

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.

Antilife Shell



Abjuration
Level: Animal 6, Clr 6, Drd 6
Components: V, S, DF
Casting Time: 1 round
Range: 10 ft.
Area: 10-ft. -radius emanation, centered on you

Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead. This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

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).

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.

Antiplant Shell



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

Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: Yes

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

Arcane Lock



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

Target: The door, chest, or portal touched, up to 30 sq. ft./level in size
Duration: Permanent
Saving Throw: None
Spell Resistance: No

An arcane lock spell cast upon a door, chest, or portal magically locks it. You can freely pass your own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell. Add 10 to the normal DC to break open a door or portal affected by this spell. (A knock spell does not remove an arcane lock; it only suppresses the effect for 10 minutes.)
Material Components: Gold dust worth 25 gp.

Atonement

Abjuration
Level: Clr 5, Drd 5
Components: V, S, M, F, DF, XP
Casting Time: 1 hour
Range: Touch

Target: Living creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds and acts of a knowing and willful nature, you must intercede with your deity (requiring you to expend 500 XP) in order to expunge the subject's burden. Many casters first assign a subject of this sort a quest (see geas/quest) or similar penance to determine whether the creature is truly contrite before casting the atonement spell on its behalf. Atonement may be cast for one of several purposes, depending on the version selected. Reverse Magical Alignment Change: If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no cost in experience points. Restore Class: A paladin who has lost her class features due to committing an evil act may have her paladinhood restored to her by this spell. Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of his or her deity may regain that ability by seeking atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric loses 500 XP for his intercession. If the transgression was unintentional, he does not lose XP. Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order

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).

Cloak of Chaos

Abjuration [Chaotic]
Level: Chaos 8, Clr 8
Components: V, S, F
Casting Time: 1 standard action
Range: 20 ft.

Target: One creature/level in a 20-ft. -radius burst centered on you
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become confused. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from law, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures. Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures. Third, the abjuration blocks possession and mental influence, just as protection from law does. Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is confused for 1 round (Will save negates, as with the confusion spell, but against the save DC of cloak of chaos).
Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

Atonement (continued)

to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally. Though the spell description refers to evil acts, atonement can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful. Note: Normally, changing alignment is up to the player. This use of atonement simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

Focus: In addition to your holy symbol or normal divine focus, you need a set of prayer beads (or other prayer device, such as a prayer wheel or prayer book) worth at least 500 gp.

Material Components: Burning incense.

Break Enchantment

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.

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.

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

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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.

Dismissal

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

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

DC: 4 5

This spell forces an extraplanar creature back to its proper plane if it fails a special Will save (DC = spell's save DC - creature's HD + your caster level). If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Dispel Chaos

Abjuration [Lawful]
Level: Clr 5, Law 5, Pal 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
Duration: 1 round/level or until discharged, whichever comes first
Saving Throw: See text
Spell Resistance: See text

DC: 5 4

This spell functions like dispel evil, except that you are surrounded by constant, blue, lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

Dispel Evil

Abjuration [Good]
Level: Clr 5, Good 5, Pal 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
Duration: 1 round/level or until discharged, whichever comes first
Saving Throw: See text
Spell Resistance: See text

DC: 5 4

Shimmering, white, holy energy surrounds you. This power has three effects. First, you gain a +4 deflection bonus to AC against attacks by evil creatures. Second, on making a successful melee touch attack against an evil creature from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell. Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Exception: Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Dispel Good

Abjuration [Evil]
Level: Clr 5, Evil 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
Duration: 1 round/level or until discharged, whichever comes first
Saving Throw: See text
Spell Resistance: See text

DC: 5

This spell functions like dispel evil, except that you are surrounded by dark, wavering, unholy energy, and the spell affects good creatures and spells rather than evil ones.

Dispel Law

Abjuration [Chaotic]
Level: Chaos 5, Clr 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object
Duration: 1 round/level or until discharged, whichever comes first
Saving Throw: See text
Spell Resistance: See text

DC: 5

This spell functions like dispel evil, except that you are surrounded by flickering, yellow, chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

Dispel Magic

3 3 4 3 1 3

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

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

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

Dispel Magic, Greater

5 6 6 1 1 6

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

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

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

Dispel Magic (continued)

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

Endure Elements

DC: 1 1 1 1 1

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.

Entropic Shield

1 1 1 1 1 1

Abjuration
Level: Clr 1, Luck 1
Components: V, S
Casting Time: 1 standard action
Range: Personal

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

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Explosive Runes

DC: 1 1 1 1 1 3

Abjuration [Force]
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: One touched object weighing no more than 10 lb.
Duration: Permanent until discharged (D)
Saving Throw: See text
Spell Resistance: Yes

You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of force damage. Anyone next to the runes (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the runes is entitled to a Reflex save for half damage. The object on which the runes were written also takes full damage (no saving throw). You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful dispel magic or erase spell, but attempting to dispel or erase the runes and failing to do so triggers the explosion. Note: Magic traps such as explosive runes are hard to detect and disable. A rogue (only) can use the Search skill to find the runes and Disable Device to thwart them. The DC in each case is 25 + spell level, or 28 for explosive runes.

Glyph of Warding

DC:

Abjuration
Level: Clr 3
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Area: Object touched or up to 5 sq. ft./level

Target: Object touched or up to 5 sq. ft./level
Duration: Permanent until discharged (D)
Saving Throw: See text
Spell Resistance: No (object) and Yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. Read magic allows you to identify a glyph of warding with a DC 13 Spellcraft check. Identifying the glyph does not discharge it and allows you

Glyph of Warding, Greater

DC:

Abjuration
Level: Clr 6
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Area: Object touched or up to 5 sq. ft./level

Target: Object touched or up to 5 sq. ft./level
Duration: Permanent until discharged (D)
Saving Throw: See text
Spell Resistance: No (object) and Yes; see text

This spell functions like glyph of warding, except that a greater blast glyph deals up to 10d8 points of damage, and a greater spell glyph can store a spell of 6th level or lower. Material Components: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

Glyph of Warding (continued)

to know the basic nature of the glyph (version, type of damage caused, what spell is stored). Note: Magic traps such as glyph of warding are hard to detect and disable. A rogue (only) can use the Search skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for glyph of warding. Depending on the version selected, a glyph either blasts the intruder or activates a spell. Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect. Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Material Components: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 200 gp.

Guards and Wards

DC:

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

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

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.

Hide from Animals

DC:

Abjuration
Level: Drd 1, Rgr 1
Components: S, DF
Casting Time: 1 standard action
Range: Touch

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

Animals cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Hide from Undead

DC:

Abjuration
Level: Clr 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

Target: One touched creature/level
Duration: 10 min./level (D)
Saving Throw: Will negates (harmless); see text
Spell Resistance: Yes

Undead cannot see, hear, or smell the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature attempts to turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Hold Portal

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

Target: One portal, up to 20 sq. ft./level
Duration: 1 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A knock spell or a successful dispel magic spell can negate a hold portal spell. For a portal affected by this spell, add 5 to the normal DC for forcing open the portal.

Holy Aura

DC:

Abjuration [Good]
Level: Clr 8, Good 8
Components: V, S, F
Casting Time: 1 standard action
Range: 20 ft.

Target: One creature/level in a 20-ft. -radius burst centered on you
Duration: 1 round/level (D)
Saving Throw: See text
Spell Resistance: Yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from evil, this benefit applies against all attacks, not just against attacks by evil creatures. Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures. Third, the abjuration blocks possession and mental influence, just as protection from evil does. Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura's save DC).

Focus: A tiny reliquary containing some sacred relic. The reliquary costs at least 500 gp.

Imprisonment

DC:

Abjuration
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 standard action
Range: Touch

Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates; see text
Spell Resistance: Yes

When you cast imprisonment and touch a creature, it is entombed in a state of suspended animation (see the temporal stasis spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a freedom spell is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a locate object spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but discern location does. A wish or miracle spell will not free the recipient, but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a -4 penalty on its save.

Mage's Disjunction

DC:

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 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)

Duration: 24 hours (D)
Saving Throw: None
Spell Resistance: No

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.

Nondetection DC:

Abjuration
 Level: Asn 3, Rgr 4, Sor/Wiz 3, Trickery 3
 Components: V, S, M
 Casting Time: 1 standard action
 Range: Touch

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

The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level. If cast on a creature, nondetection wards the creature's gear as well as the creature itself.
 Material Components: A pinch of diamond dust worth 50 gp.

Obscure Object DC:

Abjuration
 Level: Brd 1, Clr 3, Sor/Wiz 2
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Touch

Target: One object touched of up to 100 lb./level
 Duration: 8 hours (D)
 Saving Throw: Will negates (object)
 Spell Resistance: Yes (object)

This spell hides an object from location by divination (scrying) effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).
 Arcane Material Components: A piece of chameleon skin.

Prismatic Sphere DC:

Abjuration
 Level: Protection 9, Sor/Wiz 9, Sun 9
 Components: V
 Casting Time: 1 standard action
 Range: 10 ft.

Effect: 10-ft. -radius sphere centered on you
 Duration: 10 min./level (D)
 Saving Throw: See text
 Spell Resistance: See text

This spell functions like prismatic wall, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere's blindness effect on creatures with less than 8 HD lasts 2d4x10 minutes. You can pass into and out of the prismatic sphere and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on. The colors of the sphere have the same effects as the colors of a prismatic wall. Prismatic sphere can be made permanent with a permanency spell.

Prismatic Wall DC:

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

Effect: Effect:Wall 4 ft./level wide, 2 ft./level high
 Duration: 10 min./level (D)
 Saving Throw: See text
 Spell Resistance: See text

Prismatic wall creates a vertical, opaque wall-a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall. The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A prismatic wall spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted. Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color. The wall can be destroyed, color by color, in consecutive order, by various magical effects; however, the first color must be brought down before the second can be affected, and so on. A rod of cancellation or a mage's disjunction spell destroys a prismatic wall, but an antimagic field fails to penetrate it. Dispel magic and greater dispel magic cannot dispel the wall or anything beyond it.

Prismatic Wall (continued)
 Spell resistance is effective against a prismatic wall, but the caster level check must be repeated for each color present. Prismatic wall can be made permanent with a permanency spell.

Color	Order	Effect of Color	Negated By
Red	1st	Stops nonmagical ranged weapons.Deals 20 points of fire damage (Reflex half).	Cone of cold
Orange	2nd	Stops magical ranged weapons.Deals 40 points of acid damage (Reflex half).	Gust of wind
Yellow	3rd	Stops poisons, gases, and petrification.Deals 80 points of electricity damage (Reflex half).	Disintegrate
Green	4th	Stops breath weapons.Poison (Kills; Fortitude partial for 1d6 points of Con damage instead).	Passwall
Blue	5th	Stops divination and mental attacks.Turned to stone (Fortitude negates).	Magic missile
Indigo	6th	Stops all spells.Will save or become insane (as insanity spell).	Daylight
Violet	7th	Energy field destroys all objects and effects.[1] Creatures sent to another plane (Will negates).	Dispel magic

[1] The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

Protection from Arrows DC:

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

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

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. (This spell doesn't grant you the ability to damage creatures with similar damage reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.
 Focus: A piece of shell from a tortoise or a turtle.

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.

Sanctuary DC:

Abjuration
 Level: Clr 1, Protection 1
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

Target: Creature touched
 Duration: 1 round/level
 Saving Throw: Will negates
 Spell Resistance: No

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Sequester DC:

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

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.

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.

Shield of Faith DC:

Abjuration
 Level: Clr 1
 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)

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).
 Material Components: A small parchment with a bit of holy text written upon it.

Shield of Law

DC:

Abjuration [Lawful]
 Level: Clr 8, Law 8
 Components: V, S, F
 Casting Time: 1 standard action
 Range: 20 ft.

Target: One creature/level in a 20-ft. -radius burst centered on you
 Duration: 1 round/level (D)
 Saving Throw: See text
 Spell Resistance: Yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from chaos, this benefit applies against all attacks, not just against attacks by chaotic creatures. Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures. Third, the abjuration blocks possession and mental influence, just as protection from chaos does. Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (Will save negates, as the slow spell, but against shield of law's save DC). Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

Shield Other

DC:

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

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

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

Spell Immunity

DC:

Abjuration
 Level: Clr 4, Protection 4, Strength 4
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

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

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

Spell Immunity, Greater

DC:

Abjuration
 Level: Clr 8
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

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

This spell functions like spell immunity, except the immunity applies to spells of 8th level or lower. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

Spell Resistance

DC:

Abjuration
 Level: Clr 5, Magic 5, Protection 5
 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 (harmless)

The creature gains spell resistance equal to 12 + your caster level.

Spell Turning

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.

