

Acid Arrow

Conjuration (Creation) [Acid]
Level: Sor/Wiz 2
Components: V, S, M, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)

Effect: One arrow of acid
Duration: 1 round + 1 round per three levels
Saving Throw: None
Spell Resistance: No

A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels (to a maximum of 18th), the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round.

Focus: A dart.

Material Components: Powdered rhubarb leaf and an adder's stomach.

Acid Fog

Conjuration (Creation) [Acid]
Level: Sor/Wiz 6, Water 7
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Acid fog creates a billowing mass of misty vapors similar to that produced by a solid fog spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Arcane Material Components: A pinch of dried, powdered peas combined with powdered animal hoof.

Acid Splash

Conjuration (Creation) [Acid]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage.

Alarm

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

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.

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.

Analyze Dweomer

DC:

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.

Animate Dead

Necromancy [Evil]
Level: Adp 3, Clr 3, Death 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch

Target: One or more corpses touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.) Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. (The desecrate spell doubles this limit) The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit. Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones. Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Material Components: You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

Antimagic Field

Abjuration
Level: Clr 8, Magic 6, Protection 6, Sor/Wiz 6
Components: V, S, M/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: See text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines. An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration. Summoned creatures of any type and incorporeal undead wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast antimagic field in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an antimagic field because the conjuration itself is no longer in effect, only its result.) A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that).

Animal Growth

DC:

Transmutation
Level: Drd 5, Rgr 4, Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: Up to one animal (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart
Duration: 1 min./level
Saving Throw: Fortitude negates
Spell Resistance: Yes

A number of animals grow to twice their normal size and eight times their normal weight. This alteration changes each animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC and attack rolls and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. The spell also grants each subject damage reduction 10/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it-the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by an animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size. The spell gives no means of command or influence over the enlarged animals. Multiple magical effects that increase size do not stack.

Animate Rope

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.

Antimagic Field (continued)

The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. Dispel magic does not remove the field. Two or more antimagic fields sharing any of the same space have no effect on each other. Certain spells, such as wall of force, prismatic sphere, and prismatic wall, remain unaffected by antimagic field (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this. Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Astral Projection

Necromancy
Level: Clr 9, Sor/Wiz 9, Travel 9
Components: V, S, M
Casting Time: 30 minutes
Range: Touch

Target: You plus one additional willing creature touched per two caster levels
Duration: See text
Saving Throw: None
Spell Resistance: Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them. You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter. While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral

Baleful Polymorph

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

Target: One creature
Duration: Permanent
Saving Throw: Fortitude negates, Will partial; see text
Spell Resistance: Yes

This spell functions like polymorph, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature the subject gets a +4 bonus on the save. If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities. Incorporeal or gaseous creatures are immune to being polymorphed, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Bear's Endurance

Transmutation
Level: Adp 2, Clr 2, Drd 2, Rgr 2, Sor/Wiz 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

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

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Astral Projection (continued)

Plane; a physical body must be materialized on other planes. You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).
Material Components: A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

Banishment

Abjuration
Level: Clr 6, Sor/Wiz 7
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

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

A banishment spell is a more powerful version of the dismissal spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished. You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), the saving throw DC increases by 2. Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

Bear's Endurance, Mass

Transmutation
Level: Clr 6, Drd 6, Sor/Wiz 6
Components: V, S, 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 bear's endurance, except that it affects multiple creatures.

Blindness/DeafnessDC:

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.

BlinkDC:

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.

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.

BlurDC:

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).

Break EnchantmentDC:

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.

Bull's StrengthDC:

Transmutation
 Level: Adp 2, Blk 2, Clr 2, Drd 2, Pal 2, Sor/Wiz 2,
 Strength 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 (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.
 Arcane Material Components: A few hairs, or a pinch of dung, from a bull.

Comprehend Languages

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

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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

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

DC: 3 3 3 3 3 4

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).
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).

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when 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).

Contact Other Plane (continued)

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.) Results of a Successful Contact: d% is rolled for the result shown on the table: True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly. Don't Know: The entity tells you that it doesn't know. Lie: The entity intentionally lies to you. Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Plane Contacted	Avoid Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane (appropriate)	DC 7/1 week (DC 7/1 week)	01-34 (01-68)	35-62 (69-75)	63-83 (76-98)	84-100 (99-100)
Positive/Negative Energy Plane	DC 8/1 week	01-39	40-65	66-86	87-100
Astral Plane	DC 9/1 week	01-44	45-67	68-88	89-100
Outer Plane, demideity	DC 10/2 weeks	01-49	50-70	71-91	92-100
Outer Plane, lesser deity	DC 12/3 weeks	01-60	61-75	76-95	96-100
Outer Plane, intermediate deity	DC 14/4 weeks	01-73	74-81	82-98	99-100
Outer Plane, greater deity	DC 16/5 weeks	01-88	89-90	91-99	100

Cone of Cold

Evocation [Cold]
Level: Sor/Wiz 5, Water 6
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst

DC: 5 5 5 5 5 5

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

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Arcane Material Components: A very small crystal or glass cone.

Contact Other Plane

Divination
Level: Sor/Wiz 5
Components: V
Casting Time: 10 minutes
Range: Personal

Target: You
Duration: Concentration

5 5 5 5 5 5

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.) You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two caster levels, you may ask one question. Contact with minds far removed from your home plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

Contagion

Necromancy [Evil]
Level: Adp 3, Blk 3, Clr 3, Destruction 3, Drd 3, Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Touch

DC: 4 4 4 4 4 4

Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use contagion's normal save DC for the initial saving throw).

Disease	DC	Damage
Blinding sickness	16	1d4 Str[1]
Cackle fever	16	1d6 Wis
Filth fever	12	1d3 Dex and 1d3 Con
Mindfire	12	1d4 Int
Red ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy doom	14	1d4 Con

[1] Each time a victim takes 2 or more points of Strength damage from blinding sickness, he or she must make another Fortitude save (using the disease's save DC) or be permanently blinded.

Daylight

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.

Daze

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One humanoid creature of 4 HD or less
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes



This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.
Material Components: A pinch of wool or similar substance.

Daze Monster

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

Target: One living creature of 6 HD or less
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes



This spell functions like daze, but daze monster can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

Deep Slumber

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)

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



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

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

Delayed Blast Fireball

Evocation [Fire]
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread

Duration: 5 rounds or less; see text
Saving Throw: Reflex half
Spell Resistance: Yes



This spell functions like fireball, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6). The glowing bead created by delayed blast fireball can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead (see below). If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Demand

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 8
Components: V, S, M/DF
Casting Time: 10 minutes
Range: See text

Target: One creature
Duration: 1 round; see text
Saving Throw: Will partial
Spell Resistance: Yes



This spell functions like sending, but the message can also contain a suggestion (see the suggestion spell), which the subject does its best to carry out. A successful Will save negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective. The demand's message to the creature must be twenty-five words or less, including the suggestion. The creature can also give a short reply immediately.
Material Components: A short piece of copper wire and some small part of the subject—a hair, a bit of nail, or the like.

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 Poison

Divination
 Level: Asn 1, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Area: One creature, one object, or a 5-ft. cube

Target: One creature, one object, or a 5-ft. cube
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: No



You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. 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 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

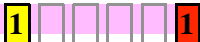


You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area. If the scrying attempt originates within the area, you also know 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

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.

Detect Undead

Divination
 Level: Clr 1, Pal 1, Sor/Wiz 1
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: 60 ft.
 Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/level (D)
 Saving Throw: None
 Spell Resistance: No

HD	Strength
<= 1	Faint
2-4	Moderate
5-10	Strong
11+	Overwhelming

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of undead auras. 2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Strength:

The strength of an undead aura is determined by the HD of the undead creature, as given on the following table:

Original Strength	Duration
Faint	1d6 rounds
Moderate	1d6 min
Strong	1d6x10 min
Overwhelming	1d6 days

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead 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. Each round, you can turn to detect undead 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.

Dimensional Anchor

Abjuration
 Level: Clr 4, Sor/Wiz 4
 Components: V, S
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Effect: Ray
 Duration: 1 min./level
 Saving Throw: None
 Spell Resistance: Yes (object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell. A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

Discern Location

Divination
 Level: Clr 8, Knowledge 8, Sor/Wiz 8
 Components: V, S, DF
 Casting Time: 10 minutes
 Range: Unlimited

Target: One creature or object
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: No

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies. To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Dimension Door

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)

DC:
 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.

Dimensional Lock

Abjuration
 Level: Clr 8, Sor/Wiz 8
 Components: V, S
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)
 Area: 20-ft.-radius emanation centered on a point in space

Duration: One day/level
 Saving Throw: None
 Spell Resistance: Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible. A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

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.

Disrupt Undead

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

Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Dominate Monster

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

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

This spell functions like dominate person, except that the spell is not restricted by creature type.

Dominate Person

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

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.

Endure Elements DC:

Abjuration
 Level: Adp 1, Clr 1, Drd 1, Pal 1, Rgr 1, Sor/Wiz 1, Sun 1
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch

Target: Creature touched
 Duration: 24 hours
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves). The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Energy Drain DC:

Necromancy
 Level: Clr 9, Sor/Wiz 9
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative energy
 Duration: Instantaneous
 Saving Throw: Fortitude partial; see text for enervation
 Spell Resistance: Yes

This spell functions like enervation, except that the creature struck gains 2d4 negative levels, and the negative levels last longer. There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = energy drain spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained. An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

Enervation DC:

Necromancy
 Level: Sor/Wiz 4
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative energy
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: Yes

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels. If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4x5 temporary hit points for 1 hour.

Enlarge Person DC:

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

Target: One humanoid creature
 Duration: 1 min./level (D)
 Saving Throw: Fortitude negates
 Spell Resistance: Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it- the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack. Enlarge person counters and dispels reduce person. Enlarge person can be made permanent with a permanency spell.
 Material Components: A pinch of powdered iron.

Enlarge Person, Mass DC:

Transmutation
 Level: Sor/Wiz 4
 Components: V, S, M
 Casting Time: 1 round
 Range: Close (25 ft. + 5 ft./2 levels)

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

This spell functions like enlarge person, except that it affects multiple creatures.

Fabricate

Transmutation
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: See text
Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level; see text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet. You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell. Material Components: The original material, which costs the same amount as the raw materials required to craft the item to be created.

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.

Feather Fall

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

Target: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart
Duration: Until landing or 1 round/level
Saving Throw: Will negates (harmless) or Will negates (object)
Spell Resistance: Yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth. You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

False Life

Necromancy
Level: Asn 3, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 +1 per caster level (maximum +10). Material Components: A small amount of alcohol or distilled spirits, which you use to trace certain sigils on your body during casting. These sigils cannot be seen once the alcohol or spirits evaporate.

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.

Fear

Necromancy [Fear, Mind-Affecting]
Level: Brd 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst

Duration: 1 round/level or 1 round; see text
Saving Throw: Will partial
Spell Resistance: Yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round. Material Components: Either the heart of a hen or a white feather.

Feather Fall

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

Target: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart
Duration: Until landing or 1 round/level
Saving Throw: Will negates (harmless) or Will negates (object)
Spell Resistance: Yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth. You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Feeblemind

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

Target: One creature
Duration: Instantaneous
Saving Throw: Will negates; see text
Spell Resistance: Yes

If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw. Material Components: A handful of clay, crystal, glass, or mineral spheres.

Forceful Hand

Evocation [Force]
Level: Sor/Wiz 6
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes



This spell functions like interposing hand, except that the forceful hand pursues and pushes away the opponent that you designate. Treat this attack as a bull rush with a +14 bonus on the Strength check (+8 for Strength 27, +4 for being Large, and a +2 bonus for charging, which it always gets). The hand always moves with the opponent to push that target back the full distance allowed, and it has no speed limit. Directing the spell to a new target is a move action. A very strong creature could not push the hand out of its way because the latter would instantly reposition itself between the creature and you, but an opponent could push the hand up against you by successfully bull rushing it.

Focus: A sturdy glove made of leather or heavy cloth.

Foresight

Divination
Level: Drd 9, Knowledge 9, Sor/Wiz 9
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal or touch

Target: See text
Duration: 10 min./level
Saving Throw: None or Will negates (harmless)
Spell Resistance: No or Yes (harmless)



This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC. When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Arcane Material Components: A hummingbird's feather.

Fox's Cunning

Transmutation
Level: Asn 2, Brd 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 smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill points.

Arcane Material Components: A few hairs, or a pinch of dung, from a fox.

Fox's Cunning, Mass

Transmutation
Level: Brd 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 fox's cunning, except that it affects multiple creatures.

Freedom

Abjuration
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels) or see text

Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes



The subject is freed from spells and effects that restrict its movement, including binding, entangle, grappling, imprisonment, maze, paralysis, petrification, pinning, sleep, slow, stunning, temporal stasis, and web. To free a creature from imprisonment or maze, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the maze.

Freezing Sphere

Evocation [Cold]
Level: Sor/Wiz 6
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: See text

Target: See text
Effect: See text
Duration: Instantaneous or 1 round/level; see text
Saving Throw: Reflex half; see text
Spell Resistance: Yes



Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8). If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so. You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the freezing sphere bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

Focus: A small crystal sphere.

Gaseous Form

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.

Gate (continued)

id (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below). If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time. A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell. If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the lesser planar ally spell for appropriate rewards. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may a

Geas/Quest

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.

Gate

Conjuration
Level: Clr 9, Sor/Wiz 9
Components: V, S, XP; see text
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Effect: See text
Duration: Instantaneous or concentration (up to 1 round/level); see text
Saving Throw: None
Spell Resistance: No

Casting a gate spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction. Second, you may then call a particular individual or kind of being through the gate. The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side. A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not. Planar Travel: As a mode of planar travel, a gate spell functions much like a plane shift spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you-anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel. You may hold the gate open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed. Calling Creatures: The second effect of the gate spell is to call an extraplanar creature to your a

Gate (continued)

ttack you. Note: When you use a calling spell such as gate to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

Geas, Lesser

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)

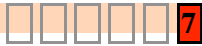
Target: One living creature with 7 HD or less
Duration: One day/level or until discharged (D)
Saving Throw: Will negates
Spell Resistance: Yes

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.

Grasping Hand

Evocation [Force]
Level: Sor/Wiz 7, Strength 7
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes



This spell functions like interposing hand, except the hand can also grapple one opponent that you select. The grasping hand gets one grapple attack per round. Its attack bonus to make contact equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for wizards, clerics, and sorcerers, respectively), +10 for the hand's Strength score (31), -1 for being Large. Its grapple bonus is this same figure, except with a +4 modifier for being Large instead of -1. The hand holds but does not harm creatures it grapples. Directing the spell to a new target is a move action. The grasping hand can also bull rush an opponent as forceful hand does, but at a +16 bonus on the Strength check (+10 for Strength 35, +4 for being Large, and a +2 bonus for charging, which it always gets), or interpose itself as interposing hand does. Clerics who cast this spell name it for their deities.

Guards and Wards

Abjuration
Level: Sor/Wiz 6
Components: V, S, M, F
Casting Time: 30 minutes
Range: Anywhere within the area to be warded
Area: Up to 200 sq. ft./level (S)

Duration: 2 hours/level (D)
Saving Throw: See text
Spell Resistance: See text

DC:

This powerful spell is primarily used to defend your stronghold. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area. Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Saving Throw: None. Spell Resistance: No. Arcane Locks: All doors in the warded area are arcane locked. Saving Throw: None. Spell Resistance: No. Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts. Saving Throw: Reflex negates; see text for web. Spell Resistance: No. Confusion: Where there are choices in direction-such as a corridor intersection or side passage-a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect. Saving Throw: None. Spell Resistance: Yes. Lost Doors: One door per caster level is covered by a silent image to appear as if it were a plain wall. Saving Throw: Will disbelief (if

Gust of Wind

Evocation [Air]
Level: Drd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.

Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range
Duration: 1 round
Saving Throw: Fortitude negates
Spell Resistance: Yes

DC:

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. A Tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying, a Tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6x10 feet. Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6x5 feet. Large or larger creatures may move normally within a gust of wind effect. A gust of wind can't move a creature beyond the limit of its range. Any creature, regardless of size, takes a -4 penalty on ranged attacks and Listen checks in the area of a gust of wind. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range. Gust of wind can be made permanent with a permanency spell.

Grease

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

DC:

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.

Guards and Wards (continued)

interacted with). Spell Resistance: No. In addition, you can place your choice of one of the following five magical effects. 1. Dancing lights in four corridors. You can designate a simple program that causes the lights to repeat as long as the guards and wards spell lasts. Saving Throw: None. Spell Resistance: No. 2. A magic mouth in two places. Saving Throw: None. Spell Resistance: No. 3. A stinking cloud in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the guards and wards spell lasts. Saving Throw: Fortitude negates; see text for stinking cloud. Spell Resistance: No. 4. A gust of wind in one corridor or room. Saving Throw: Fortitude negates. Spell Resistance: Yes. 5. A suggestion in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. Saving Throw: Will negates. Spell Resistance: Yes. The whole warded area radiates strong magic of the abjuration school. A dispel magic cast on a specific effect, if successful, removes only that effect. A successful Mage's disjunction destroys the entire guards and wards effect.

Focus: A small silver rod.

Material Components: Burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood.

Hallucinatory Terrain

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

DC:

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.

Incendiary Cloud

DC: 8

Conjuration (Creation) [Fire]

Level: Fire 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Reflex half; see text

Spell Resistance: No

An incendiary cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a fog cloud does. In addition, the white-hot embers within the cloud deal 4d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage. As with a cloudkill spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud (actually its point of origin) move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter. As with fog cloud, wind disperses the smoke, and the spell can't be cast underwater.

Instant Summons

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Conjuration (Summoning)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 standard action

Range: See text

Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

You call some nonliving item from virtually any location directly to your hand. First, you must place your arcane mark on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way. If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs. The inscription on the gem is invisible. It is also unreadable, except by means of a read magic spell, to anyone but you. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Components: A sapphire worth at least 1,000 gp.

Invisibility

DC: 2 2

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.

Insanity

DC: 7

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The affected creature suffers from a continuous confusion effect, as the spell. Remove curse does not remove insanity. Greater restoration, heal, limited wish, miracle, or wish can restore the creature.

Interposing Hand

 5

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Interposing hand creates a Large magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand-it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however. An interposing hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it. The hand never provokes attacks of opportunity from opponents. It cannot push through a wall of force or enter an antimagic field, but it suffers the full effect of a prismatic wall or prismatic sphere. The hand makes saving throws as its caster. Disintegrate or a successful dispel magic destroys it. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks. Directing the spell to a new target is a move action.

Focus: A soft glove.

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.

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.

Invisibility, Mass

DC: 7

Illusion (Glamer)
 Level: Sor/Wiz 7
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Long (400 ft. + 40 ft./level)

Target: Any number of creatures, no two of which can be more than 180 ft. apart
 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 the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

Material Components: An eyelash encased in a bit of gum arabic.

Invisibility Sphere

DC: 3 3

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

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.

Iron Body

 8

Transmutation
 Level: Earth 8, Sor/Wiz 8
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Personal

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

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire of all kinds. However, you also become vulnerable to all special attacks that affect iron golems. You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments. Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks. Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

Arcane Material Components: A small piece of iron that was once part of either an iron golem, a hero's armor, or a war machine.

Irresistible Dance

 6 8

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.

Jump

DC: 1 1 1

Transmutation
 Level: Asn 1, Drd 1, Rgr 1, Sor/Wiz 1
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Touch

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

The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Material Components: A grasshopper's hind leg, which you break when the spell is cast.

Keen Edge DC:

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

Target: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting
 Duration: 10 min./level
 Saving Throw: Will negates (harmless, object)
 Spell Resistance: Yes (harmless, object)

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.) Multiple effects that increase a weapon's threat range (such as the keen edge spell and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Knock

Transmutation
 Level: Sor/Wiz 2
 Components: V
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Target: One door, box, or chest with an area of up to 10 sq. ft./level
 Duration: Instantaneous; see text
 Saving Throw: None
 Spell Resistance: No

The knock spell opens stuck, barred, locked, held, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open an arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

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.

Levitate

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

Target: You or one willing creature or one object (total weight up to 100 lb./level)
 Duration: 1 min./level (D)
 Saving Throw: None
 Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed). A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.
 Focus: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

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.

Lightning Bolt DC:

Evocation [Electricity]
 Level: Adp 3, Sor/Wiz 3
 Components: V, S, M
 Casting Time: 1 standard action
 Range: 120 ft.
 Area: 120-ft. line

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

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.
 Material Components: A bit of fur and an amber, crystal, or glass rod.

Limited Wish

Universal
 Level: Sor/Wiz 7
 Components: V, S, XP
 Casting Time: 1 standard action
 Range: See text
 Area: See text

Target: See text
 Effect: See text
 Duration: See text
 Saving Throw: None; see text
 Spell Resistance: Yes

A limited wish lets you create nearly any type of effect. For example, a limited wish can do any of the following things.

- o Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell is not of a school prohibited to you.
 - o Duplicate any other spell of 5th level or lower, provided the spell is not of a school prohibited to you.
 - o Duplicate any sorcerer/wizard spell of 5th level or lower, even if it's of a prohibited school.
 - o Duplicate any other spell of 4th level or lower, even if it's of a prohibited school.
 - o Undo the harmful effects of many spells, such as geas/quest or insanity.
 - o Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.
- A duplicated spell allows saving throws and spell resistance as normal (but the save DC is for a 7th-level spell). When a limited wish duplicates a spell that has an XP cost, you must pay that cost or 300 XP, whichever is more. When a limited wish spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component.

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

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

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.

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.

Mage Armor

Conjuration (Creation) [Force]
 Level: Sor/Wiz 1
 Components: V, S, F
 Casting Time: 1 standard action
 Range: Touch

Target: Creature touched
 Duration: 1 hour/level (D)
 Saving Throw: Will negates (harmless)
 Spell Resistance: No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.
 Focus: A piece of cured leather.

Mage's Disjunction

Abjuration
 Level: Magic 9, Sor/Wiz 9
 Components: V
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)
 Area: All magical effects and magic items within a 40-ft. - radius burst

Duration: Instantaneous
 Saving Throw: Will negates (object)
 Spell Resistance: No

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a dispel magic spell does), and each permanent magic item must make a successful Will save or be turned into a normal item. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher. You also have a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined. Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even miracle or wish.) Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Mage's Faithful Hound

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Phantom watchdog

Duration: 1 hour/caster level or until discharged, then 1 round/caster level; see text

Saving Throw: None

Spell Resistance: No

5

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions. If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature. The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled. The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

Material Components: A tiny silver whistle, a piece of bone, and a thread.

Mage's Magnificent Mansion

Conjuration (Creation)

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Extradimensional mansion, up to three 10-ft.

cubes/level (S)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Mage's Private Sanctum

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 10 minutes

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

Area: 30-ft. cube/level (S)

Target: You

Duration: Instantaneous

5

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm. You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as unseen servant spells except that they are visible and can go anywhere in the mansion. Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Focus: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp).

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally. Divination (scrying) spells cannot perceive anything within the area, and those within are immune to detect thoughts. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a sending or message spell, or telepathic communication, such as that between a wizard and her familiar. The spell does not prevent creatures or objects from moving into and out of the area. Mage's private sanctum can be made permanent with a permanency spell.

Material Components: A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

Mage's Sword

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S, F

Casting Time: 1 standard action

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

Effect: One sword

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

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

Duration: One day/level (D)

Saving Throw: None; see text

Spell Resistance: No

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Int bonus or your Cha bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19-20 and a critical multiplier of x2. The sword always strikes from your direction. It does not get a bonus for flanking or help a combatant get one. If the sword goes beyond the spell range from you, if it goes out of your sight, or if you are not directing it, the sword returns to you and hovers. Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target. The sword cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus). If an attacked creature has spell resistance, the resistance is checked the first time Mage's sword strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

Focus: A miniature platinum sword with a grip and pommel of copper and zinc. It costs 250 gp to construct.

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 Circle against Chaos

DC:

Abjuration [Lawful]
 Level: Clr 3, Law 3, Pal 3, Sor/Wiz 3
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Touch
 Area: 10-ft. -radius emanation from touched creature

Duration: 10 min./level
 Saving Throw: Will negates (harmless)
 Spell Resistance: No; see text

This spell functions like magic circle against evil, except that it is similar to protection from chaos instead of protection from evil, and it can imprison a nonlawful called creature.

Magic Circle against Evil

DC:

Abjuration [Good]
 Level: Clr 3, Good 3, Pal 3, Sor/Wiz 3
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Touch
 Area: 10-ft. -radius emanation from touched creature

Duration: 10 min./level
 Saving Throw: Will negates (harmless)
 Spell Resistance: No; see text

All creatures within the area gain the effects of a protection from evil spell, and no nongood summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance. This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the lesser planar binding, planar binding, and greater planar binding spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only. A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can.

Magic Circle against Evil (continued)

If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through that means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a dimensional anchor spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the lesser planar binding spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature itself cannot disturb the diagram either directly or indirectly, as noted above. This spell is not cumulative with protection from evil and vice versa.

Magic Circle against Good

DC:

Abjuration [Evil]
 Level: Asn 3, Clr 3, Evil 3, Sor/Wiz 3
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Touch
 Area: 10-ft. -radius emanation from touched creature

Duration: 10 min./level
 Saving Throw: Will negates (harmless)
 Spell Resistance: No; see text

This spell functions like magic circle against evil, except that it is similar to protection from good instead of protection from evil, and it can imprison a nonevil called creature.

Magic Circle against Law

DC:

Abjuration [Chaotic]
 Level: Chaos 3, Clr 3, Sor/Wiz 3
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Touch
 Area: 10-ft. -radius emanation from touched creature

Duration: 10 min./level
 Saving Throw: Will negates (harmless)
 Spell Resistance: No; see text

This spell functions like magic circle against evil, except that it is similar to protection from law instead of protection from evil, and it can imprison a nonchaotic called creature.

Magic Jar

DC:

Necromancy
 Level: Sor/Wiz 5
 Components: V, S, F
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Target: One creature
 Duration: 1 hour/level or until you return to your body
 Saving Throw: Will negates; see text
 Spell Resistance: Yes

By casting magic jar, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead. While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.) You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Magic Jar (continued)

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again. If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body. As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body. If the host body is slain, you return to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain. If the spell ends while you are in the magic jar, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or at the host's location.

Magic Mouth

DC:

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)

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.

Magic Weapon

DC:

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

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

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. (An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.) You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Magic Missile

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

Target: Up to five creatures, no two of which can be more than 15 ft. apart
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

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.

Magic Weapon, Greater

DC:

Transmutation
 Level: Clr 4, Pal 3, Sor/Wiz 3
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)
 Duration: 1 hour/level
 Saving Throw: Will negates (harmless, object)
 Spell Resistance: Yes (harmless, object)

This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

Arcane Material Components: Powdered lime and carbon.

Major Creation

Conjuration (Creation)
 Level: Adp 5, Sor/Wiz 5
 Components: V, S, M
 Casting Time: 10 minutes
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level
 Duration: See text
 Saving Throw: None
 Spell Resistance: No



This spell functions like minor creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals	20 min./level
Gems	10 min./level
Rare metal[1]	1 round/level

[1] Includes adamantine, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

Maze

Conjuration (Teleportation)
 Level: Sor/Wiz 8
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

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



You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave. On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as teleport and dimension door, do not help a creature escape a maze spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Message

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.

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)

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

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, staffs, or wands, nor does it affect creatures (including constructs).

Meteor Swarm

Evocation [Fire]
 Level: Sor/Wiz 9
 Components: V, S
 Casting Time: 1 standard action
 Range: Long (400 ft. + 40 ft./level)
 Area: Four 40-ft.-radius spreads; see text

Duration: Instantaneous
 Saving Throw: None or Reflex half; see text
 Spell Resistance: Yes



Meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks. If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target. Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. (Fire resistance applies to each sphere's damage individually.)

Misdirection

DC:

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).

Mnemonic Enhancer

Transmutation

Level: Wiz 4

Components: V, S, M, F

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast. Prepare: You prepare up to three additional levels of spells. A cantrip counts as 1/2 level for this purpose. You prepare and cast these spells normally. Retain: You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the mnemonic enhancer. This restores the previously cast spell to your mind. In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

Focus: An ivory plaque of at least 50 gp value.

Material Components: A piece of string, and ink consisting of squid secretion with black dragon's blood.

Mount

Conjuration (Summoning)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

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

Effect: One mount

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Material Components: A bit of horse hair.

Mislead

DC:

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.

Moment of Prescience

Divination

Level: Luck 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flatfooted). Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the moment of prescience before you make the roll it is to modify. Once used, the spell ends. You can't have more than one moment of prescience active on you at the same time.

Move Earth

Transmutation [Earth]

Level: Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: See text

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

Area: Dirt in an area up to 750 ft. square and up to 10 ft. deep (S)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. The area to be affected determines the casting time. For every 150-foot square (up to 10 feet deep), casting takes 10 minutes. The maximum area, 750 feet by 750 feet, takes 4 hours and 10 minutes to move. This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography. The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle. This spell has no effect on earth creatures.

Material Components: A mixture of soils (clay, loam, and sand) in a small bag, and an iron blade.

Overland Flight DC:

Transmutation
 Level: Sor/Wiz 5
 Components: V, S
 Casting Time: 1 standard action
 Range: Personal

Target: You
 Duration: 1 hour/level
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes (harmless)

This spell functions like a fly spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with average maneuverability. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an eight-hour period of flight (or 48 miles at a speed of 30 feet).

Owl's Wisdom DC:

Transmutation
 Level: Clr 2, Drd 2, Pal 2, Rgr 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 wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase. Arcane Material Components: A few feathers, or a pinch of droppings, from an owl.

Owl's Wisdom, Mass DC:

Transmutation
 Level: Clr 6, Drd 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 owl's wisdom, except that it affects multiple creatures.

Passwall

Transmutation
 Level: Sor/Wiz 5
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Touch

Effect: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels
 Duration: 1 hour/level (D)
 Saving Throw: None
 Spell Resistance: No

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one. Material Components: A pinch of sesame seeds.

Permanency

Universal
 Level: Sor/Wiz 5
 Components: V, S, XP
 Casting Time: 2 rounds
 Range: See text
 Area: See text

Target: See text
 Effect: See text
 Duration: Permanent; see text
 Saving Throw: None
 Spell Resistance: No

This spell makes certain other spells permanent. Depending on the spell, you must be of a minimum caster level and must expend a number of XP. You can make the following (A) spells permanent in regard to yourself.

Spell (A)	Min. Caster Level	XP Cost	Spell (B)	Min. Caster Level	XP Cost
Arcane sight	11th	1,500 XP	Enlarge person	9th	500 XP
Comprehend languages	9th	500 XP	Magic fang	9th	500 XP
Darkvision	10th	1,000 XP	Magic fang, greater	11th	1,500 XP
Detect magic	9th	500 XP	Reduce person	9th	500 XP
Read magic	9th	500 XP	Resistance	9th	500 XP
See invisibility	10th	1,000 XP	Telepathic bond[1]	13th	2,500 XP
Tongues	11th	1,500 XP			

only by a caster of higher level than you were when you cast the spell. In addition to personal use, permanency can be used to make the following (B) spells permanent on yourself, another creature, or an object (as appropriate). [1] Only bonds two creatures per casting of permanency.

Permanency (continued)
 Additionally, the following (C) spells can be cast upon objects or areas only and rendered permanent.

Spell (C)	Min. Caster Level	XP Cost	Spell (C)	Min. Caster Level	XP Cost
Alarm	9th	500 XP	Stinking cloud	11th	1,500 XP
Animate objects	14th	3,000 XP	Symbol of death	16th	4,000 XP
Dancing lights	9th	500 XP	Symbol of fear	14th	3,000 XP
Ghost sound	9th	500 XP	Symbol of insanity	16th	4,000 XP
Gust of wind	11th	1,500 XP	Symbol of pain	13th	2,500 XP
Invisibility	10th	1,000 XP	Symbol of persuasion	14th	3,000 XP
Mage's private sanctum	13th	2,500 XP	Symbol of sleep	16th	4,000 XP
Magic mouth	10th	1,000 XP	Symbol of stunning	15th	3,500 XP
Phase door	15th	3,500 XP	Symbol of weakness	15th	3,500 XP
Prismatic sphere	17th	4,500 XP	Teleportation circle	17th	4,500 XP
Prismatic wall	16th	4,000 XP	Wall of fire	12th	2,000 XP
Shrink item	11th	1,500 XP	Wall of force	13th	2,500 XP
Solid fog	12th	2,000 XP	Web	10th	1,000 XP

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to dispel magic as normal.

Permanent 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: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)
Duration: Permanent (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Material Components: A bit of fleece plus powdered jade worth 100 gp.

Persistent Image

DC:

Illusion (Figment)
Level: Brd 5, Sor/Wiz 5
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: 1 min./level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Material Components: A bit of fleece and several grains of sand.

Phantasmal Killer

DC:

Illusion (Phantasm) [Fear, Mind-Affecting]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: One living creature
Duration: Instantaneous
Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text
Spell Resistance: Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage. If the subject of a phantasmal killer attack succeeds in disbelieving and is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Phantom Steed

3

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).

Phantom Trap

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

Target: Object touched
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time. If another phantom trap is active within 50 feet when the spell is cast, the casting fails.
Material Components: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare.

Phase Door

Conjuration (Creation)
Level: Sor/Wiz 7, Travel 8
Components: V
Casting Time: 1 standard action
Range: 0 ft.

Effect: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels
Duration: One usage per two levels
Saving Throw: None
Spell Resistance: No

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the phase door and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two usings of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A gem of true seeing or similar magic reveals the presence of a phase door but does not allow its use. A phase door is subject to dispel magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect. You can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify. Phase door can be made permanent with a permanency spell.

Polymorph

Transmutation
 Level: Adp 4, Sor/Wiz 4
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Touch

Target: Willing living creature touched
 Duration: 1 min./level (D)
 Saving Throw: None
 Spell Resistance: No

This spell functions like alter self, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. You can't cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form. Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead. The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities. Incorporeal or gaseous creatures are immune to being polymorphed, and a creature with the shapechanger subtype can revert to its natural form as a standard action.
 Material Components: An empty cocoon.



Polymorph Any Object

Transmutation
 Level: Sor/Wiz 8, Trickery 8
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature, or one nonmagical object of up to 100 cu. ft./level
 Duration: See text
 Saving Throw: Fortitude negates (object); see text
 Spell Resistance: Yes (object)

This spell functions like polymorph, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines. Unlike polymorph, polymorph any object does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form. Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force. A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell. This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantine. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures. This spell can also be used to duplicate the effects of polymorph, flesh to stone, stone to flesh, transmute mud to rock, transmute water to dust, or transmute rock to mud.



Polymorph Any Object (continued)

Changed Subject Is:	Increase to Duration Factor
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2

[1] Add all that apply. Look up the total on the next table.

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to mantichore
6	2 days	Sheep to wool coat
7	1 week	Shrew to mantichore
9+	Permanent	Mantichore to shrew

Power Word Blind

Enchantment (Compulsion) [Mind-Affecting]
 Level: Sor/Wiz 7, War 7
 Components: V
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with 200 hp or less
 Duration: See text
 Saving Throw: None
 Spell Resistance: Yes

You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by power word blind.

Hit Points	Duration
50 or less	Permanent
51-100	1d4+1 minutes
101-200	1d4+1 rounds



Power Word Kill

Enchantment (Compulsion) [Death, Mind-Affecting]
 Level: Sor/Wiz 9, War 9
 Components: V
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature with 100 hp or less
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: Yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by power word kill.



Power Word Stun

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

Target: One creature with 150 hp or less
 Duration: See text
 Saving Throw: None
 Spell Resistance: Yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by power word stun.

Hit Points	Duration
50 or less	4d4 rounds
51-100	2d4 rounds
101-150	1d4 rounds



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.

Ray of Exhaustion

DC:

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

Effect: Ray
 Duration: 1 min./level
 Saving Throw: Fortitude partial; see text
 Spell Resistance: Yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target. The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted. This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires. Material Components: A drop of sweat.

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.

Ray of Enfeeblement

DC:

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

Effect: Ray
 Duration: 1 min./level
 Saving Throw: None
 Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1.

Ray of Frost

DC:

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

Effect: Ray
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Resilient Sphere

DC:

Evocation [Force]
 Level: Sor/Wiz 4
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter/level sphere, centered around a creature
 Duration: 1 min./level (D)
 Saving Throw: Reflex negates
 Spell Resistance: Yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a rod of cancellation, a rod of negation, a disintegrate spell, or a targeted dispel magic spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Material Components: A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic.

Resistance

DC:

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

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.

Resist Energy

DC:

Abjuration
 Level: Adp 2, Clr 2, Drd 2, Fire 3, Pal 2, Rgr 1, Sor/Wiz 2
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

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

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. Note: Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Reverse Gravity

Transmutation
 Level: Drd 8, Sor/Wiz 7
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)
 Area: Up to one 10-ft. cube per two levels (S)

Duration: 1 round/level (D)
 Saving Throw: None; see text
 Spell Resistance: No

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward. Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.
 Arcane Material Components: A lodestone and iron filings.

Rope Trick

Transmutation
 Level: Sor/Wiz 2
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Touch

Target: One touched piece of rope from 5 ft. to 30 ft. long
 Duration: 1 hour/level (D)
 Saving Throw: None
 Spell Resistance: No

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free. Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot-by-5-foot window were centered on the rope. The window is present on the Material Plane, but it's invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space. Note: It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.

Material Components: Powdered corn extract and a twisted loop of parchment.

Scare

DC:

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)

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.

Scintillating Pattern

Illusion (Pattern) [Mind-Affecting]
 Level: Sor/Wiz 8
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: Colorful lights in a 20-ft.-radius spread
 Duration: Concentration + 2 rounds
 Saving Throw: None
 Spell Resistance: Yes

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). 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. The spell affects each subject according to its Hit Dice. 6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.) 7 to 12: Stunned for 1d4 rounds, then confused for 1d4 rounds. 13 or more: Confused for 1d4 rounds. Sightless creatures are not affected by scintillating pattern.
 Material Components: A small crystal prism.

Screen

Illusion (Glamer)
 Level: Sor/Wiz 8, Trickery 7
 Components: V, S
 Casting Time: 10 minutes
 Range: Close (25 ft. + 5 ft./2 levels)
 Area: 30-ft. cube/level (S)

Duration: 24 hours
 Saving Throw: None or Will disbelief (if interacted with); see text
 Spell Resistance: No

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

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.

Scorching Ray

Evocation [Fire]
 Level: Adp 2, Sor/Wiz 2
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more rays
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: Yes

You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

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

Scrying

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

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.

Secret Chest

Conjuration (Summoning)
Level: Sor/Wiz 5
Components: V, S, F
Casting Time: 10 minutes
Range: See text

Target: One chest and up to 1 cu. ft. of goods/caster level
Duration: Sixty days or until discharged
Saving Throw: None
Spell Resistance: No

You hide a chest on the Ethereal Plane for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you. The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) You can have but one pair of these chests at any given time—even a wish spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be. To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane. You need the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it. Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

Secure Shelter

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.

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)

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.

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.

Sending

Evocation
Level: Clr 4, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 10 minutes
Range: See text

Target: One creature
Duration: 1 round; see text
Saving Throw: None
Spell Resistance: No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner. If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.) Arcane Material Components: A short piece of fine copper wire.

Sepia Snake Sigil

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

DC: 3 3

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.

Shades

Illusion (Shadow)
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 standard action
Range: See text

DC: 9

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

This spell functions like shadow conjuration, except that it mimics sorcerer and wizard conjuration spells of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

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.

Sequester

Abjuration
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Touch

DC: 7

Target: One willing creature or object (up to a 2-ft. cube/level) touched
Duration: One day/level (D)
Saving Throw: None or Will negates (object)
Spell Resistance: No or Yes (object)

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by sequester, it also renders the affected creature or object invisible to any form of sight or seeing (as the invisibility spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by sequester become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled. Note: The Will save prevents an attended or magical object from being sequestered. There is no save to see the sequestered creature or object or to detect it with a divination spell.
Material Components: A basilisk eyelash, gum arabic, and a dram of whitewash.

Shadow Conjuration

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

DC: 4 4

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, Greater

Illusion (Shadow)
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: See text

DC: 7

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

This spell functions like shadow conjuration, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower. The illusory conjurations created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

Shadow Evocation

DC: 5 5

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

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

DC: 5 6

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

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.

Shapechange

 9 9

Transmutation
Level: Animal 9, Drd 9, Sor/Wiz 9
Components: V, S, F
Casting Time: 1 standard action
Range: Personal

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

This spell functions like polymorph, except that it enables you to assume the form of any single nonunique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than twice your caster level in Hit Dice (to a maximum of 50 HD). Unlike polymorph, this spell allows incorporeal or gaseous forms to be assumed. You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms. You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check. Focus: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

Shadow Evocation, Greater

DC: 8

Illusion (Shadow)
Level: Sor/Wiz 8
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

This spell functions like shadow evocation, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 7th level or lower. If recognized as a greater shadow evocation, a damaging spell deals only three-fifths (60%) damage.

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

DC: 2 2 2

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

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; sunder 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.

Shield

Abjuration [Force]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Personal

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



Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can't use the shield spell for cover.

Shocking Grasp

Evocation [Electricity]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: Creature or object touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes



Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Shout

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

DC: 4

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: 6

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.

Shrink Item

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

DC:

Target: One touched object of up to 2 cu. ft./level
Duration: One day/level; see text
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You are able to shrink one nonmagical item (if it is within the size limit) to 1/16 of its normal size in each dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a shrink item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell. Shrink item can be made permanent with a permanency spell, in which case the affected object can be shrunk and expanded an indefinite number of times, but only by the original caster.

Silent Image

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

DC: 1

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.

Simulacrum

Illusion (Shadow)
Level: Sor/Wiz 7
Components: V, S, M, XP
Casting Time: 12 hours
Range: 0 ft.

Effect: One duplicate creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only one-half of the real creature's levels or Hit Dice (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You can't create a simulacrum of a creature whose Hit Dice or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Spot check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check. At all times the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

Material Components: The spell is cast over the rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. Additionally, the spell requires powdered ruby worth 100 gp per HD of the simulacrum to be

Sleet Storm

Conjuration (Creation) [Cold]
Level: Drd 3, Sor/Wiz 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details). The sleet extinguishes torches and small fires.

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

Solid Fog

Conjuration (Creation)
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft. level)

Effect: Fog spreads in 20-ft. radius, 20 ft. high
Duration: 1 min./level
Saving Throw: None
Spell Resistance: No

This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in solid fog. However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round. Solid fog can be made permanent with a permanency spell. A permanent solid fog dispersed by wind reforms in 10 minutes.

Material Components: A pinch of dried, powdered peas combined with powdered animal hoof.

Sleep

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

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.

Soul Bind

Necromancy
Level: Clr 9, Sor/Wiz 9
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A black sapphire of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or Hit Dice as such,

Spectral Hand □ □ □ □ □ □ 2

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

Effect: One spectral hand
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers. The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of at least 22. Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Spider Climb DC: □ □ □ 2 □ □ □ 2

Transmutation
Level: Asn 2, Drd 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch

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

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.
Material Components: A drop of bitumen and a live spider, both of which must be eaten by the subject.

Stinking Cloud DC: □ □ □ □ □ □ 3

Conjuration (Creation)
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high
Duration: 1 round/level
Saving Throw: Fortitude negates; see text
Spell Resistance: No

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. Stinking cloud can be made permanent with a permanency spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes.
Material Components: A rotten egg or several skunk cabbage leaves.

Spell Turning □ □ □ □ □ □ 7

Abjuration
Level: Luck 7, Magic 7, Sor/Wiz 7
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: Until expended or 10 min./level

d%	Effect	
01-70	Spell drains away without effect.	Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number
71-80	Spell affects both of you equally at full effect.	
81-97	Both turning effects are rendered nonfunctional for 1d4 minutes.	
98-100	Both of you go through a rift into another plane.	

is rolled secretly. When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. The subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected. If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result.

Statue DC: □ □ □ □ □ □ 7

Transmutation
Level: Sor/Wiz 7
Components: V, S, M
Casting Time: 1 round
Range: Touch

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

A statue spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a statue spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires, as long as the spell duration is in effect.
Material Components: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

Stone Shape □ 3 3 □ □ 5

Transmutation [Earth]
Level: Clr 3, Drd 3, Earth 3, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch

Target: Stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.
Arcane Material Components: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

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 VII



Conjuration (Summoning)
 Level: Clr 7, Sor/Wiz 7
 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 functions like summon monster I, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VIII



Conjuration (Summoning)
 Level: Clr 8, Sor/Wiz 8
 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 functions like summon monster I, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster IX

Conjuration (Summoning)

Level: Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9

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 functions like summon monster I, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-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 Monster Table

7th Level		8th Level	
Celestial elephant	LG	Celestial dire bear	LG
Avoral (guardinal)	NG	Celestial cachalot whale[1]	NG
Celestial baleen whale[1]	NG	Celestial triceratops	NG
Djinni (genie)	CG	Lillend	CG
Elemental, Huge (any)	N	Elemental, greater (any)	N
Invisible stalker	N	Fiendish giant squid[1]	LE
Devil, bone	LE	Hellcat	LE
Fiendish megaraptor	LE	Fiendish monstrous centipede, Colossal	NE
Fiendish monstrous scorpion, Huge	NE	Fiendish dire tiger	CE
Babau (demon)	CE	Fiendish monstrous spider, Gargantuan	CE
Fiendish giant octopus[1]	CE	Fiendish tyrannosaurus	CE
Fiendish girallon	CE	Vrock (demon)	CE

Summon Monster Table

9th Level	
Couat[1]	LG
Leonal (guardinal)	NG
Celestial roc	CG
Elemental, elder (any)	N
Devil, barbed	LE
Fiendish dire shark[1]	NE
Fiendish monstrous scorpion, Gargantuan	NE
Night hag	NE
Bebilith (demon)	CE
Fiendish monstrous spider, Colossal	CE
Hezrou (demon)	CE

[1] May be summoned only into an aquatic or watery environment.

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.

Symbol of Death

Necromancy [Death]

Level: Clr 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a symbol of death slays one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The symbol of death affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. Any creature that enters the area while the symbol of death is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again. Until it is triggered, the symbol of death is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of death must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol of death ineffective, unless a creature removes the covering, in which case the symbol of death works normally. As a default, a symbol of death is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one

Symbol of Death (continued)

inscribed destroys the symbol but also triggers it. Symbol of death can be made permanent with a permanency spell. A permanent symbol of death that is disabled or that has affected its maximum number of hit points becomes inactive for 10 minutes, then can be triggered again as normal. Note: Magic traps such as symbol of death are hard to detect and disable. A rogue (only) can use the Search skill to find a symbol of death and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of death.

Material Components: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp each.

Sunburst

Evocation [Light]

Level: Drd 8, Sor/Wiz 8, Sun 8

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half. An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save. The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures. Sunburst dispels any darkness spells of lower than 9th level within its area.

Arcane Material Components: A piece of sunstone and a naked flame.

Symbol of Death (continued)

or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol of death's triggering conditions cannot be changed. In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol of death to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of death offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the symbol of death is used to touch a creature. Likewise, a symbol of death cannot be placed on a weapon and set to activate when the weapon strikes a foe. You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol of death can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify. When scribing a symbol of death, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again. You also can attune any number of creatures to the symbol of death, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a symbol of death cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own symbols of death, and thus always ignore the effects and cannot inadvertently trigger them. Read magic allows you to identify a symbol of death with a DC 19 Spellcraft check. Of course, if the symbol of death is set to be triggered by reading it, this will trigger the symbol. A symbol of death can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol of death. Destruction of the surface where a symbol of death is

Symbol of Fear

Necromancy [Fear, Mind-Affecting]

Level: Clr 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level. Note: Magic traps such as symbol of fear are hard to detect and disable. A rogue (only) can use the Search skill to find a symbol of fear and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of fear.

Material Components: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

Sympathy DC:

Enchantment (Compulsion) [Mind-Affecting]
 Level: Drd 9, Sor/Wiz 8
 Components: V, S, M
 Casting Time: 1 hour
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One location (up to a 10-ft. cube/level) or one object
 Duration: 2 hours/level (D)
 Saving Throw: Will negates; see text
 Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named. Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object. Sympathy counters and dispels antipathy.
 Material Components: 1,500 gp worth of crushed pearls and a drop of honey.

Telekinesis (continued)
 failed attempt doesn't allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration. Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level). You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Telepathic Bond DC:

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

Target: You plus one willing creature per three levels, no two of which can be more than 30 ft. apart
 Duration: 10 min./level (D)
 Saving Throw: None
 Spell Resistance: No

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting. Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency.
 Material Components: Pieces of eggshell from two different kinds of creatures.

Telekinesis DC:

Transmutation
 Level: Sor/Wiz 5
 Components: V, S
 Casting Time: 1 standard action
 Range: Long (400 ft. + 40 ft./level)

Target: See text
 Duration: Concentration (up to 1 round/ level) or instantaneous; see text
 Saving Throw: Will negates (object) or None; see text
 Spell Resistance: Yes (object); see text

You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust. Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance. This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops. An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks. Combat Maneuver: Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus (for disarm and grapple), you use your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier, and a

Telekinetic Sphere DC:

Evocation [Force]
 Level: Sor/Wiz 8
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft. -diameter/level sphere, centered around creatures or objects
 Duration: 1 min./level (D)
 Saving Throw: Reflex negates (object)
 Spell Resistance: Yes (object)

This spell functions like resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an telekinetic sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents. You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration. The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere. You can move the sphere telekinetically even if you are in it.
 Material Components: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

Teleport DC:

Conjuration (Teleportation)
 Level: Sor/Wiz 5, Travel 5
 Components: V
 Casting Time: 1 standard action
 Range: Personal and touch

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)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. 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 (see below) 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. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table. Familiarity: "Very familiar" is a place where you have been very often and where you feel at home.

Tiny Hut 3 3

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.

Touch of Fatigue DC: 0

Necromancy
Level: Adp 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Material Components: A drop of sweat.

Transformation 6

Transmutation
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 1 round/level

You become a virtual fighting machine- stronger, tougher, faster, and more skilled in combat. Your mind-set changes so that you relish combat and you can't cast spells, even from magic items. You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks). You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

Material Components: A potion of bull's strength, which you drink (and whose effects are subsumed by the spell effects).

Tongues DC: 3

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.

Touch of Idiocy DC: 2

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

Target: Living creature touched
Duration: 10 min./level
Saving Throw: No
Spell Resistance: Yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1. This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Transmute Mud to Rock DC: 5 5

Transmutation [Earth]
Level: Drd 5, Sor/Wiz 5
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent
Saving Throw: See text
Spell Resistance: No

This spell transforms normal mud or quicksand of any depth into soft stone (sandstone or a similar mineral) permanently. Any creature in the mud is allowed a Reflex save to escape before the area is hardened to stone. Transmute mud to rock counters and dispels transmute rock to mud.

Arcane Material Components: Sand, lime, and water.

Transmute Rock to Mud

DC:

Transmutation [Earth]

Level: Drd 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Up to two 10-ft. cubes/level (S)

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: No

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a -2 penalty on attack rolls and AC. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet. If transmute rock to mud is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves. Castles and large stone buildings are generally immune to the effect of the spell, since transmute rock to mud can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell. The mud remains until a successful dispel magic or transmute mud to rock spell restores its substance-but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Arcane Material Components: Clay and water.

True Seeing

DC:

Divination

Level: Adp 5, Clr 5, Drd 7, Knowledge 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

Material Components: An ointment for the eyes that costs 250 gp and is made from mushroom powder, saffron, and fat.

Undeath to Death

DC:

Necromancy [Death]

Level: Clr 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Several undead creatures within a 40-ft. -radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like circle of death, except that it destroys undead creatures as noted above.

Material Components: The powder of a crushed diamond worth at least 500 gp.

Trap the Soul

DC:

Conjuration (Summoning)

Level: Sor/Wiz 8

Components: V, S, M, (F); see text

Casting Time: 1 standard action or see text

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

Target: One creature

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: Yes; see text

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken. Depending on the version selected, the spell can be triggered in one of two ways. Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters. Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

Focus: If the trigger object method is used, a special trigger object, prepared as described above, is needed.

Material Components: Before casting, you must procure a gem of at least 1,000gp value for every HD possessed by the creature to be trapped. If the gem is not valuable enough, it shatters when the entrapment is attempted.

True Strike

Divination

Level: Asn 1, Sor/Wiz 1

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Focus: A small wooden replica of an archery target.

Undeath to Death

DC:

Necromancy [Death]

Level: Clr 6, Sor/Wiz 6

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Several undead creatures within a 40-ft. -radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like circle of death, except that it destroys undead creatures as noted above.

Material Components: The powder of a crushed diamond worth at least 500 gp.

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.

Wall of Force

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round /level (D)

Saving Throw: None

Spell Resistance: No

A wall of force spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including dispel magic. However, disintegrate immediately destroys it, as does a rod of cancellation, a sphere of annihilation, or a mage's disjunction spell. Breath weapons and spells cannot pass through the wall in either direction, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a wall of force. The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails. Wall of force can be made permanent with a permanency spell.

Material Components: A pinch of powder made from a clear gem.

Wall of Ice (continued)

Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage +1 point per caster level (no save). Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Wall of Ice

Evocation [Cold]

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level

Duration: 1 min./level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes. Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or some other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

Wall of Stone

Conjuration (Creation) [Earth]

Level: Adp 5, Clr 5, Drd 6, Earth 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area. Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Arcane Material Components: A small block of granite.

Water Breathing

Transmutation

Level: Clr 3, Drd 3, Sor/Wiz 3, Water 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Living creatures touched

Duration: 2 hours/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Arcane Material Components: A short reed or piece of straw.

Wind Wall

Evocation [Air]

Level: Air 2, Clr 3, Drd 3, Rgr 2, Sor/Wiz 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Wall up to 10 ft./level long and 5 ft./level high (S)

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Arcane Material Components: A tiny fan and a feather of exotic origin.

Wish (continued)

both with the same wish. A wish can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead. o Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the task takes two wishes, one to recreate the body and another to infuse the body with life again. A wish cannot prevent a character who was brought back to life from losing an experience level. o Transport travelers. A wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies. o Undo misfortune. A wish can undo a single recent event. The wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies. You may try to use a wish to produce greater effects than these, but doing so is dangerous. (The wish may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.) Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

Material Components: When a wish duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

Wish

Universal

Level: Sor/Wiz 9

Components: V, XP

Casting Time: 1 standard action

Range: See text

Area: See text

Target: See text

Effect: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

DC:

9

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even wish, however, has its limits. A wish can produce any one of the following effects. o Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you. o Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you. o Duplicate any wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school. o Duplicate any other spell of 5th level or lower even if it's of a prohibited school. o Undo the harmful effects of many other spells, such as geas/quest or insanity. o Create a nonmagical item of up to 25,000 gp in value. o Create a magic item, or add to the powers of an existing magic item. o Grant a creature a +1 inherent bonus to an ability score. Two to five wish spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies. o Remove injuries and afflictions. A single wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do