

## Break Enchantment

DC:   4  5   4   5

Abjuration  
Level: Adp 5, Brd 4, Clr 5, Luck 5, Pal 4, Sor/Wiz 5  
Components: V, S  
Casting Time: 1 minute  
Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature per level, all within 30 ft. of each other  
Duration: Instantaneous  
Saving Throw: See text  
Spell Resistance: No

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25. If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from some permanent magic item break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

## Detect Scrying

4      4

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.

## Dominate Person

DC:   4      5

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

## Cure Critical Wounds

DC:   4  4  5   

Conjuration (Healing)  
Level: Adp 4, Blk 4, Brd 4, Clr 4, Drd 5, Healing 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 4d8 points of damage +1 point per caster level (maximum +20).

## Dimension Door

DC:   4       4

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.

## 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.

## Freedom of Movement

DC:   4  4  4   4 

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.

## Hold Monster

DC:   4      5

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.

## Legend Lore

4      6

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.

## Hallucinatory Terrain

DC:   4       4

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.

## Invisibility, Greater

DC:   4       4

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.

## Locate Creature

4       4

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.

## Modify Memory

DC:   4      

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.

## Rainbow Pattern

DC:   4       4

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 save 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.

## Secure Shelter

4       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.

## Neutralize Poison

DC:   4  4  3  4  3 

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.

## Repel Vermin

DC:   4  4  4   3 

Abjuration  
Level: Brd 4, Clr 4, Drd 4, Rgr 3  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: 10 ft.  
Area: 10-ft.-radius emanation centered on you

Duration: 10 min./level (D)  
Saving Throw: None or Will negates; see text  
Spell Resistance: Yes

An invisible barrier holds back vermin. A vermin with Hit Dice of less than one-third your level cannot penetrate the 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.

## Shadow Conjuration

DC:   4       4

Illusion (Shadow)  
Level: Brd 4, Sor/Wiz 4  
Components: V, S  
Casting Time: 1 standard action  
Range: See text

Effect: See text  
Duration: See text  
Saving Throw: Will disbelief (if interacted with); varies; see text  
Spell Resistance: Yes; see text

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

### Shadow Conjuration (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.

### Shout

DC:

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

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

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A shout spell cannot penetrate a silence spell.

### 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.

### 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 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		

### 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.

