

## Air Walk

Transmutation [Air]  
 Level: Air 4, Clr 4, Drd 4  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature (Gargantuan or smaller) touched  
 Duration: 10 min./level  
 Saving Throw: None  
 Spell Resistance: Yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed. A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

## Blight

Necromancy  
 Level: Drd 4, Sor/Wiz 5  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Touch

Duration: Instantaneous  
 Saving Throw: Fortitude half; see text  
 Spell Resistance: Yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies. This spell has no effect on the soil or surrounding plant life.

## Control Water

Transmutation [Water]  
 Level: Clr 4, Drd 4, Sor/Wiz 6, Water 4  
 Components: V, S, M/DF  
 Casting Time: 1 standard action  
 Range: Long (400 ft. + 40 ft./level)  
 Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)

Duration: 10 min./level (D)  
 Saving Throw: None; see text  
 Spell Resistance: No

Depending on the version you choose, the control water spell raises or lowers water.  
 Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (Will negates). The spell has no effect on other creatures.  
 Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.  
 With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

## Antiplant Shell

Abjuration  
 Level: Drd 4  
 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  
 Spell Resistance: Yes

The antiplant shell spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacks by plant creatures or animated plants. As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

## Command Plants

Transmutation  
 Level: Drd 4, Plant 4, Rgr 3  
 Components: V  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 2 HD/level of plant 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 allows you some degree of control over one or more plant creatures. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a 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.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. You can affect a number of plant creatures whose combined level or HD do not exceed twice your level.

## Cure Serious Wounds

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).

## 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

## Flame Strike

Evocation [Fire]  
Level: Clr 5,Drd 4,Sun 5,War 5  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: Cylinder (10-ft. radius, 40 ft. high)

Duration: Instantaneous  
Saving Throw: Reflex half  
Spell Resistance: Yes

A flame strike produces a vertical column of divine fire roaring downward. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

## Giant Vermin

Transmutation  
Level: Clr 4,Drd 4  
Components: V, S, DF  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to three vermin, no two of which can be more than 30 ft. apart  
Duration: 1 min./level  
Saving Throw: None  
Spell Resistance: Yes

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table below. Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

Caster Level	Vermin Size
9th or lower	Medium
10th-13th	Large
14th-17th	Huge
18th-19th	Gargantuan
20th or higher	Colossal

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.

## Freedom of Movement

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.

## Ice Storm

Evocation [Cold]  
Level: Drd 4,Sor/Wiz 4,Water 5  
Components: V, S, M/DF  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)  
Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 full round  
Saving Throw: None  
Spell Resistance: Yes

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Listen check made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Arcane Material Components: A pinch of dust and a few drops of water.

## Reincarnate □ □ **4** □ □ □ □ □ □

Transmutation  
 Level: Drd 4  
 Components: V, S, M, DF  
 Casting Time: 10 minutes  
 Range: Touch

Target: Dead creature touched  
 Duration: Instantaneous  
 Saving Throw: None; see text  
 Spell Resistance: Yes (harmless)

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated. A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining ability scores.

## 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.

## 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 <sup>[1]</sup>	+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.

## Reincarnate (continued)

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2
02-13	Dwarf	+0	+0	+2
14-25	Elf	+0	+2	-2
26	Gnoll	+4	+0	+2
27-38	Gnome	-2	+0	+2
39-42	Goblin	-2	+2	+0
43-52	Half-elf	+0	+0	+0
53-62	Half-orc	+2	+0	+0
63-74	Halfling	-2	+2	+0
75-89	Human	+0	+0	+0
90-93	Kobold	-4	+2	-2
94	Lizardfolk	+2	+0	+2
95-98	Orc	+4	+0	+0
99	Troglodyte	+0	-2	+4
100	Other	?	?	?

The subject's level (or Hit Dice) is reduced by 1. If the subject was 1st level, its new Constitution score is reduced by 2. (If this reduction would put its Con at 0 or lower, it can't be reincarnated). This level/HD loss or Constitution loss cannot be repaired by any means. It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character. For a humanoid creature, the new incarnation is determined using the following table. For nonhumanoid creatures, a similar table of creatures of the same type should be created. A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell cannot bring back a creature who has died of old age. The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form. A wish or a miracle spell can restore a reincarnated character to his or her original form.

## Rusting Grasp □ □ **4** □ □ □ □

Transmutation  
 Level: Drd 4  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Touch

Target: One nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature  
 Duration: See text  
 Saving Throw: None  
 Spell Resistance: No

Any iron or iron alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3-foot radius a 3-foot-radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell. You may employ rusting grasp in combat with a successful melee touch attack. Rusting grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion. Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed. Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around. Against a ferrous creature, rusting grasp instantaneously deals 3d6 points of damage +1 per caster level (maximum +15) per successful attack. The spell lasts for 1 round per level, and you can make one melee touch attack per round.

## Scrying (continued)

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

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

## Spike Stones DC:

Transmutation [Earth]  
 Level: Drd 4, Earth 4  
 Components: V, S, DF  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)  
 Area: One 20-ft. square/level

Duration: 1 hour/level (D)  
 Saving Throw: Reflex partial  
 Spell Resistance: Yes

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area. Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Spike stones is a magic trap that can't be disabled with the Disable Device skill. Note: Magic traps such as spike stones are hard to detect. A rogue (only) can use the Search skill to find spike stones. The DC is 25 + spell level, or DC 29 for spike stones.

## Summon Nature's Ally IV

Conjuration (Summoning)  
 Level: Animal 4, Drd 4, Rgr 4  
 Components: V, S, DF  
 Casting Time: 1 round  
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more 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 nature's ally I, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. 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 Nature's Ally Table

4th Level	5th Level	6th Level	
Arrowhawk, juvenile	Arrowhawk, adult	Dire bear	[1] May be summoned only into an aquatic or watery environment. *Can't cast irresistible dance
Bear, brown (animal)	Bear, polar (animal)	Elemental, Huge (any)	
Crocodile, giant (animal)	Dire lion	Elephant (animal)	
Deinonychus (dinosaur)	Elasmosaurus I (dinosaur)	Girallon	
Dire ape	Elemental, Large (any)	Megaraptor (dinosaur)	
Dire boar	Griffon	Octopus, giant [1] (animal)	
Dire wolverine	Janni (genie)	Pixie* (sprite) [NG; no special arrows]	
Elemental, Medium (any)	Rhinoceros (animal)	Salamander, average [NE]	
Salamander, flamebrother [NE]	Satyr [CN; with pipes]	Whale, baleen [1]	
Sea cat [1]	Snake, giant constrictor (animal)	Xorn, average	
Shark, Huge [1] (animal)	Nixie (sprite)		
Snake, Huge viper (animal)	Tojanida, adult [1]		
Tiger (animal)	Whale, orca [1] (animal)		
Tojanida, juvenile [1]			
Unicorn [CG]			
Xorn, minor			

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