



## Cure Serious Wounds

DC:       

Conjuration (Healing)

Level: Adp 3, Blk 3, Brd 3, Clr 3, Drd 4, Healing 3, Pal 4, Rgr 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

This spell functions like cure light wounds, except that it cures 3d8 points of damage +1 point per caster level (maximum +15).

## Daylight

3 3 3 3 3 3

Evocation [Light]

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

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

## 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.

## Dispel Magic

3 3 4 3 3 3

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 (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.

## 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.



## Illusory Script

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

DC:

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).

## Major Image

Illusion (Figment)  
 Level: Brd 3, Sor/Wiz 3  
 Components: V, S, F  
 Casting Time: 1 standard action  
 Range: Long (400 ft. + 40 ft./level)

DC:

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.

## 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:

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.

## Invisibility Sphere

Illusion (Glamer)  
 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

DC:

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.

## Phantom Steed

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

Effect: One quasi-real, horselike creature  
 Duration: 1 hour./level (D)  
 Saving Throw: None  
 Spell Resistance: No

You conjure a Large, quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it. The mount has an AC of 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level. These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels. 8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed. 10th Level: The mount can use water walk at will (as the spell, no action required to activate this ability). 12th Level: The mount can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground. 14th Level: The mount can fly at its speed (average maneuverability).

## Scrying

Divination (Scrying)  
 Level: Brd 3, Clr 5, Drd 4, Sor/Wiz 4  
 Components: V, S, M/DF, F  
 Casting Time: 1 hour  
 Range: See text

DC:

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 (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.

## Sculpt Sound

DC:

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

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

You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it. You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself. A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

## Secret Page

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

Target: Page touched, up to 3 sq. ft. in size  
 Duration: Permanent  
 Saving Throw: None  
 Spell Resistance: No

Secret page alters the contents of a page so that they appear to be something entirely different. 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.

## 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)

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

DC:

Conjuration (Creation) [Force]  
 Level: Brd 3, Sor/Wiz 3  
 Components: V, S, M  
 Casting Time: 10 minutes  
 Range: Touch

Target: One touched book or written work  
 Duration: Permanent or until discharged; until released or 1d4 days + one day/level; see text  
 Saving Throw: Reflex negates  
 Spell Resistance: No

When you cast sepia snake sigil, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader. Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake 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.

## 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.

## Speak with Animals

Divination  
 Level: Brd 3, Drd 1, Rgr 1  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Personal

Target: You  
 Duration: 1 min./level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.



## 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 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		

## 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.

