

## 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.

## Black Tentacles

Conjuration (Creation)  
Level: Sor/Wiz 4  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: 20-ft.-radius spread

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

This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot-including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength. Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage. Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes. Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed.

Material Components: A piece of tentacle from a giant octopus or a giant squid.

## Cloudkill

Conjuration (Creation)  
Level: Sor/Wiz 5  
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 min./level  
Saving Throw: Fortitude partial; see text  
Spell Resistance: No

This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud). A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell. Unlike a fog cloud, the cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

## Create Food and Water

Conjuration (Creation)  
Level: Clr 3  
Components: V, S  
Casting Time: 10 minutes  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: Food and water to sustain three humans or one horse/level for 24 hours  
Duration: 24 hours; see text  
Saving Throw: None  
Spell Resistance: No

The food that this spell creates is simple fare of your choice-highly nourishing, if rather bland. Food so created decays and becomes inedible within 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.





## 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:   4       4

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.

## Fire Seeds

Conjuration (Creation) [Fire]  
Level: Drd 6, Fire 6, Sun 6  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch

DC:     6

Target: Up to four touched acorns or up to eight touched holly berries  
Duration: 10 min./level or until used  
Saving Throw: None or Reflex half; see text  
Spell Resistance: No

Depending on the version of fire seeds you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command. Acorn Grenades: As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (maximum 20d6), divided up among the acorns as you wish. Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw. Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point per caster level to every creature in a 5-foot radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Material Components: The acorns or holly berries.

## 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)

9      9

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

## Elemental Swarm

Conjuration (Summoning)  
Level: Air 9, Drd 9, Earth 9, Fire 9, Water 9  
Components: V, S  
Casting Time: 10 minutes  
Range: Medium (100 ft. + 10 ft./level)

9

Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart  
Duration: 10 min./level (D)  
Saving Throw: None  
Spell Resistance: No

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose the plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain. When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell. The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time. When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

## Fire Seeds

Conjuration (Creation) [Fire]  
Level: Drd 6, Fire 6, Sun 6  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch

DC:     6

Target: Up to four touched acorns or up to eight touched holly berries  
Duration: 10 min./level or until used  
Saving Throw: None or Reflex half; see text  
Spell Resistance: No

Depending on the version of fire seeds you choose, you turn acorns into splash weapons that you or another character can throw, or you turn holly berries into bombs that you can detonate on command. Acorn Grenades: As many as four acorns turn into special splash weapons that can be hurled as far as 100 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d6 points of fire damage per caster level (maximum 20d6), divided up among the acorns as you wish. Each acorn explodes upon striking any hard surface. In addition to its regular fire damage, it deals 1 point of splash damage per die, and it ignites any combustible materials within 10 feet. A creature within this area that makes a successful Reflex saving throw takes only half damage; a creature struck directly is not allowed a saving throw. Holly Berry Bombs: You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage +1 point per caster level to every creature in a 5-foot radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.

Material Components: The acorns or holly berries.

## 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)

9      9

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

## Fog Cloud

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

2    2

Effect: Fog spreads in 20-ft. radius, 20 ft. high  
Duration: 10 min./level  
Saving Throw: None  
Spell Resistance: No

A bank of fog billows out from the point you designate. The fog obscures 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 can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

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

Gate (continued)  
tack 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.

### Glitterdust DC:

Conjuration (Creation)  
Level: Brd 2, Sor/Wiz 2  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)  
Area: Creatures and objects within 10-ft.-radius spread

Duration: 1 round/level  
Saving Throw: Will negates (blinding only)  
Spell Resistance: No

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Any creature covered by the dust takes a -40 penalty on Hide checks.  
Material Components: Ground mica.

### Grease DC:

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

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.

### Heal DC:

Conjuration (Healing)  
Level: Adp 5, Clr 6, Drd 7, Healing 6  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch

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

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level. Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points. If used against an undead creature, heal instead acts like harm.

### Heal, Mass DC:

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

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

This spell functions like heal, except as noted above. The maximum number of hit points restored to each creature is 250.

### Heal Mount DC:

Conjuration (Healing)  
Level: Pal 3  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch

Target: Your mount touched  
Duration: Instantaneous  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

This spell functions like heal, but it affects only the paladin's special mount (typically a warhorse).

## Heroes' Feast

6 6

Conjuration [Creation]  
Level: Brd 6, Clr 6  
Components: V, S, DF  
Casting Time: 10 minutes  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: Feast for one creature/level  
Duration: 1 hour plus 12 hours; see text  
Saving Throw: None  
Spell Resistance: No

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

## Insect Plague

5 5

Conjuration (Summoning)  
Level: Clr 5, Drd 5  
Components: V, S, DF  
Casting Time: 1 round  
Range: Long (400 ft. + 40 ft./level)

Effect: One swarm of locusts per three levels, each of which must be adjacent to at least one other swarm  
Duration: 1 min./level  
Saving Throw: None  
Spell Resistance: No

You summon a number of swarms of locusts (one per three levels, to a maximum of six swarms at 18th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the locust swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

## Mage Armor

DC: 1

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.

## 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

7

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.

## Mage's Faithful Hound

5

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

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.



## Obscuring Mist

Conjuration (Creation)

Level: Adp 1, Air 1, Asn 1, Clr 1, Drd 1, Sor/Wiz 1, Water 1  
Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high  
Duration: 1 min./level

Components: V, S  
Casting Time: 1 standard action  
Range: 20 ft.

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away 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). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

## 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 uses 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.

## Planar Ally, Greater

Conjuration (Calling)

Level: Clr 8

Components: V, S, DF, XP

Casting Time: 10 minutes

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

Effect: Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No

This spell functions like lesser planar ally, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.

## Phantom Steed

Conjuration (Creation)

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 10 minutes

Range: 0 ft.

Effect: One quasi-real, horselike creature

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

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

## 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 uses 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.

## Planar Ally, Greater

Conjuration (Calling)

Level: Clr 8

Components: V, S, DF, XP

Casting Time: 10 minutes

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

Effect: Up to three called elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No

This spell functions like lesser planar ally, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.

## Planar Ally

Conjuration (Calling)

Level: Clr 6

Components: V, S, DF, XP

Casting Time: 10 minutes

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

Effect: One or two called elementals or outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No

This spell functions like lesser planar ally, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12. The creatures agree to help you and request your return payment together.

## Planar Ally, Lesser

Conjuration (Calling)

Level: Clr 4

Components: V, S, DF, XP

Casting Time: 10 minutes

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

Effect: One called elemental or outsider of 6 HD or less  
Duration: Instantaneous  
Saving Throw: None  
Spell Resistance: No

By casting this spell, you request your deity to send you an elemental or outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway). You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services. The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives. A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per HD.



## Raise Dead

Conjuration (Healing)  
Level: Adp 5, Clr 5  
Components: V, S, M, DF  
Casting Time: 1 minute  
Range: Touch

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



You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised, in addition to losing spells for losing a level. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell, in addition to losing spell slots for losing a level. A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone.

Raise Dead (continued)

While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

## Refuge

Conjuration (Teleportation)  
Level: Clr 7, Sor/Wiz 9  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch

Target: Object touched  
Duration: Permanent until discharged  
Saving Throw: None  
Spell Resistance: No



You create powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar that is touching the subject). You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Material Components: The specially prepared object, whose construction requires gems worth 1,500 gp.

## Regenerate

Conjuration (Healing)  
Level: Clr 7, Drd 9, Healing 7  
Components: V, S, DF  
Casting Time: 3 full rounds  
Range: Touch

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



The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Regenerate also cures 4d8 points of damage +1 point per caster level (maximum +35), rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

## Remove Blindness/Deafness

Conjuration (Healing)  
Level: Clr 3, Pal 3  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch

Target: Creature touched  
Duration: Instantaneous  
Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)



Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged. Remove blindness/deafness counters and dispels blindness/deafness.

## Remove Disease

Conjuration (Healing)  
Level: Adp 3, Clr 3, Drd 3, Rgr 3  
Components: V, S  
Casting Time: 1 standard action  
Range: Touch

Target: Creature touched  
Duration: Instantaneous  
Saving Throw: Fortitude negates (harmless)  
Spell Resistance: Yes (harmless)



Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher. Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

## Remove Paralysis

DC:       

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

Target: Up to four creatures, no two of which can be more than 30 ft. apart  
Duration: Instantaneous  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus. The spell does not restore ability scores reduced by penalties, damage, or drain.

## Restoration

DC:       

Conjuration (Healing)  
Level: Adp 4, Clr 4, Pal 4  
Components: V, S, M  
Casting Time: 3 rounds  
Range: Touch

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

This spell functions like lesser restoration, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by restoration has exactly the minimum number of experience points necessary to restore him or her to his or her previous level. Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target. Restoration does not restore levels or Constitution points lost due to death.

Material Components: Diamond dust worth 100 gp that is sprinkled over the target.

## Restoration, Greater

DC:       

Conjuration (Healing)  
Level: Clr 7  
Components: V, S, XP  
Casting Time: 10 minutes  
Range: Touch

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

This spell functions like lesser restoration, except that it dispels all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level. Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects. Greater restoration does not restore levels or Constitution points lost due to death.

## Restoration, Lesser

DC:       

Conjuration (Healing)  
Level: Clr 2, Drd 2, Pal 1  
Components: V, S  
Casting Time: 3 rounds  
Range: Touch

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

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

## Resurrection

DC:       

Conjuration (Healing)  
Level: Clr 7  
Components: V, S, M, DF  
Casting Time: 10 minutes  
Range: Touch

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

This spell functions like raise dead, except that you are able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a disintegrate spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level. Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level, or 2 points of Constitution if the subject was 1st level. (If this reduction would bring its Con to 0 or lower, it can't be resurrected.) This level loss or Constitution loss cannot be repaired by any means. You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Material Components: A sprinkle of holy water and diamonds worth a total of at least 10,000 gp.

## Secret Chest

DC:       

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

4       4

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.

## Shambler

Conjuration (Creation)  
Level: Drd 9, Plant 9  
Components: V, S  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Effect: Three or more shambling mounds, no two of which can be more than 30 ft. apart; see text  
Duration: Seven days or seven months (D); see text  
Saving Throw: None  
Spell Resistance: No

The shambler spell creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared. The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

## 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

4

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.

## Sepia Snake Sigil

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

DC:         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.

## 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

3

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.

## Stinking Cloud

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

DC:         3

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.

## Storm of Vengeance

DC:        

Conjuration (Summoning)

Level: Drd 9, Clr 9

Components: V, S

Casting Time: 1 round

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

Effect: 360-ft. -radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4x10 minutes. If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn. 2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save). 3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage. 4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save). 5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away 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). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

## Summon Instrument

0      

Conjuration (Summoning)

Level: Brd 0

Components: V, S

Casting Time: 1 round

Range: 0 ft.

Effect: One summoned handheld musical instrument

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands.

## Summon Monster I

1      

Conjuration (Summoning)

Level: Blk 1, Brd 1, Clr 1, Sor/Wiz 1

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 summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

## Summon Monster II

2      

Conjuration (Summoning)

Level: Blk 2, Brd 2, Clr 2, Sor/Wiz 2

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 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

## Summon Monster III

3      

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

4      

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

### Summon Nature's Ally I

Conjuration (Summoning)  
 Level: Drd 1, Rgr 1  
 Components: V, S, 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 summons a natural creature. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Nature's Ally table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

### Summon Nature's Ally II

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

Effect: One or more creatures, no two of which can be more than 30 ft. apart  
 Duration: 1 round/level (D)  
 Saving Throw: None  
 Spell Resistance: No



This spell functions like summon nature's ally I, except that you can summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.

### Summon Nature's Ally III

Conjuration (Summoning)

Level: Drd 3, Rgr 3

Components: V, S, DF

Casting Time: 1 round

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

Effect: One or more creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 3rd-level creature, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

### Summon Nature's Ally IV

Conjuration (Summoning)

Level: Animal 4, Drd 4, Rgr 4

Components: V, S, DF

Casting Time: 1 round

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

Effect: One or more creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 4th-level creature, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

### Summon Nature's Ally V

Conjuration (Summoning)

Level: Drd 5

Components: V, S, DF

Casting Time: 1 round

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

Effect: One or more creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 5th-level creature, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

### Summon Nature's Ally VI

Conjuration (Summoning)

Level: Drd 6

Components: V, S, DF

Casting Time: 1 round

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

Effect: One or more creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 6th-level creature, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

### Summon Nature's Ally VII

Conjuration (Summoning)

Level: Drd 7

Components: V, S, DF

Casting Time: 1 round

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

Effect: One or more creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 7th-level creature, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

### Summon Nature's Ally VIII

Conjuration (Summoning)

Level: Animal 8, Drd 8

Components: V, S, DF

Casting Time: 1 round

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

Effect: One or more creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

## Summon Nature's Ally IX

Conjuration (Summoning)

Level: Drd 9

Components: V, S, DF

Casting Time: 1 round

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

Effect: One or more creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

## Summon Nature's Ally Table

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

## 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.

## Summon Nature's Ally Table

1st Level	2nd Level	3rd Level	[1] May be summoned only into an aquatic or watery environment.
Dire rat	Bear, black (animal)	Ape (animal)	
Eagle (animal)	Crocodile (animal)	Dire weasel	
Monkey (animal)	Dire badger	Dire wolf	
Octopus [1] (animal)	Dire bat	Eagle, giant [NG]	
Owl (animal)	Elemental, Small (any)	Lion	
Porpoise [1] (animal)	Hippogriff	Owl, giant [NG]	
Snake, Small viper (animal)	Shark, Medium [1] (animal)	Satyr [CN; without pipes]	
Wolf (animal)	Snake, Medium viper (animal)	Shark, Large I (animal)	
	Squid I (animal)	Snake, constrictor (animal)	
	Wolverine (animal)	Snake, Large viper (animal)	
		Thoquua	

## Summon Nature's Ally Table

7th Level	8th Level	*7th Level Pixie can't cast irresistible dance *9th Level Pixie can cast irresistible dance [1] May be summoned only into an aquatic or watery environment.
Arrowhawk, elder	Dire shark [1]	
Dire tiger	Roc	
Elemental, greater (any)	Salamander, noble [NE]	
Djinni (genie) [NG]	Tojanida, elder	
Invisible stalker		
Pixie* (sprite) [NG; with sleep arrows]		
Squid, giant [1] (animal)		
Triceratops (dinosaur)		
Tyrannosaurus (dinosaur)		
Whale, cachalot [1] (animal)		
Xorn, elder		

## Teleport

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.

Teleport (continued)

"Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as scrying) to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	-
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
False destination (1d20+80)	-	-	81-92	93-100

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

## Teleport, Greater

DC:

Conjuration (Teleportation)

Level: Sor/Wiz 7, Travel 7

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 functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

## Teleport Object

DC:

Conjuration (Teleportation)

Level: Sor/Wiz 7

Components: V

Casting Time: 1 standard action

Range: Touch

Target: One touched object of up to 50 lb./level and 3 cu. ft./level  
Duration: Instantaneous  
Saving Throw: Will negates (object)  
Spell Resistance: Yes (object)

This spell functions like teleport, except that it teleports an object, not you. Creatures and magical forces cannot be teleported. If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

## 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.

## Teleportation Circle

Conjuration (Teleportation)

Level: Sor/Wiz 9

Components: V, M

Casting Time: 10 minutes

Range: 0 ft.

Effect: 5-ft. -radius circle that teleports those who activate it  
Duration: 10 min./level (D)  
Saving Throw: None  
Spell Resistance: Yes

You create a circle on the floor or other horizontal surface that teleports, as greater teleport, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane. The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way. Teleportation circle can be made permanent with a permanency spell. A permanent teleportation circle that is disabled becomes inactive for 10 minutes, then can be triggered again as normal. Note: Magic traps such as teleportation circle are hard to detect and disable. A rogue (only) can use the Search skill to find the circle and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 in the case of teleportation circle.

Material Components: Amber dust to cover the area of the circle (cost 1,000 gp).

## Tree Stride

Conjuration (Teleportation)

Level: Drd 5, Rgr 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

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

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action. You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.



