd level or lower. Shadow conjunctions are actually one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjunctions 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 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 conjunction's level (5th) rather than the spell's normal level. In addition, any effect created by shadow conjunction allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

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 interacted with)
Spell Resistance: Yes

DC: 5 5

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 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 have normal effects except against those who disbelieve them. Against disbelievers, they have no effect. Objects automatically succeed on their Will saves against this spell.

Shadow Walk

Illusion (Shadow)
Level: Brd 5, Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Touch

DC:

Target: 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 transported 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 between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10x100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10x1,000 feet in the same direction.

Shadow Walk (continued)

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 abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Shatter

Evocation [Sonic]
Level: Blk 2, 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: 5-ft.-radius spread; or one solid object or one crystalline creature

DC:

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, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing 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 Components: A chip of mica.

Shout

Evocation [Sonic]
Level: Brd 4, Sor/Wiz 4
Components: V
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst

DC:

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 successful Reflex save. A shout spell cannot penetrate a silence spell.

Shout, Greater

Evocation [Sonic]
Level: Brd 6, Sor/Wiz 8
Components: V, S, F
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst

DC:

Duration: Instantaneous
Saving Throw: Fortitude partial or Reflex negates (object); see text
Spell Resistance: Yes (object)

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.

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

DC:

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 impossible, spells with verbal components cannot 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.

Silent Image

DC:

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 interacted 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.

Sleep

DC:

Enchantment (Compulsion) [Mind-Affecting]
 Level: Adp 1, Asn 1, 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. 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. Hit Dice that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping 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 creatures, constructs, or undead creatures.
 Material Components: A pinch of fine sand, rose petals, or a live cricket.

Slow

DC:

Transmutation
 Level: Brd 3, Sor/Wiz 3
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart
 Duration: 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 standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature 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 Components: A drop of molasses.

Song of Discord

DC:

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 tactics. They do not, however, harm targets that have fallen unconscious.

Sound Burst

DC:

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 cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

Speak with Animals

DC:

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.

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 surroundings 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. 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.



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 suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. The suggested course of activity can continue for the entire duration. 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 activity during the duration. 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).

Material Components: 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
 Components: V, M
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level, no two of which can be more than 30 ft. apart
 Duration: 1 hour/level or until completed
 Saving Throw: Will negates
 Spell Resistance: Yes

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

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical 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.



Summon Monster I

Conjuration (Summoning)
 Level: Blk 1, 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 creature (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 opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. 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. 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 Monster II

Conjuration (Summoning)
 Level: Blk 2, Brd 2, Clr 2, Sor/Wiz 2
 Components: V, S, F/DF
 Casting Time: 1 round
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart
 Duration: 1 round/level (D)
 Saving Throw: None
 Spell Resistance: No

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)
 Level: Blk 3, Brd 3, Clr 3, Sor/Wiz 3
 Components: V, S, F/DF
 Casting Time: 1 round
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart
 Duration: 1 round/level (D)
 Saving Throw: None
 Spell Resistance: No

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)
 Level: Blk 4, Brd 4, Clr 4, Sor/Wiz 4
 Components: V, S, F/DF
 Casting Time: 1 round
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart
 Duration: 1 round/level (D)
 Saving Throw: None
 Spell Resistance: No

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)
 Level: Brd 5, Clr 5, Sor/Wiz 5
 Components: V, S, F/DF
 Casting Time: 1 round
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart
 Duration: 1 round/level (D)
 Saving Throw: None
 Spell Resistance: No

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)
 Level: Brd 6, Clr 6, Sor/Wiz 6
 Components: V, S, F/DF
 Casting Time: 1 round
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart
 Duration: 1 round/level (D)
 Saving Throw: None
 Spell Resistance: No

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 creatures of the same kind from a lower-level list.

Summon Monster Table

1st Level		2nd Level	
Celestial dog	LG	Celestial giant bee	LG
Celestial owl	LG	Celestial giant bombardier beetle	NG
Celestial giant fire beetle	NG	Celestial riding dog	NG
Celestial porpoise[1]	NG	Celestial eagle	CG
Celestial badger	CG	Lemure (devil)	LE
Celestial monkey	CG	Fiendish squid[1]	LE
Fiendish dire rat	LE	Fiendish wolf	LE
Fiendish raven	LE	Fiendish monstrous centipede, Large	NE
Fiendish monstrous centipede, Medium	NE	Fiendish monstrous scorpion, Medium	NE
Fiendish monstrous scorpion, Small	NE	Fiendish shark, Medium[1]	NE
Fiendish hawk	CE	Fiendish monstrous spider, Medium	CE
Fiendish monstrous spider, Small	CE	Fiendish snake, Medium viper	CE
Fiendish octopus[1]	CE		
Fiendish snake, Small viper	CE		

Summon Monster Table

3rd Level		4th Level	
Celestial black bear	LG	Archon, lantern	LG
Celestial bison	NG	Celestial giant owl	LG
Celestial dire badger	CG	Celestial giant eagle	CG
Celestial hippogriff	CG	Celestial lion	CG
Elemental, Small (any)	N	Mephit (any)	N
Fiendish ape	LE	Fiendish dire wolf	LE
Fiendish dire weasel	LE	Fiendish giant wasp	LE
Hell hound	LE	Fiendish giant praying mantis	NE
Fiendish snake, constrictor	LE	Fiendish shark, Large[1]	NE
Fiendish boar	NE	Yeth hound	NE
Fiendish dire bat	NE	Fiendish monstrous spider, Large	CE
Fiendish monstrous centipede, Huge	NE	Fiendish snake, Huge viper	CE
Fiendish crocodile	CE	Howler	CE
Dretch (demon)	CE		
Fiendish snake, Large viper	CE		
Fiendish wolverine	CE		

Summon Monster Table

5th Level		6th Level	
Archon, hound	LG	Celestial polar bear	LG
Celestial brown bear	LG	Celestial orca whale[1]	NG
Celestial giant stag beetle	NG	Bralani (eladrin)	CG
Celestial sea cat[1]	NG	Celestial dire lion	CG
Celestial griffon	CG	Elemental, Large (any)	N
Elemental, Medium (any)	N	Janni (genie)	N
Achaierai	LE	Chaos beast	CN
Devil, bearded	LE	Devil, chain	LE
Fiendish deinonychus	LE	Xill	LE
Fiendish dire ape	LE	Fiendish monstrous centipede, Gargantuan	NE
Fiendish dire boar	NE	Fiendish rhinoceros	NE
Fiendish shark, Huge	NE	Fiendish elasmosaurus[1]	CE
Fiendish monstrous scorpion, Large	NE	Fiendish monstrous spider, Huge	CE
Shadow mastiff	NE	Fiendish snake, giant constrictor	CE
Fiendish dire wolverine	CE		
Fiendish giant crocodile	CE		
Fiendish tiger	CE		

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 spiders (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 creatures 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.
 Arcane Material Components: A square of red cloth.

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 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 constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.
 Focus: A tuning fork.

Tiny Hut

Evocation [Force]
 Level: Brd 3, Sor/Wiz 3
 Components: V, S, M
 Casting Time: 1 standard action
 Range: 20 ft.

Effect: 20-ft.-radius sphere centered on your location
 Duration: 2 hours/level (D)
 Saving Throw: None
 Spell Resistance: No

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends. The temperature inside the hut is 70 degrees F if the exterior temperature is between 0 degrees and 100 degrees F. An exterior temperature below 0 degrees or above 100 degrees; lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it. The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).
 Material Components: A small crystal bead that shatters when the spell duration expires or the hut is dispelled.

Tongues

Divination
 Level: Adp 3, 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 language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to 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 Components: A small clay model of a ziggurat, which shatters when the verbal component is pronounced.

Undetectable Alignment

Abjuration
 Level: Asn 2, 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.

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, shapeless 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 as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective 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 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.

Material Components: A piece of string and a bit of wood.

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 interacted with)

Spell Resistance: No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. 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.

Zone of Silence

Illusion (Glamer)

Level: Brd 4

Components: V, S

Casting Time: 1 round

Range: Personal

Area: 5-ft.-radius emanation centered on you

Duration: 1 hour/level (D)

By casting zone of silence, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful Spot check to read lips can still reveal what's said inside a zone of silence.

Veil

Illusion (Glamer)

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Target: 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 appearance for the spell's duration. You can make the subjects appear to be anything you wish. 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 disbelief saves to see through the glamer, but spell resistance doesn't help.

Whispering Wind

Transmutation [Air]

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: 1 mile/level

Area: 10-ft.-radius spread

Duration: No more than 1 hour/level or until discharged

(destination is reached)

Saving Throw: None

Spell Resistance: No

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes. When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

