

Aid 2

Enchantment (Compulsion) [Mind-Affecting]
 Level: Adp 2, Clr 2, Good 2, Luck 2
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: Touch

Target: Living creature touched
 Duration: 1 min./level
 Saving Throw: None
 Spell Resistance: Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

Animal Messenger 2 2 1

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

Target: One Tiny animal
 Duration: One day/level
 Saving Throw: None; see text
 Spell Resistance: Yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).
 Material Components: A morsel of food the animal likes.

Animal Trance DC: 2 2

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

Target: Animals or magical beasts with Intelligence 1 or 2
 Duration: Concentration
 Saving Throw: Will negates; see text
 Spell Resistance: Yes

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected. A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

Antipathy DC: 9 8

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

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

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named. Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points. Antipathy counters and dispels sympathy.
 Arcane Material Components: A lump of alum soaked in vinegar.

Bane DC: 1

Enchantment (Compulsion) [Fear, Mind-Affecting]
 Level: Clr 1
 Components: V, S, DF
 Casting Time: 1 standard action
 Range: 50 ft.
 Area: All enemies within 50 ft.

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

Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless.

Binding DC: 8

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

Target: One living creature
 Duration: See text (D)
 Saving Throw: Will negates; see text
 Spell Resistance: Yes

A binding spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least one-half your caster level. You may have as many as six assistants help you with the spell. For each assistant who casts suggestion, your caster level for this casting of binding increases by 1. For each assistant who casts dominate animal, dominate person, or dominate monster, your caster level for this casting of binding increases by a number equal to one-third of that assistant's level, provided that the spell's target is appropriate for a binding spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the binding spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the binding lasts. All binding spells are dismissible. Regardless of the version of binding you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions 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, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2. If you are casting

Binding (continued)

any of the first three versions of binding (those with limited durations), you may cast additional binding spells to prolong the effect, since the durations overlap. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the binding spells it has received are broken. The binding spell has six versions. Choose one of the following versions when you cast the spell. Chaining: The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this form of binding is confined to the spot it occupied when it received the spell. Slumber: This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of binding is more difficult to cast than chaining, making it slightly easier to resist. Reduce the spell's save DC by 1. Bound Slumber: This combination of chaining and slumber lasts for as long as one month per caster level. Reduce the save DC by 2. Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. Reduce the save DC by 3. Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce the save DC by 4. Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The binding is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. Reduce the save DC by 4. You can't dispel a binding spell with dispel magic or a similar effect, though an antimagic field or Mage's disjunction affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to dismissal, banishment, or a similar effect.

Binding (continued)

effect. In addition to the specially made props suited to the specific type of binding (cost 500 gp), the spell requires opals worth at least 500 gp for each HD of the target and a vellum depiction or carved statuette of the subject to be captured. Material Components: The components for a binding spell vary according to the version of the spell, but they always include a continuous chanting utterance read from the scroll or spellbook page containing the spell, somatic gestures, and materials appropriate to the form of

Bless

Enchantment (Compulsion) [Mind-Affecting]

Level: Adp 1, Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 50 ft.

Area: The caster and all allies within a 50-ft. burst, centered on the caster

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)



Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects. Bless counters and dispels bane.

Calm Animals

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 1, Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

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

Target: Animals within 30 ft. of each other

Duration: 1 min./level

Saving Throw: Will negates; see text

Spell Resistance: Yes



This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Calm Emotions

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Law 2

Components: V, S, DF

Casting Time: 1 standard action

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

Area: Creatures in a 20-ft. -radius spread

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes



This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures. This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage, as well as negating a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Charm Animal

Enchantment (Charm) [Mind-Affecting]

Level: Drd 1, Rgr 1

Components: V, S

Casting Time: 1 standard action

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

Target: One animal

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes



This spell functions like charm person, except that it affects a creature of the animal type.

Charm Monster

DC: 3 4

Enchantment (Charm) [Mind-Affecting]
 Level: Brd 3, Sor/Wiz 4
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

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

This spell functions like charm person, except that the effect is not restricted by creature type or size.

Charm Monster, Mass

DC: 6 8

Enchantment (Charm) [Mind-Affecting]
 Level: Brd 6, Sor/Wiz 8
 Components: V
 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: One day/level
 Saving Throw: Will negates
 Spell Resistance: Yes

This spell functions like charm monster, except that mass charm monster affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

Charm Person

DC: 1 1

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

Target: One humanoid creature
 Duration: 1 hour/level
 Saving Throw: Will negates
 Spell Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Command

DC: 1

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 Level: Adp 1, Clr 1
 Components: V
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature
 Duration: 1 round
 Saving Throw: Will negates
 Spell Resistance: Yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

Command, Greater

DC: 5

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

Target: One creature/level, no two of which can be more than 30 ft. apart
 Duration: 1 round/level
 Saving Throw: Will negates
 Spell Resistance: Yes

This spell functions like command, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

Confusion

DC: 3 4

Enchantment (Compulsion) [Mind-Affecting]
 Level: Brd 3, Sor/Wiz 4, Trickery 4
 Components: V, S, M/DF
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Target: All creatures in a 15-ft. radius burst
 Duration: 1 round/level
 Saving Throw: Will negates
 Spell Resistance: Yes

This spell causes the targets to become confused, making them unable to independently determine what they will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior	
01-10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).	A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).
11-20	Act normally.	
21-50	Do nothing but babble incoherently.	
51-70	Flee away from caster at top possible speed.	
71-100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).	

attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Confusion, Lesser

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

Target: One living creature
Duration: 1 round

1

This spell causes a single creature to become confused for 1 round. See the confusion spell, above, to determine the exact effect on the subject.

Crushing Despair

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

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

DC: 3 4

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. Crushing despair counters and dispels good hope. Material Components: A vial of tears.

Daze

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

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

DC: 0 0

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

Daze Monster

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

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

DC: 2 2

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

Deep Slumber

Enchantment (Compulsion) [Mind-Affecting]
Level: Asn 3, Brd 3, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Area: One or more living creatures within a 10-ft.-radius burst

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

DC: 3 3

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

Demand

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

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

DC: 8

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

Dominate Animal

DC:

Enchantment (Compulsion) [Mind-Affecting]
Level: Animal 3, Drd 3
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You can enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored. Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

Dominate Person

DC:

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 4, Sor/Wiz 5
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

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

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description). Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action. By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on. Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive

Enthrall

DC:

Enchantment (Charm)
Level: Brd 2, Clr 2
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)

Target: Any number of creatures
Duration: 1 hour or less
Saving Throw: Will negates; see text
Spell Resistance: Yes

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist.

Dominate Monster

DC:

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

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

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

Dominate Person (continued)

orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination. Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

Enthrall (continued)

The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Hideous Laughter

DC: 1 2

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature; see text

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Material Components: Tiny tarts that are thrown at the target and a feather that is waved in the air.

Hold Animal

DC: 2 2

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 2, Drd 2, Rgr 2

Components: V, S

Casting Time: 1 standard action

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

Target: One animal

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell functions like hold person, except that it affects an animal instead of a humanoid.

Hold Monster

DC: 4 5

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Law 6, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell functions like hold person, except that it affects any living creature that fails its Will save.

Arcane Material Components: One hard metal bar or rod, which can be as small as a three-penny nail.

Hold Monster, Mass

DC: 9

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 9

Components: V, S, F/DF

Casting Time: 1 standard action

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

Target: One or more creatures, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell functions like hold person, except that it affects multiple creatures and holds any living creature that fails its Will save.

Hold Person

DC: 2 2 3

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Clr 2, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 standard action

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

Target: One humanoid creature

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.) A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Hold Person, Mass

DC: 7

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S, F/DF

Casting Time: 1 standard action

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

Target: One or more humanoid creatures, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D); see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell functions like hold person, except as noted above.

Power Word Blind

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 7, War 7

Components: V

Casting Time: 1 standard action

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

Target: One creature with 200 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

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

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

Power Word Kill

Enchantment (Compulsion) [Death, Mind-Affecting]

Level: Sor/Wiz 9, War 9

Components: V

Casting Time: 1 standard action

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

Target: One living creature with 100 hp or less

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

9

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

Power Word Stun

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8, War 8

Components: V

Casting Time: 1 standard action

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

Target: One creature with 150 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

8

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

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

Prayer

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 40 ft.

Area: All allies and foes within a 40-ft. -radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

3

3

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls.

Rage

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Target: One willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration: Concentration + 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

2

3

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level: Adp 1, Asn 1, Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

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

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

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

DC:

1

1

A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

Material Components: A pinch of fine sand, rose petals, or a live cricket.

Song of Discord DC:

Enchantment (Compulsion) [Mind-Affecting, Sonic]
 Level: Brd 5
 Components: V, S
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)
 Area: Creatures within a 20-ft. -radius spread

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

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by a song of discord to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Suggestion DC:

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 Level: Brd 2, Sor/Wiz 3
 Components: V, M
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature
 Duration: 1 hour/level or until completed
 Saving Throw: Will negates
 Spell Resistance: Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).
 Material Components: A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Suggestion, Mass DC:

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 Level: Brd 5, Sor/Wiz 6
 Components: V, M
 Casting Time: 1 standard action
 Range: Medium (100 ft. + 10 ft./level)

Target: One creature/level, no two of which can be more than 30 ft. apart
 Duration: 1 hour/level or until completed
 Saving Throw: Will negates
 Spell Resistance: Yes

This spell functions like suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

Symbol of Insanity DC:

Enchantment (Compulsion) [Mind-Affecting]
 Level: Clr 8, Sor/Wiz 8
 Components: V, S, M
 Casting Time: 10 minutes
 Range: 0 ft.; see text

Effect: One symbol
 Duration: See text
 Saving Throw: Will negates
 Spell Resistance: Yes

This spell functions like symbol of death, except that all creatures within the radius of the symbol of insanity instead become permanently insane (as the insanity spell). Unlike symbol of death, symbol of insanity has no hit point limit; once triggered, a symbol of insanity simply remains active for 10 minutes per caster level. Note: Magic traps such as symbol of insanity are hard to detect and disable. A rogue (only) can use the Search skill to find a symbol of insanity and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of insanity.
 Material Components: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Persuasion DC:

Enchantment (Charm) [Mind-Affecting]
 Level: Clr 6, Sor/Wiz 6
 Components: V, S, M
 Casting Time: 10 minutes
 Range: 0 ft.; see text

Effect: One symbol
 Duration: See text
 Saving Throw: Will negates
 Spell Resistance: Yes

This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster (as the charm monster spell) for 1 hour per caster level. Unlike symbol of death, symbol of persuasion has no hit point limit; once triggered, a symbol of persuasion simply remains active for 10 minutes per caster level. Note: Magic traps such as symbol of persuasion are hard to detect and disable. A rogue (only) can use the Search skill to find a symbol of persuasion and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of persuasion.
 Material Components: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp.

Symbol of Sleep DC:

Enchantment (Compulsion) [Mind-Affecting]
 Level: Clr 5, Sor/Wiz 5
 Components: V, S, M
 Casting Time: 10 minutes
 Range: 0 ft.; see text

Effect: One symbol
 Duration: See text
 Saving Throw: Will negates
 Spell Resistance: Yes

This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6x10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires. Unlike symbol of death, symbol of sleep has no hit point limit; once triggered, a symbol of sleep simply remains active for 10 minutes per caster level. Note: Magic traps such as symbol of sleep are hard to detect and disable. A rogue (only) can use the Search skill to find a symbol of sleep and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of sleep.
 Material Components: Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 1,000 gp.

